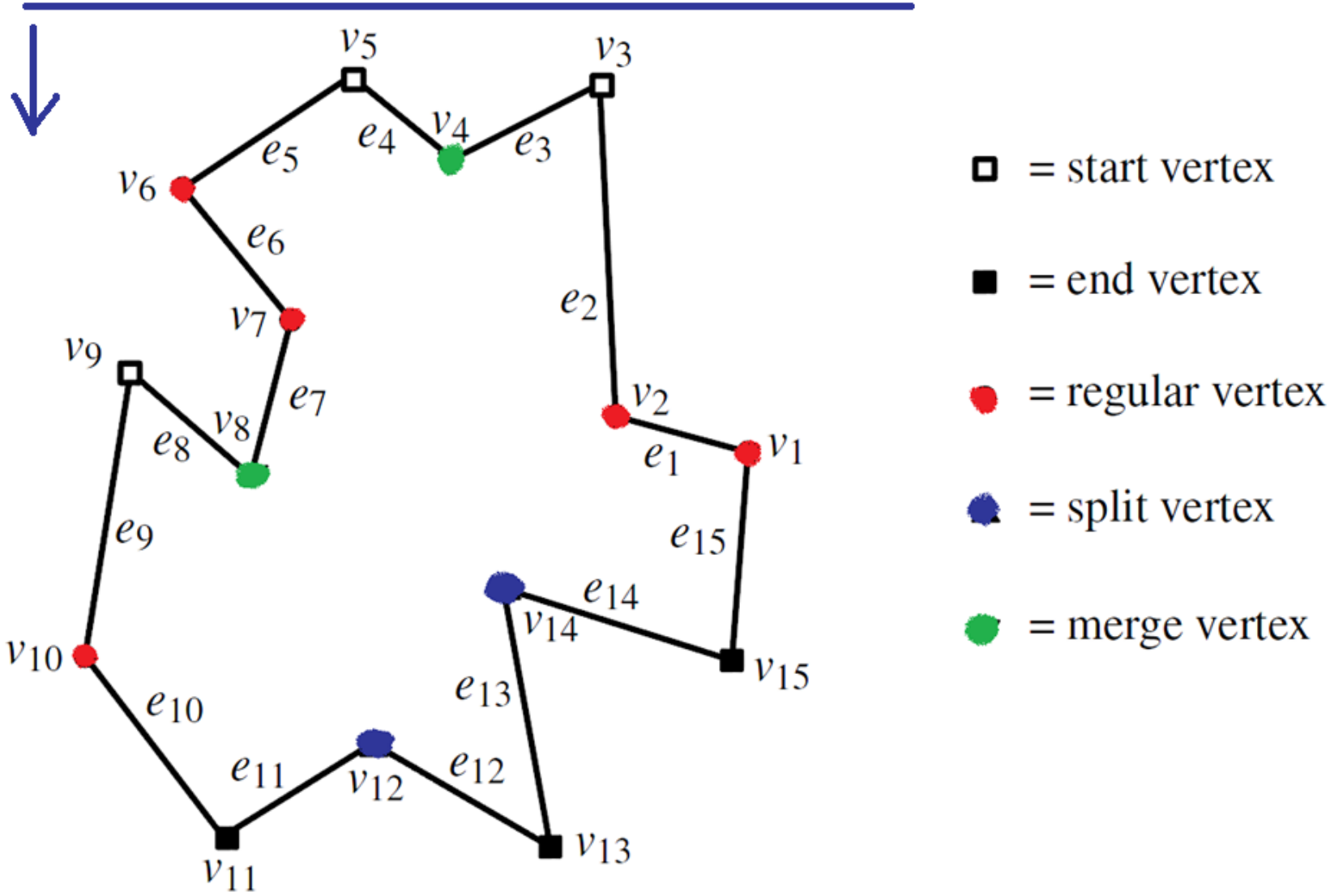
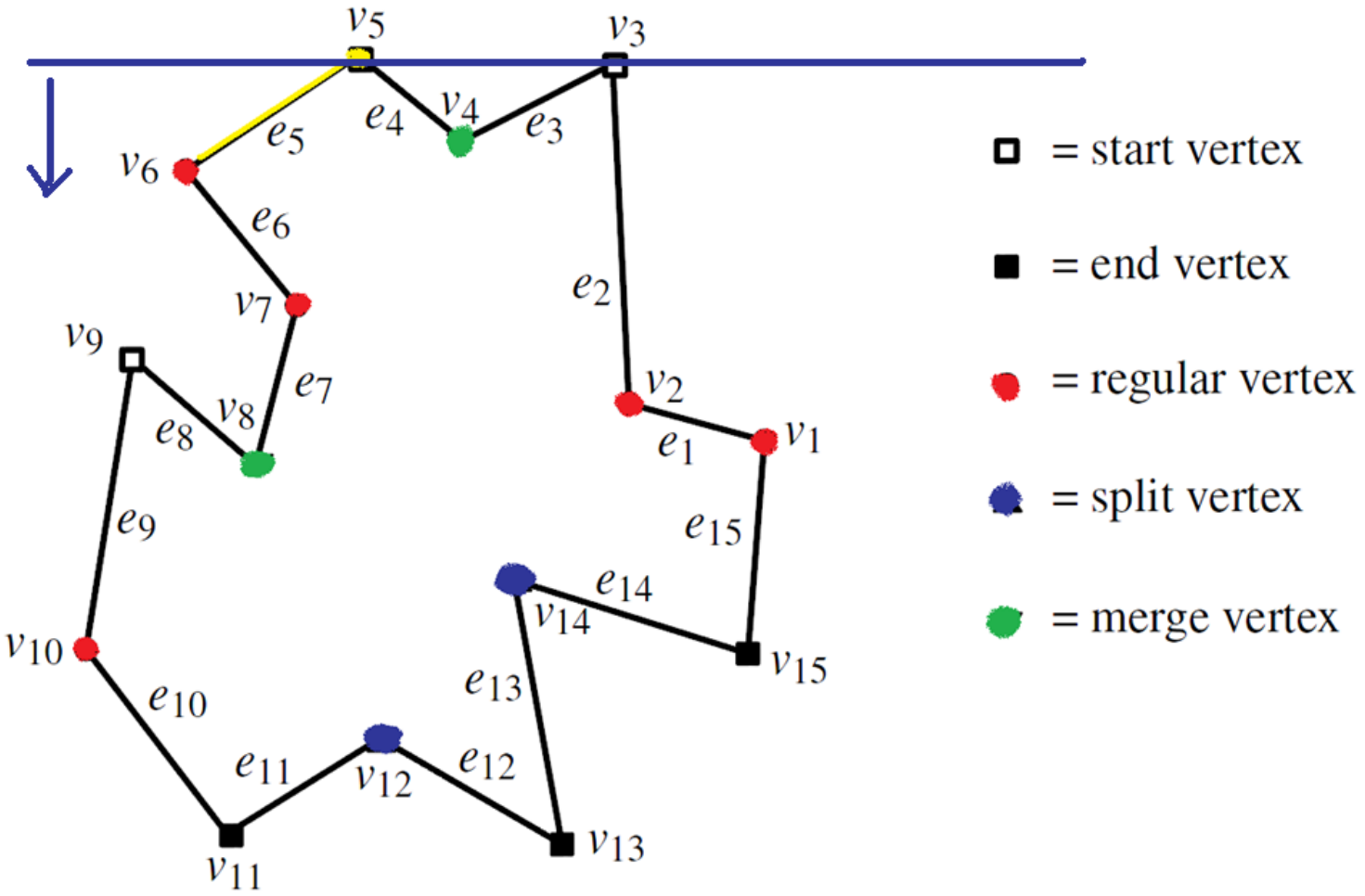
