

Triangulation

Triangulating Monotone Polygons

- Same Side + Convex

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❖ In this case:

- `c` lies on the `same` chain as `t`; and
- `t` is `convex`

❖ So we could

repeat {

`ChopOffTriangle(s, t, c);`

`t = S.pop();`

} until (`t` is reflex) or (`|S| == 1`);

`S.Push(c);`

❖ Again, check `SCC` properties ...

