

```
pacman_game.model.node.Node.add  
_neighbour
```

A diagram showing a method call. A grey rectangular box on the left contains the text 'pacman_game.model.node.Node.add_neighbour'. A blue arrow points from the right side of this box to a white rectangular box on the right. The white box contains the text 'pacman_game.model.node.Node.neighbours'.

```
pacman_game.model.node.Node.neighbours
```