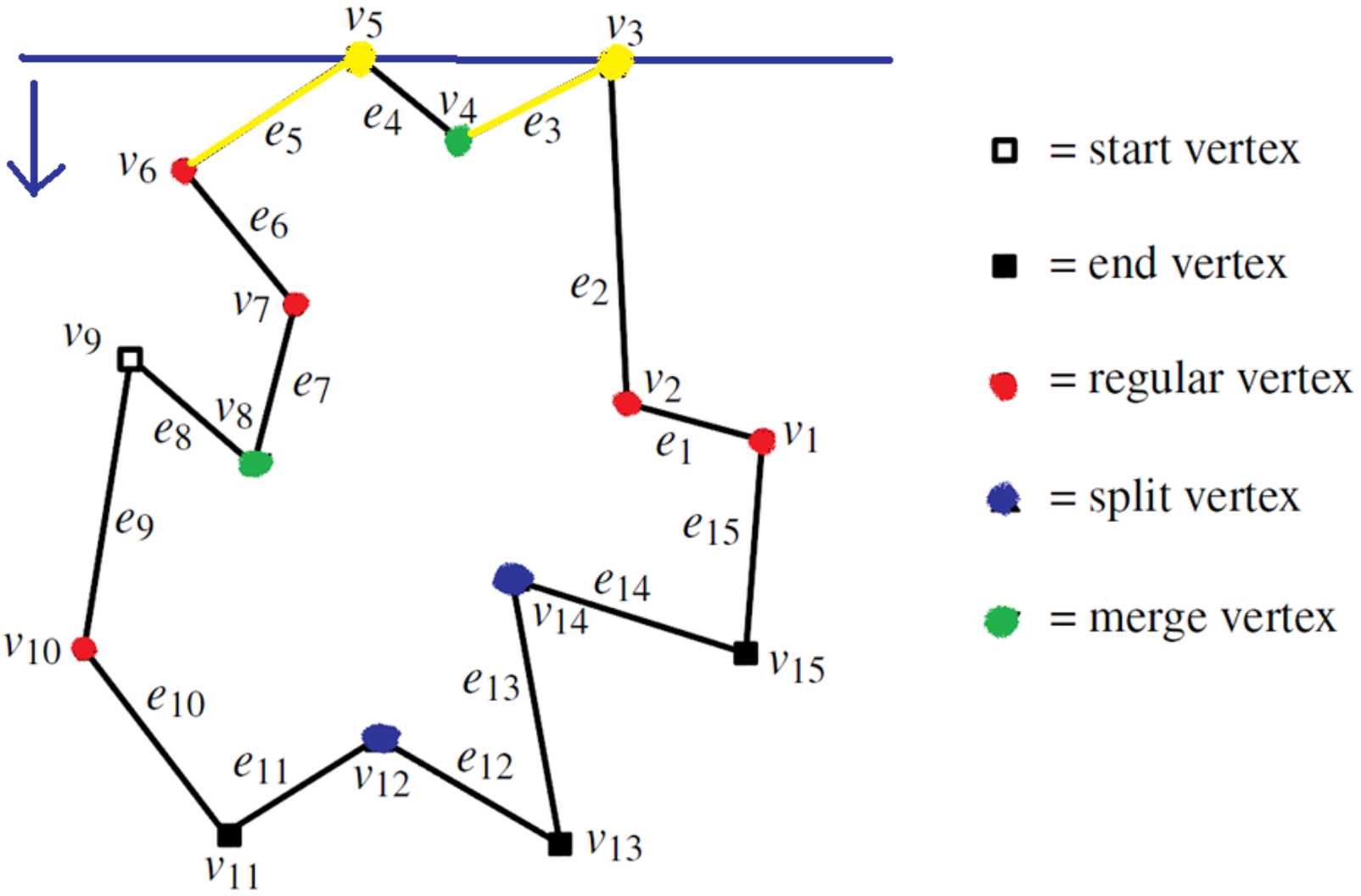


