

```
class Solution {
    public int islandPerimeter(int[][] grid) {
        if (grid == null || grid.length == 0 || grid[0].length == 0) return 0;
        int count = 0, neighbor = 0;

        for (int i = 0; i < grid.length; i++){
            for (int j = 0; j < grid[0].length; j++){
                if (grid[i][j] == 1) {
                    count++;
                    if (i < grid.length-1 && grid[i+1][j] == 1) neighbor++;
                    if (j < grid[0].length-1 && grid[i][j+1] == 1) neighbor++;
                }
            }
        }
        return count * 4 - neighbor * 2;
    }
}
```