```
Wish $this is outlined white

When $this has neighbor /n/ {
  Wish $this is labelled $n
}


Wish $this has neighbors

When /someone/ wishes /p/ has neighbors {
  When $p has region /r/ {
    When /p2/ has region /r2/ {
      if {$p eq $p2} { return }
      lassign [regionToBbox $r] bMinX bMinY bMaxX bMaxY
      lassign [regionToBbox $r2] b2MinX b2MinY b2MaxX b2MaxY

      set hasIntersections [rectanglesOverlap [list $bMinX $bMinY] \
              [list $bMaxX $bMaxY]\
              [list $b2MinX $b2MinY]\
              [list $b2MaxX $b2MaxY]\
      false ]
      #Display::stroke [list [list $bMinX $bMinY] {500 500}] 3 blue
      #Display::stroke [list [list $bMaxX $bMaxY] {500 500}] 3 red

      if {$hasIntersections} {
        Claim $p has neighbor $p2
        Display::stroke [list [list $b2MinX $b2MinY] {500 500}] 3 green
        Display::stroke [list [list $b2MaxX $b2MaxY] {500 500}] 3 white
      }
    }
  }
}
```
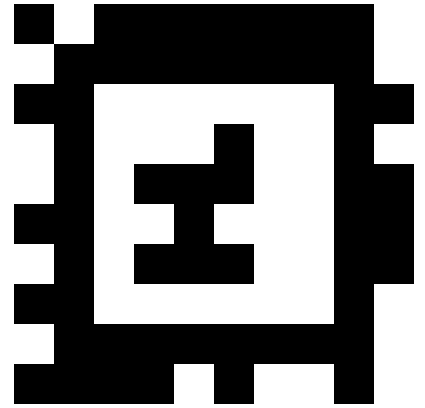
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