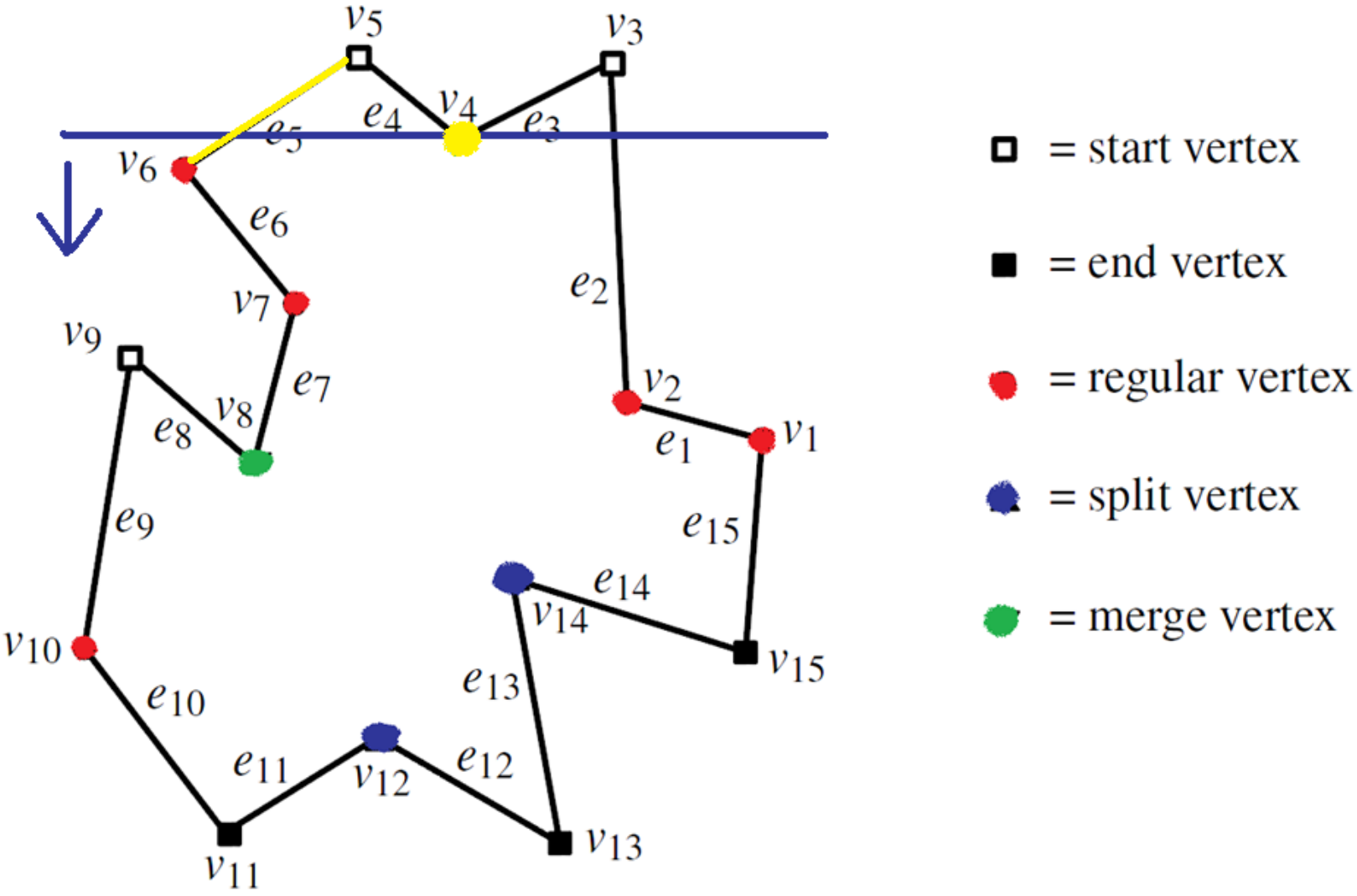
- Event list: v5 v3 v4 v6 v7 v9 v2…v12 v11 v13
- Status of sweep line: empty (no intersecting line, later intersecting line will be marked with yellow)



