

## multiscale::MinimumAreaEnclosing Triangle

- validationFlag
- vertexA
- vertexB
- vertexC
- sideAStartVertex
- sideAEndVertex
- sideBStartVertex
- sideBEndVertex
- sideCStartVertex
- sideCEndVertex
- area
- a
- b
- c
- nrOfPoints
- polygon

- + find()
- initialise()
- findMinimumAreaEnclosing Triangle()
- advanceBToRightChain()
- moveAIfLowAndBIfHigh()
- searchForBTangency()
- isNotBTangency()
- updateSidesCA()
- updateSidesBA()
- updateSideB()
- isLocalMinimalTriangle()
- isValidMinimalTriangle()
- updateMinimumAreaEnclosing Triangle()
- middlePointOfSideB()
- intersectsBelow()
- intersectsAbove()
- intersects()
- intersectsAboveOrBelow()
- isFlushAngleBetweenPredecessor AndSuccessor()
- isGammaAngleBetween()
- isGammaAngleEqualTo()
- height()
- height()
- gamma()
- findVertexCOnSideB()
- findGammaIntersectionPoints()
- areIdenticalLines()
- areIntersectingLines()
- lineEquationParameters()
- advance()
- successor()
- predecessor()