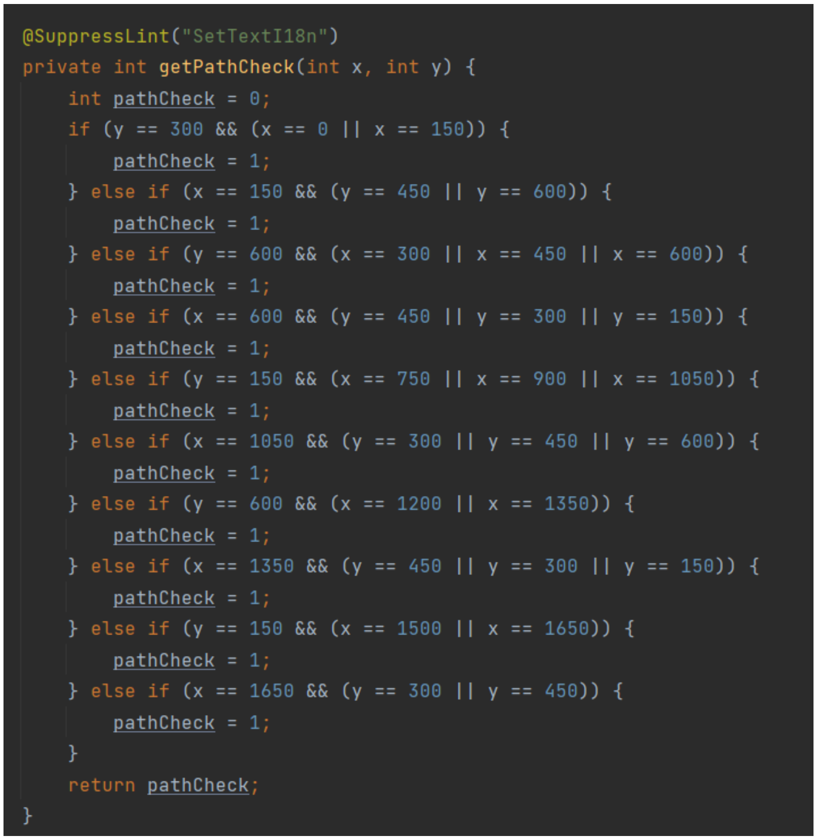
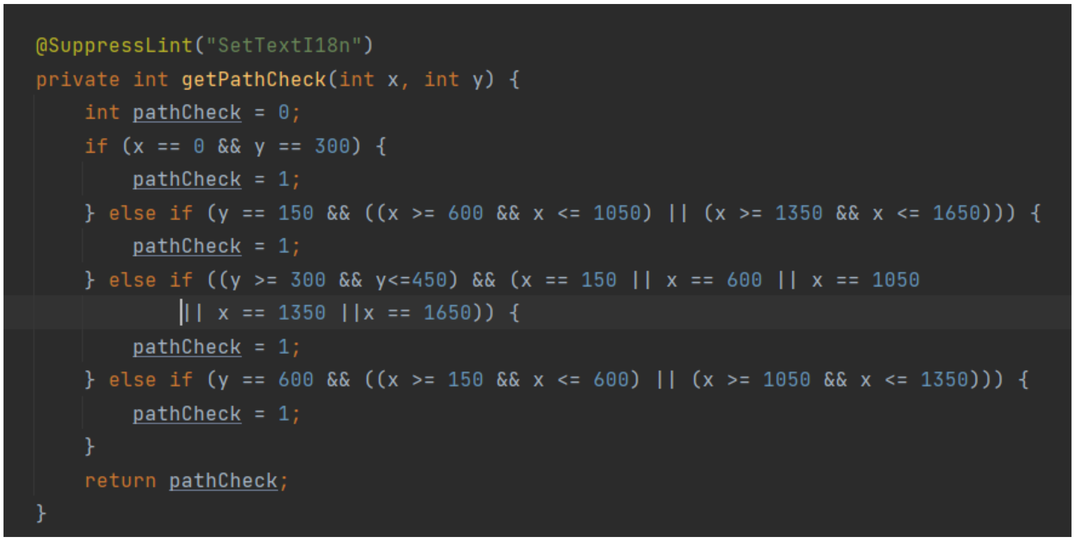


```java
@SuppressLint("SetTextI18n")
private int getPathCheck(int x, int y) {
    int pathCheck = 0;
    if (y == 300 && (x == 0 || x == 150)) {
        pathCheck = 1;
    } else if (x == 150 && (y == 450 || y == 600)) {
        pathCheck = 1;
    } else if (y == 600 && (x == 300 || x == 450 || x == 600)) {
        pathCheck = 1;
    } else if (x == 600 && (y == 450 || y == 300 || y == 150)) {
        pathCheck = 1;
    } else if (y == 150 && (x == 750 || x == 900 || x == 1050)) {
        pathCheck = 1;
    } else if (x == 1050 && (y == 300 || y == 450 || y == 600)) {
        pathCheck = 1;
    } else if (y == 600 && (x == 1200 || x == 1350)) {
        pathCheck = 1;
    } else if (x == 1350 && (y == 450 || y == 300 || y == 150)) {
        pathCheck = 1;
    } else if (y == 150 && (x == 1500 || x == 1650)) {
        pathCheck = 1;
    } else if (x == 1650 && (y == 300 || y == 450)) {
        pathCheck = 1;
    }
    return pathCheck;
}
```

The code here has a code smell of object-orientation abuse with the overly complex if-else statements present within this method. As a result of haphazardly trying to cover every path coordinate, the code is redundant and hard to read.



```java
@SuppressLint("SetTextI18n")
private int getPathCheck(int x, int y) {
    int pathCheck = 0;
    if (x == 0 && y == 300) {
        pathCheck = 1;
    } else if (y == 150 && ((x >= 600 && x <= 1050) || (x >= 1350 && x <= 1650))) {
        pathCheck = 1;
    } else if ((y >= 300 && y<=450) && (x == 150 || x == 600 || x == 1050
            || x == 1350 ||x == 1650)) {
        pathCheck = 1;
    } else if (y == 600 && ((x >= 150 && x <= 600) || (x >= 1050 && x <= 1350))) {
        pathCheck = 1;
    }
    return pathCheck;
}
```

To fix the issue, the if statement conditions were compared and similarities in them were found. Using this information, the if statements conditions were consolidated, removing redundancies and ultimately reducing the number of if statements used to perform the same location checking action.