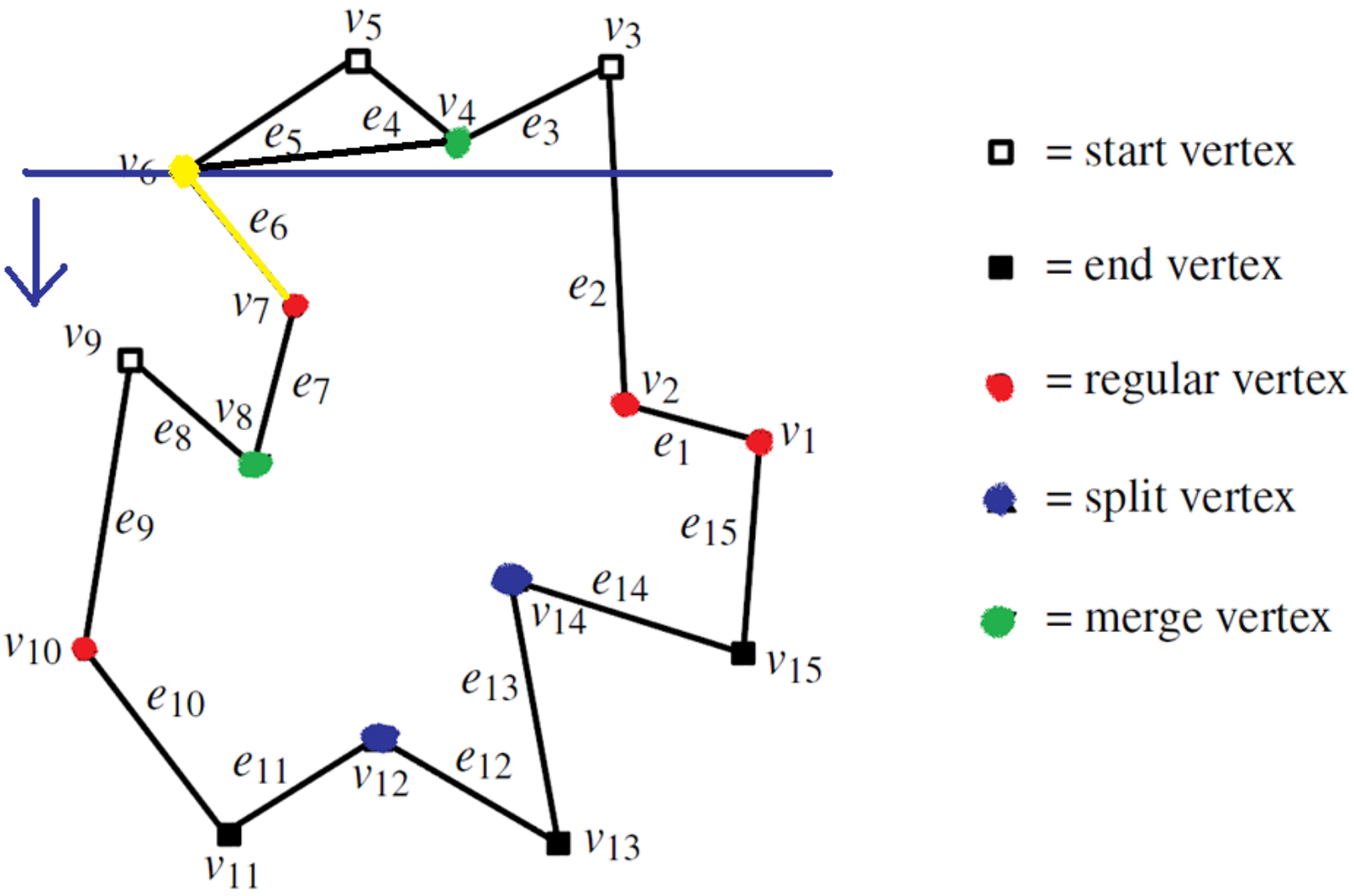
- V5 is set as the last passed vertex of e5



