**CLASS:** Node

**IMPLEMENTATION**

**INHERITS**

None

**USES**

java.util.ArrayList

**VARIABLES**

x : int

*Represent the x-coordinate of the node with respect to the board*

y : int

*Represent the y-coordinate of the node with respect to the board*

position : int

*Represent the position of the node with respect to the other nodes*

map : int[]

*Represent the coordinates of the node with respect to the coordinate system used by pieces*

connections : ArrayList<Integer>

*Contains the list of the position of all nodes connected to the current node*

**ACCESS** **PROGRAMS**

Node (position, x, y : integer; joints : ArrayList of Integer ) : Node

*Declares a node with a position in respect to other nodes, coordinates with respect to the board, and a list of connected nodes*

Node (position, x, y : integer; coordinates : integer[] ) : Node

*Declares a node with a position in respect to other nodes, x and y coordinates with respect to the board, and a position with respect to the coordinate system used by the pieces*

Node (position, x, y : integer; coordinates : integer[] ) : Node

*Declares a node with a position in respect to other nodes, as well as x and y coordinates with respect to the board*

getX ( ) : integer

*Returns the x-coordinate of the node*

getY ( ) : integer

*Returns the y-coordinate of the node*

getCoords ( ) : integer[]

*Returns the coordinate of the node*

getConnections ( ) : ArrayList of type Integer

*Returns a list of all nodes connected to the current node*

setConnections (ArrayList of type integer) : void

*Sets the connections of the current node*

addConnection (pos : integer) : void

*Adds a connection from the current node to the one with position 'pos'*

getPosition ( ) : integer

*Returns the position of the current node in respect to the other nodes*

**RESTRICTIONS**

*None*