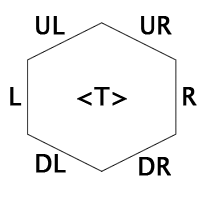
## HexNode<T>

### CRC

|  |  |
| --- | --- |
| HexNode | |
| Responsibilities | Collaborators |

### Description / Overview

HexNode is a node that depicts a point on our board which will be displayed as a graph. Each HexNode has a reference to its neighbor nodes and a value of type *T* which is generic to the class. The HexNode is visualized as a Pointy Orientation Hexagon (see below).



### Instance Variables

#### r

Data Type:HexNode<T>

A reference to the node to the right of this node.

#### dr

Data Type:HexNode<T>

A reference to the node to the bottom-right of this node.

#### dl

Data Type:HexNode<T>

A reference to the node to the bottm-left of this node.

#### l

Data Type:HexNode<T>

A reference to the node to the left of this node.

#### ul

Data Type:HexNode<T>

A reference to the node to the top-left of this node.

#### ur

Data Type:HexNode<T>

A reference to the node to the top-right of this node.

#### value

Data Type:T

A reference to the node to the right of this node.

### Method Overview

*public HexNode<T> ()*

*public void setR()*

*public void setDR()*

*public void setDL()*

*public void setL()*

*public void setUL()*

*public void setUR()*

*public void set(int side, HexNode<T> node)*

*public HexNode<T> getR()*

*public HexNode<T> getDR()*

*public HexNode<T> getDL()*

*public HexNode<T> getL()*

*public HexNode<T> getUL()*

*public HexNode<T> getUR()*

*public HexNode<T> get(int side)*

*public boolean isEmpty()*

*public T getValue()*

### Method Writeups

#### public void set(int side, HexNode<T> node)

Set the side of this node to a specified node. (see Global Direction)

#### public HexNode<T> get(int side)

Get a node on a specified side of this node. (see Global Direction)

#### public boolean isEmpty()

Is the value of this node null