

pacman_game.model.node.Node.add
_neighbour

pacman_game.model.node.Node.is
_neighbour

pacman_game.model.node.Node.neighbour

pacman_game.model.node.Node.neighbours

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graph LR; A[pacman_game.model.node.Node.add_neighbour] --> D[pacman_game.model.node.Node.neighbours]; B[pacman_game.model.node.Node.is_neighbour] --> D; C[pacman_game.model.node.Node.neighbour] --> D;
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The diagram illustrates a directed graph with four nodes. Three nodes on the left are white with black borders, and one node on the right is gray with a black border. Three blue arrows point from the left nodes to the right node. The arrows originate from the bottom-right of the top-left node, the right side of the middle-left node, and the top-right of the bottom-left node. The target node is a rectangle that is wider than the others, positioned to the right of the three source nodes.