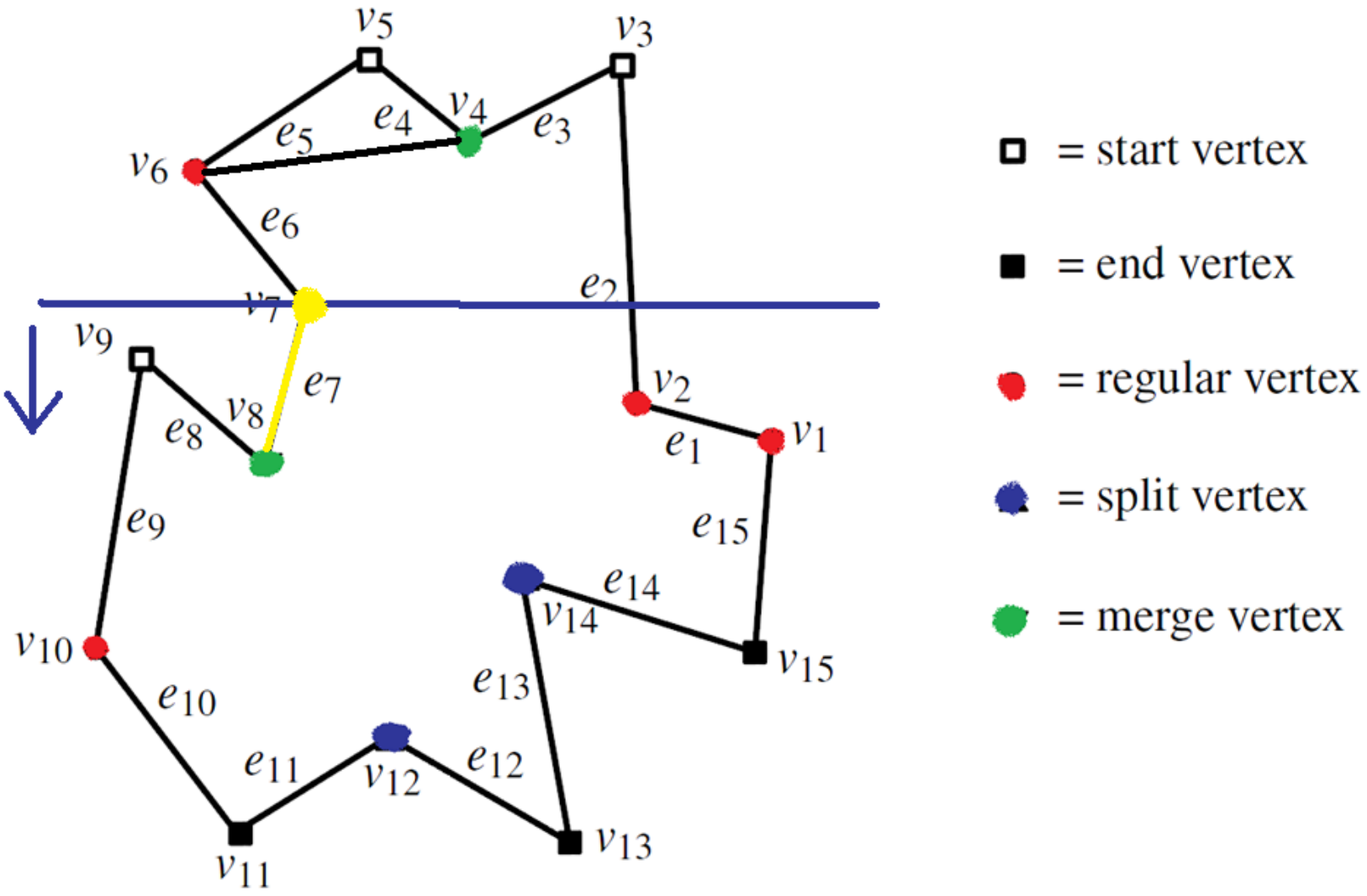
- V3 is set as the last passed vertex of e3



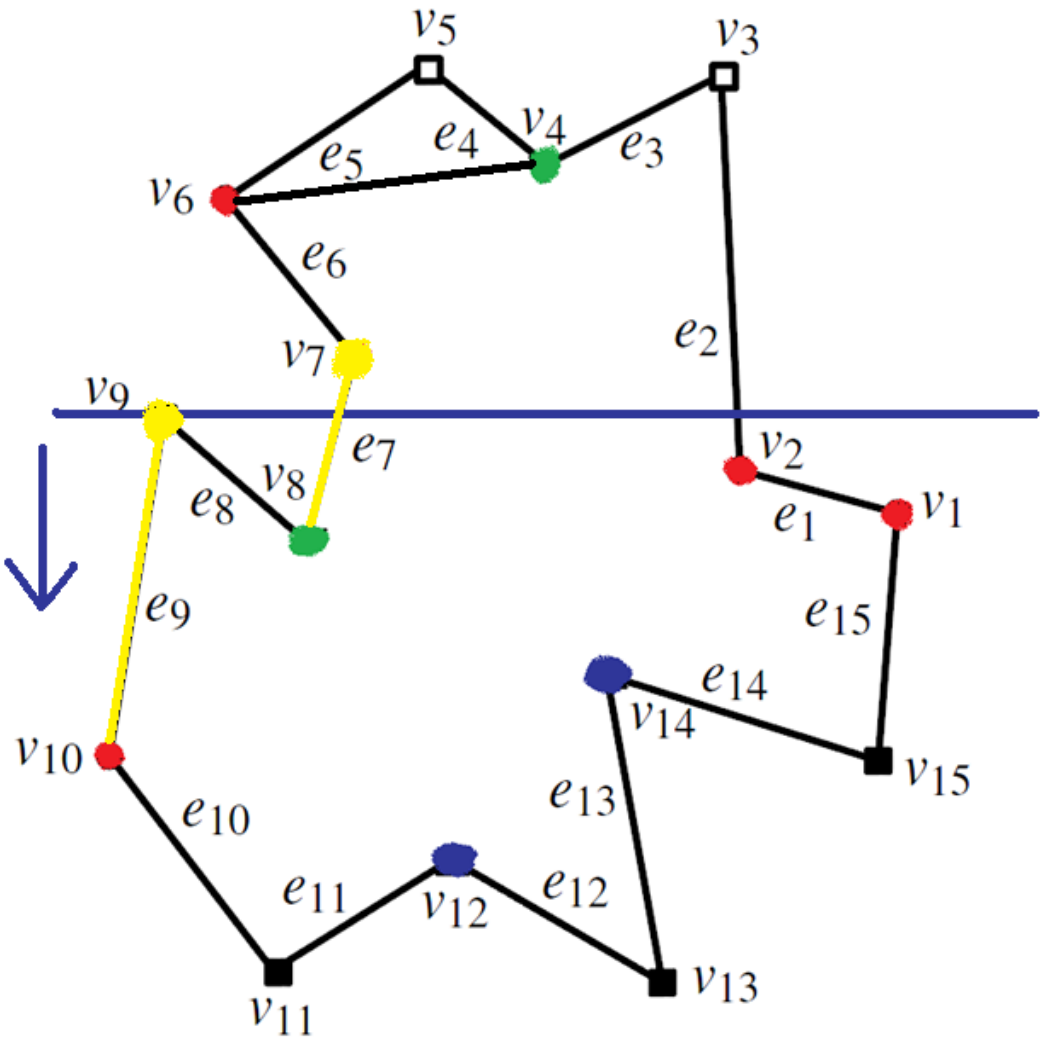
- Remove e3; e5 is left of v4; set v4 as the last passed vertex of e5



