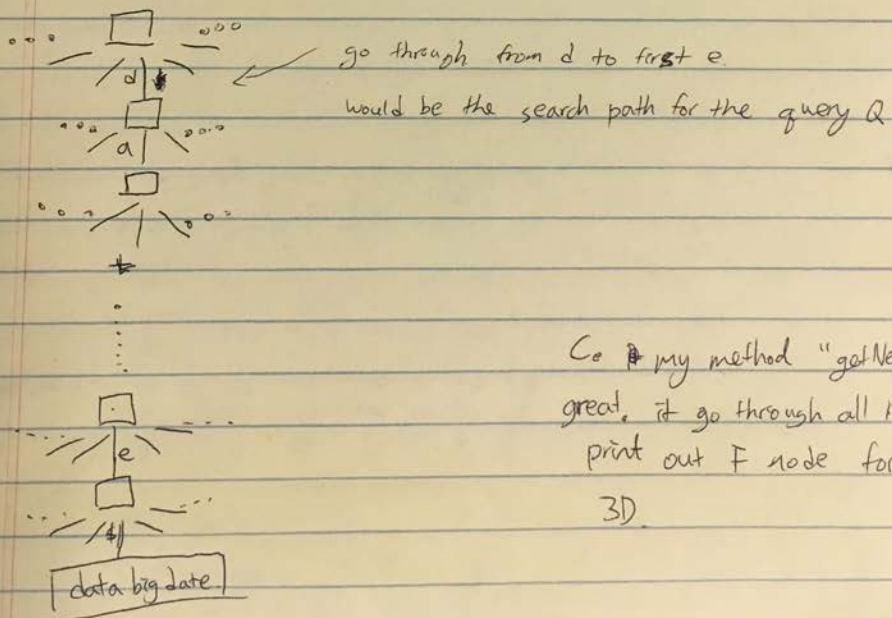


B. Trie

d, a, t, b, i, g, e



So my method "getNeighbors()" works great. it go through all Nodes, and print out F node for 2D and 3D.