# MAC0331 - Lista 1

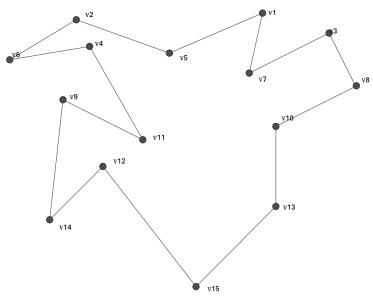
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### Q 8:

If using the definition of direction typical of the English language, the answer is no. The reason is that if a polygon is  $\alpha$ -monotone, then it is also  $(-\alpha)$ -monotone. If using the definition typical of the Portuguese, in which  $\overline{NS}$  might mean  $\overline{NS}$  or  $\overline{NS}$  language, the answer is yes.

### Q 10:



In the trace test, T is the sweep line and (c,v,d) is the set of the vertex analyzed and its left (c) and right (d) edges - those are not always named. D is the set of diagonals.

```
Vertex
            Case
                     Actions
                                                                 D
 v_1
            2
                     T += (c,v,d)
            2
                     T += (c,v,d)
 v_2
            2
                     T += (c,v,d)
 v_3
            2
                     Replace trapeze with two new
                                                                 (v_2, v_4)
 v_4
            3
                     Replace two trapeze with one new
 v_5
                                                                 (v_2, v_4)
            3
                     Remove trapeze
                                                                 (v_2, v_4)
 v_6
            3
                     Replace trapeze with two new
                                                                 (v_2, v_4), (v_5, v_7)
 v_7
            1
                     Exchange trapeze
                                                                 (v_2, v_4), (v_5, v_7), (v_7, v_8)
 v_8
                     T += (c,v,d)
            2
                                                                 (v_2, v_4), (v_5, v_7), (v_7, v_8)
 v_9
            1
                     Exchange trapeze
                                                                 (v_2, v_4), (v_5, v_7), (v_7, v_8)
 v_{10}
            3
 v_{11}
                     Replace two trapeze with one new
                                                                 (v_2, v_4), (v_5, v_7), (v_7, v_8), (v_5, v_{11})
            2
                     Replace trapeze with two new
                                                                 (v_2, v_4), (v_5, v_7), (v_7, v_8), (v_5, v_{11}), (v_{11}, v_{12}))
 v_{12}
            1
                     Exchange trapeze
                                                                 (v_2, v_4), (v_5, v_7), (v_7, v_8), (v_5, v_{11}), (v_{11}, v_{12}))
 v_{13}
            3
                     Remove trapeze
                                                                 (v_2, v_4), (v_5, v_7), (v_7, v_8), (v_5, v_{11}), (v_{11}, v_{12}))
 v_{14}
            3
                     Remove trapeze
                                                                 (v_2, v_4), (v_5, v_7), (v_7, v_8), (v_5, v_{11}), (v_{11}, v_{12}))
 v_{15}
    Q15:
a.
     print_face_vertices (face f):
 2
               start = f.edge
 3
               n = start.next
 4
               print(start.v_0)
 5
               while (n != start):
                         print(next.v_0)
 6
 7
                         n = n.next
 1
     print_adjacent_vertices(edge start): # start is (u,v) -- v is the target vertex
 2
               e = start
 3
               while (true):
 4
                         print(e.v_0)
 5
                         e = e.next.twin
 6
                         if (e == start):
                                  break
 7
```