

## neighborhood

**C** GridNeighborhood

◆ «override» computeRelations()

**A** Neighborhood

● build(polygons: Set<Polygon>)  
● neighbors(p: Polygon): Set<Polygon>

◆ computeRelations()

◆ register(p: Polygon, neighbors: Set<Polygon>)

◆ register(p1: Polygon, p2: Polygon)

◆ polygonAt(v: Vertex): Polygon

◆ registeredCentroids(): Set<Vertex>

**C** DelaunayNeighborhood

◆ «override» computeRelations()

## specification

**C** GridSpecification

**I** Buildable

● build(): Mesh

**C** IrregularSpecification

## JTS

**C** DelaunayTriangulationDiagramBuilder

**C** VoronoiDiagramBuilder