Triangulation

Triangulating Monotone Polygons

- Opposite Side

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❖ In this case, $\boxed{c}$ lies on the $\boxed{\text{opposite}}$ chain of $\boxed{t}$

❖ So we could

```
repeat {

    ChopOffTriangle( s, t, c );

    t = S.pop();

} until ( |S| == 1 )

S.pop();

S.push( top );

S.push( c );
```

❖ And once more, check $\boxed{\text{SCC}}$ properties ...

sweepline