

pacman_game.model.node.Node.add
_geoneighbour

pacman_game.model.node.Node.is
_geoneighbour

pacman_game.model.node.Node.geoneighbours

```
graph LR; A[pacman_game.model.node.Node.add_geoneighbour] --> C[pacman_game.model.node.Node.geoneighbours]; B[pacman_game.model.node.Node.is_geoneighbour] --> C;
```

The diagram illustrates a relationship between two methods and a class attribute. On the left, two white rectangular boxes with black borders contain the method names: 'pacman_game.model.node.Node.add_geoneighbour' (top) and 'pacman_game.model.node.Node.is_geoneighbour' (bottom). On the right, a gray rectangular box with a black border contains the attribute name 'pacman_game.model.node.Node.geoneighbours'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both methods interact with or modify the 'geoneighbours' attribute.