#include <vector>

Using namespace std

Vector<vector<int> > vertextriangleneighbors;

Void createvertextriangleneighborhood(mesh& m)  
{

Vertextriangleneighbors.resize(m.vertices.size())

{for <trianle.size

Triangle t =m.triangles[i]

Int v0=t.v[0]