

Before: in setAdjList we had this jumble

```
if(startCell.isDoorway()) {

    getAdjCommon(startCell, row, col); //get common adj cells around
    door

    if (startCell.getDoorDirection() == DoorDirection.UP) {
        char initial = this.getCell(row-1, col).getInitial();
        for(int i = 0; i < numRows; i++) {
            for(int j = 0; j < numColumns; j++) {
                if(this.grid[i][j].getInitial() == initial &&
this.grid[i][j].getSecretPassage() == '*') {
                    startCell.addAdj(grid[i][j]);
                }
            }
        }

        if (startCell.getDoorDirection() == DoorDirection.DOWN) {
            char initial = this.getCell(row+1, col).getInitial();
            for(int i = 0; i < numRows; i++) {
                for(int j = 0; j < numColumns; j++) {
                    if(this.grid[i][j].getInitial() == initial &&
this.grid[i][j].getSecretPassage() == '*') {
                        startCell.addAdj(grid[i][j]);
                    }
                }
            }

            if (startCell.getDoorDirection() == DoorDirection.RIGHT) {
                char initial = this.getCell(row, col+1).getInitial();
                for(int i = 0; i < numRows; i++) {
                    for(int j = 0; j < numColumns; j++) {
                        if(this.grid[i][j].getInitial() == initial &&
this.grid[i][j].getSecretPassage() == '*') {
                            startCell.addAdj(grid[i][j]);
                        }
                    }
                }

                if (startCell.getDoorDirection() == DoorDirection.LEFT) {
```

```

        char initial = this.getCell(row, col-1).getInitial();
        for(int i = 0; i < numRows; i++) {
            for(int j = 0; j < numColumns; j++) {
                if(this.grid[i][j].getInitial() == initial &&
this.grid[i][j].getSecretPassage() == '*') {
                    startCell.addAdj(grid[i][j]);
                }
            }
        }
    }
}

```

AFTER: Now we have this using a separate method

```

if(startCell.isDoorway()) {

    getAdjCommon(startCell, row, col); //get common adj cells around
door
    DoorDirection doorDir = startCell.getDoorDirection();

    getAdjToDoor(startCell, doorDir, row, col);

}

```

```

public void getAdjToDoor(BoardCell startCell, DoorDirection whichWay, int row, int col) {
    int xOffset = 0;
    int yOffset = 0;

    if(whichWay == DoorDirection.UP) {
        yOffset = -1;
    }
    if(whichWay == DoorDirection.DOWN) {
        yOffset = 1;
    }
    if(whichWay == DoorDirection.LEFT) {
        xOffset = -1;
    }
    if(whichWay == DoorDirection.RIGHT) {
        xOffset = 1;
    }

    char initial = this.getCell(row + yOffset, col + xOffset).getInitial();
}

```

```
for(int i = 0; i < numRows; i++) {  
    for(int j = 0; j < numColumns; j++) {  
        if(this.grid[i][j].getInitial() == initial && this.grid[i][j].isRoomCenter())  
        {  
            startCell.addAdj(grid[i][j]);  
        }  
    }  
}  
}
```