

Triangulation

Triangulating Monotone Polygons

- Example

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	Event Type	Output	Stack
0 1	init		0 1
2	Same/Reflex		0 1 2
3	Same/Reflex		0 1 2 3
4	Same/Reflex		0 1 2 3 4
5	Same/Convex	(5, 3) (5, 2) (5, 1)	0 1 5
6	Opposite	(6, 5) (6, 1)	5 6
7	Opposite	(7, 6)	6 7
8	Opposite	(8, 7)	7 8
9	Same/Convex	(9, 7)	7 9
10	Opposite	(10, 9)	9 10
11	Same/Convex	(11, 9)	9 11
12	Same/Convex	(12, 9)	9 12
13	Opposite	(13, 12)	12 13
14	Opposite	(14, 13)	13 14
15	Same/Convex	(15, 13)	13 15
16	Same/Reflex		13 15 16
17	Opposite	(17, 16) (17, 15)	16 17

