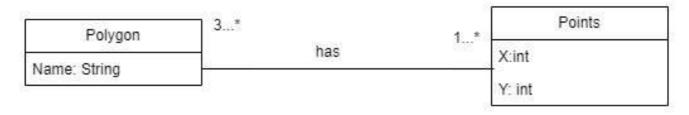


Border



Each polygon needs to have atleast 3 pointes to be a polygon, hence the multiplicity should be minimum 3

