



a

vertex

a

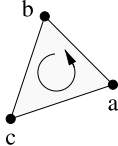


a

b

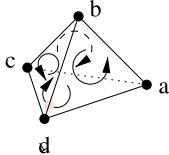
edge

[a, b]



triangle

[a, b, c]



tetrahedron

[a, b, c, d]