- Replace e5 with e6; since the last passed vertex of e5 is v4, a merge vertex, add diagonal between v6 and v4; set v6 as the last passed vertex of e6



- Replace e6 with e7; set v7 as the last passed vertex of e7



= start vertex

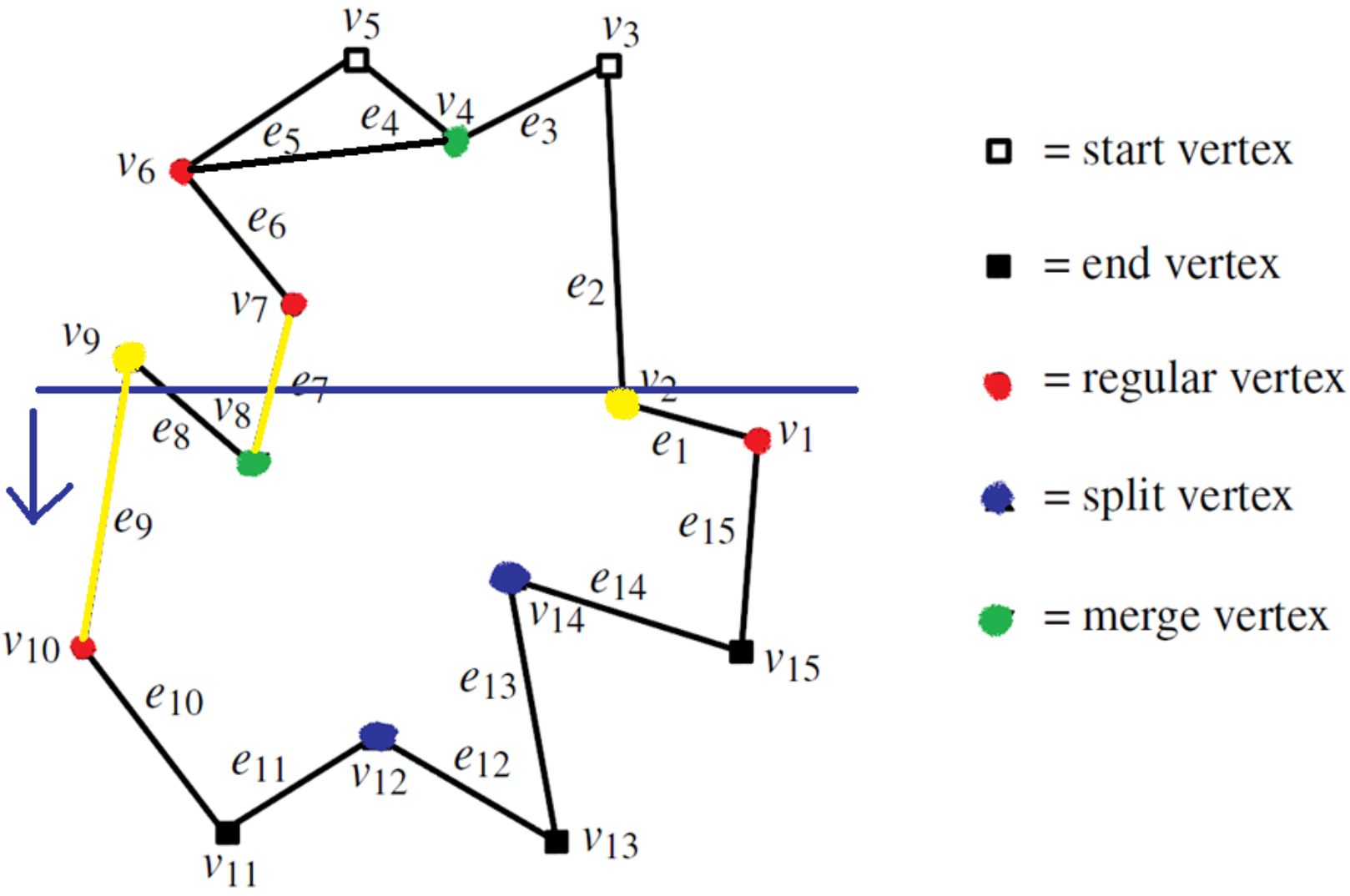
