QuickHull: remove all the points that the convex hull does not contain (recursive nature, divide and conquer paradigm )

Compute the fartest point between each other

p0 = (min\_x, y0)

p1 = (max\_x, y1)

Make a line L joining p0 and P1

This will divide the problem into 2 sets of points

Average case: O(nlgn)

Worst case: O(n^2)