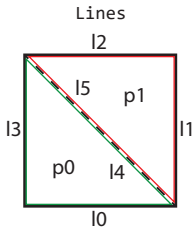


```

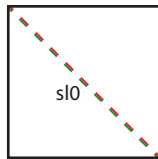
OriPolygon p0 {
  vertexList = v0,v1,v3;
  lines      = l0,l4,l3;
}
  
```



```

OriPolygon p1 {
  vertexList = v1,v2,v3;
  lines      = l1,l2,l5;
}
  
```

Shared Lines



p = polygon  
 l = line  
 sl = shared line  
 v = vertex

```

sharedLines =
  [OriLine(v1,v3,VALLEY),[p0, p1]]
  
```