= end vertex

= regular vertex

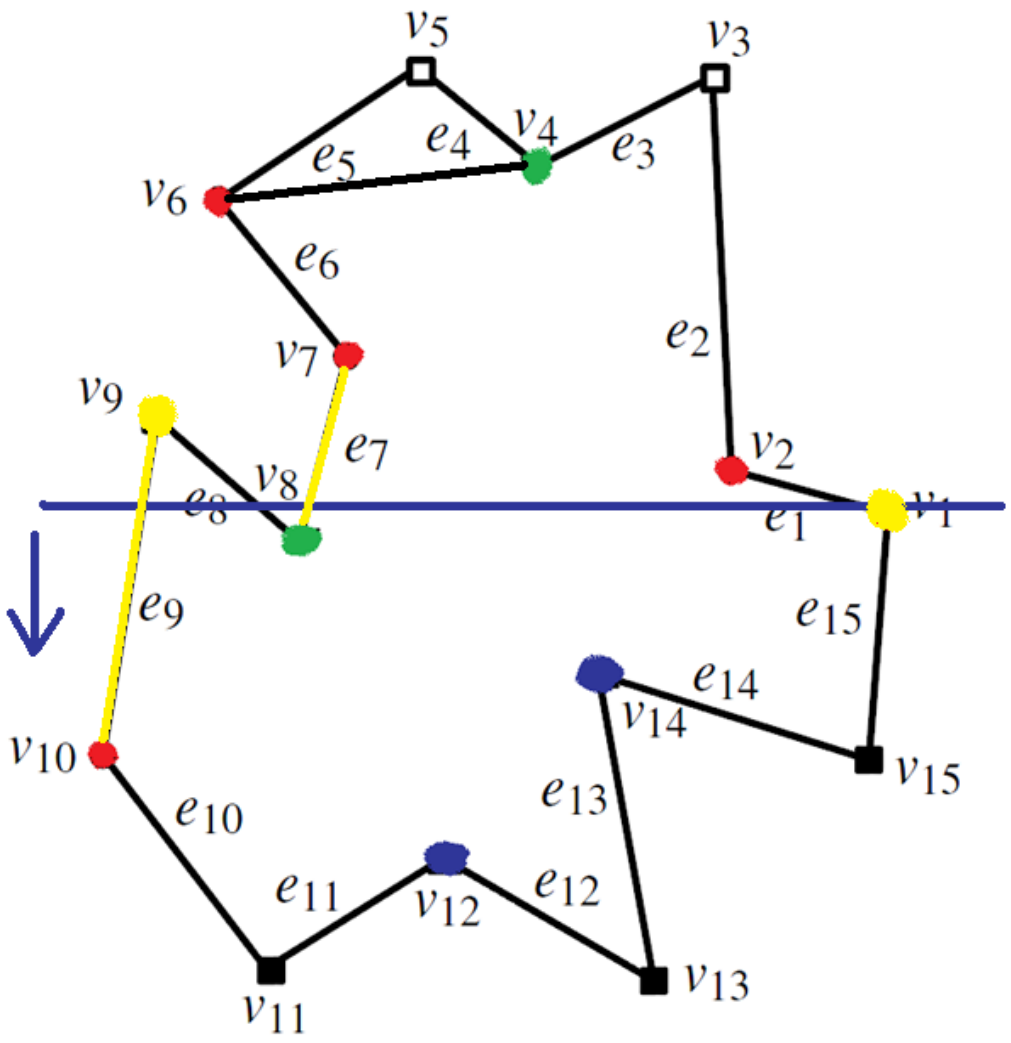
= split vertex

= merge vertex

- V9 is set as the last passed vertex of e9



- V2 is set as the last passed vertex of e7



= start vertex

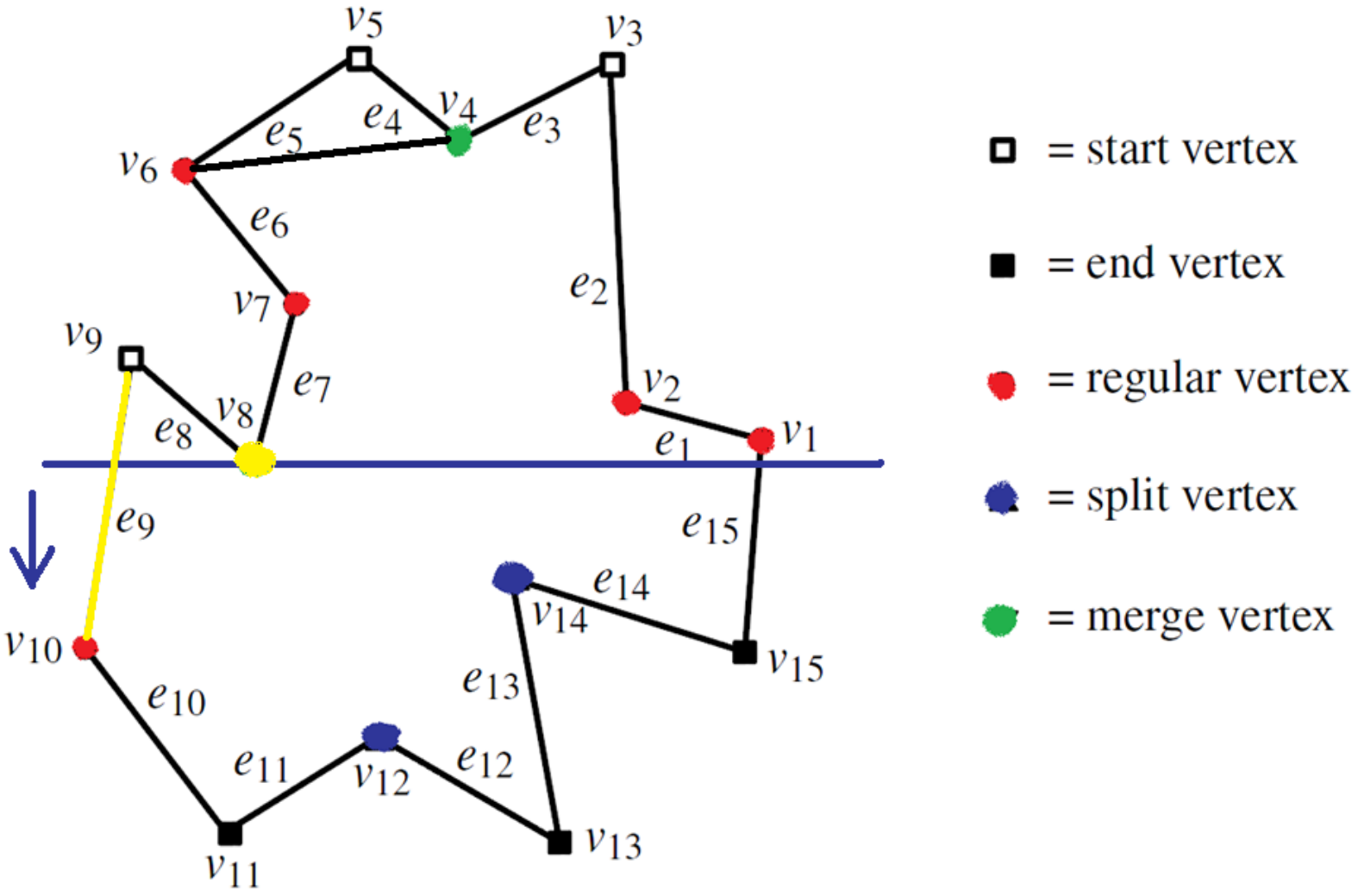
= end vertex

= regular vertex

