



getNeighbor(hex, neighborMumber, graphicsHandler)

hexX = hex.getGridPoint().getX()

hexY = hex.getGridPoint().getY()

hexY isEven

True

neighborNumber --

1

2

3

4

5

6

Else

neighbor =
graphicsHandler.getHex
list().get(hexX-1,
hexY)

neighbor =
graphicsHandler.getHexl
ist().get(hexX-1,
hexY+1)

neighbor =
graphicsHandler.getHexl
ist().get(hexX, hexY+1)

neighbor =
graphicsHandler.getHexl
ist().get(hexX+1, hexY)

neighbor =
graphicsHandler.getHexl
ist().get(hexX, hexY-1)

neighbor =
graphicsHandler.getHexl
ist().get(hexX-1,
hexY-1)

neighbor = null

False

neighborNumber --

1

2

3

4

5

6

Else

neighbor =
graphicsHandler.getHex
list().get(hexX-1,
hexY)

neighbor =
graphicsHandler.getHexl
ist().get(hexX, hexY+1)

neighbor =
graphicsHandler.getHexl
ist().get(hexX+1,
hexY+1)

neighbor =
graphicsHandler.getHexl
ist().get(hexX+1, hexY)

neighbor =
graphicsHandler.getHexl
ist().get(hexX+1,
hexY-1)

neighbor =
graphicsHandler.getHexl
ist().get(hexX, hexY-1)

neighbor = null

RETURN neighbor