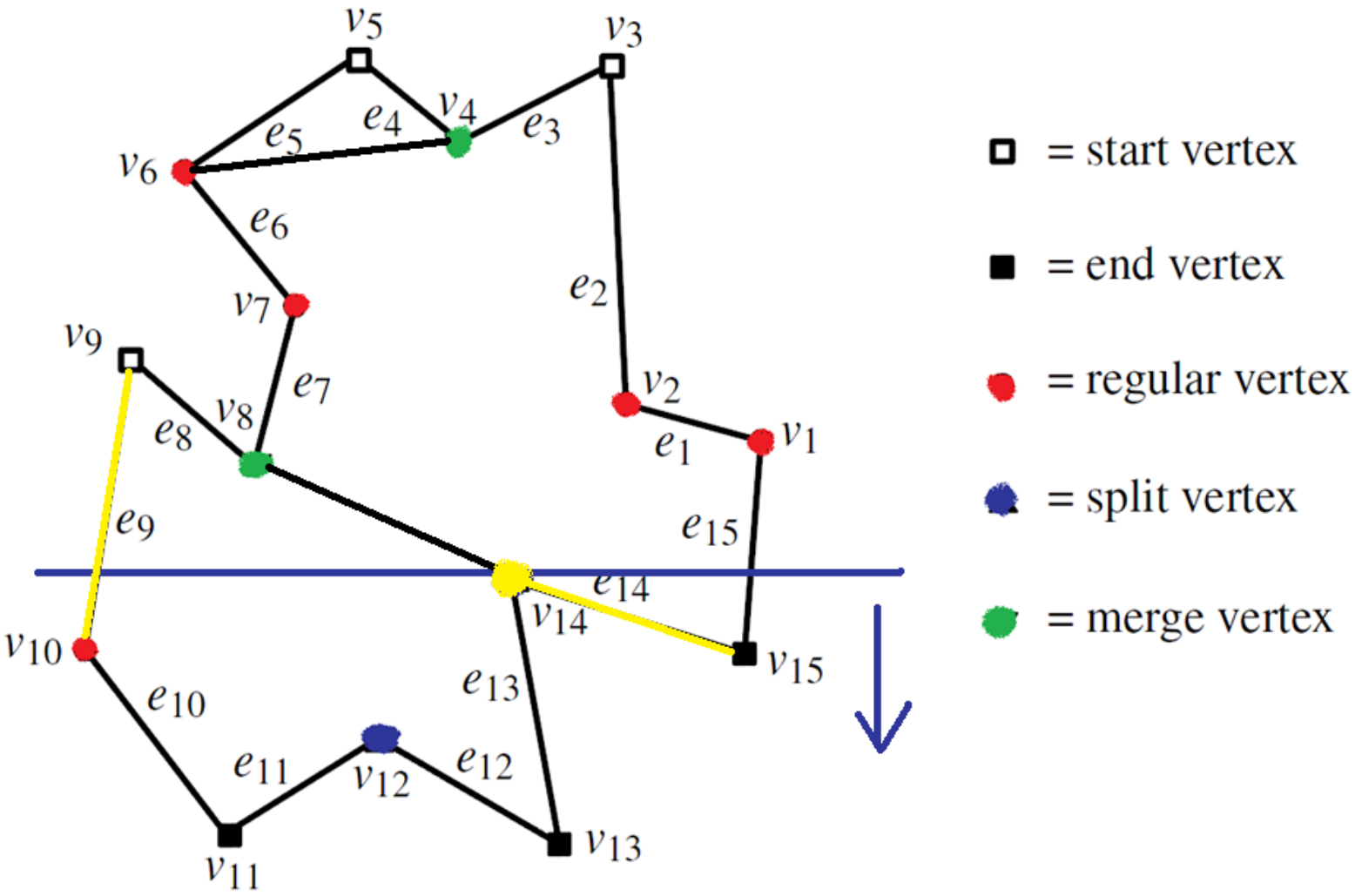
= split vertex

= merge vertex

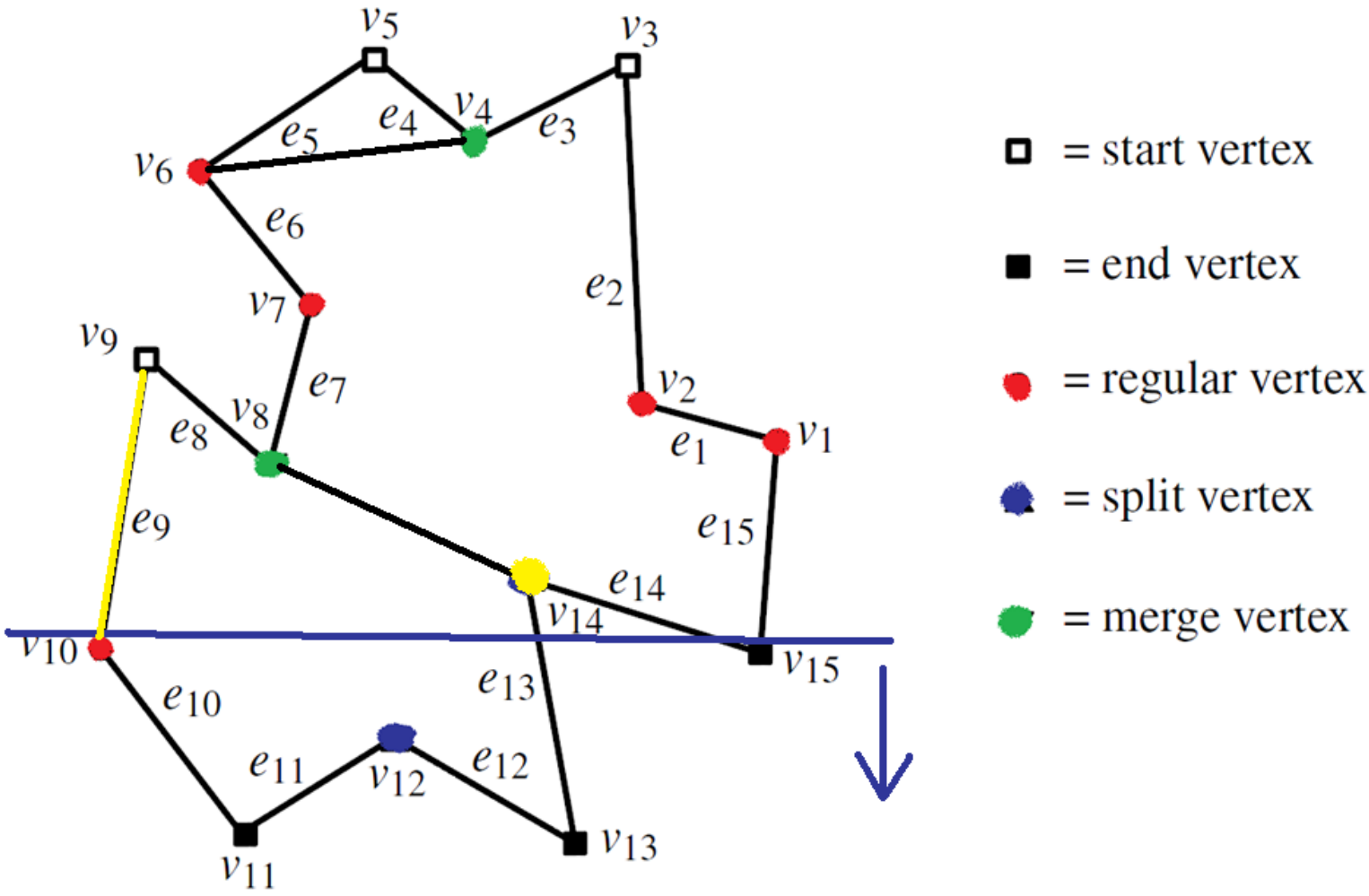
- V1 is set as the last passed vertex of e7



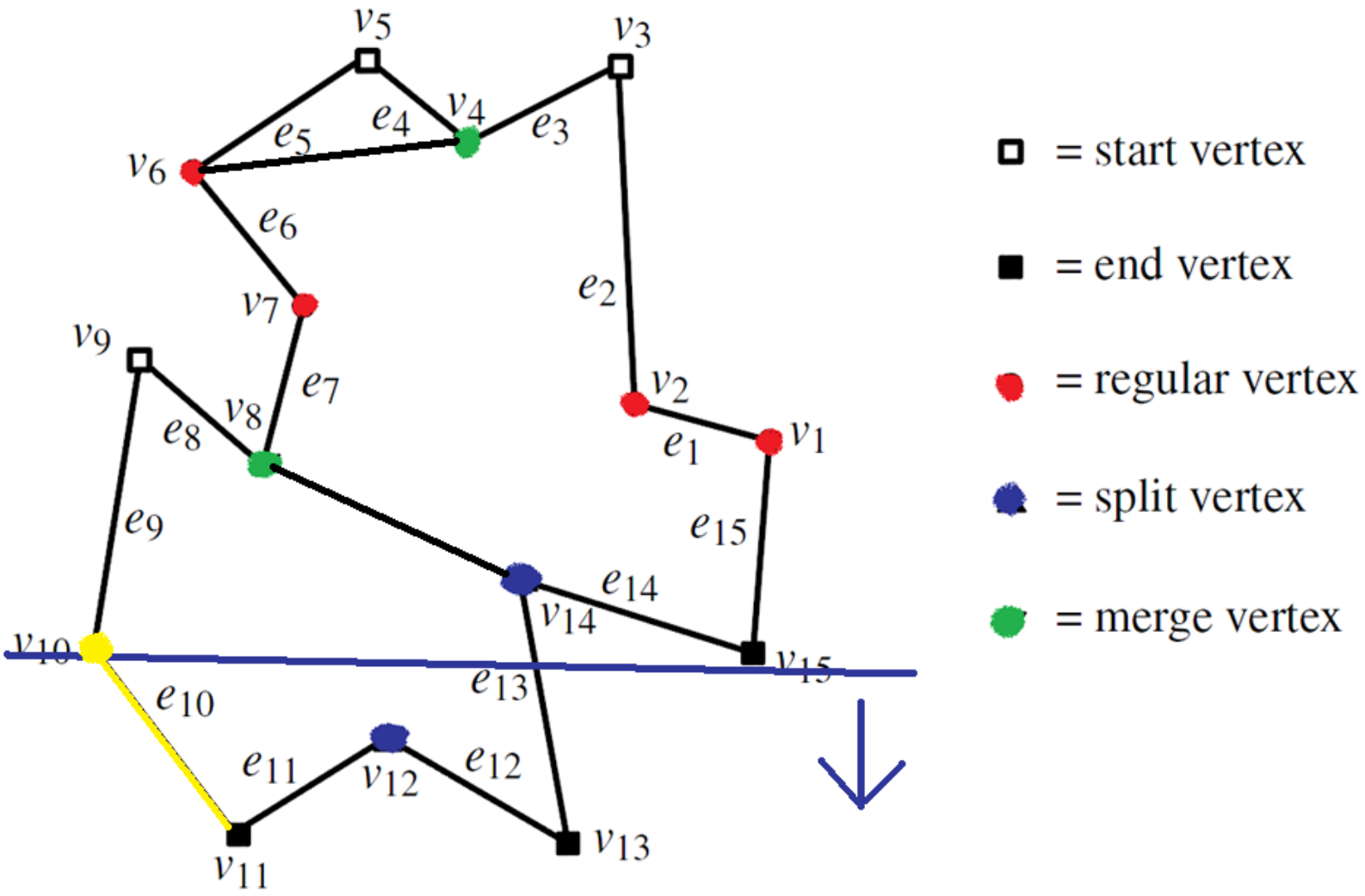
- Remove e7; e9 is left of v8; set v8 as the last passed vertex of e9



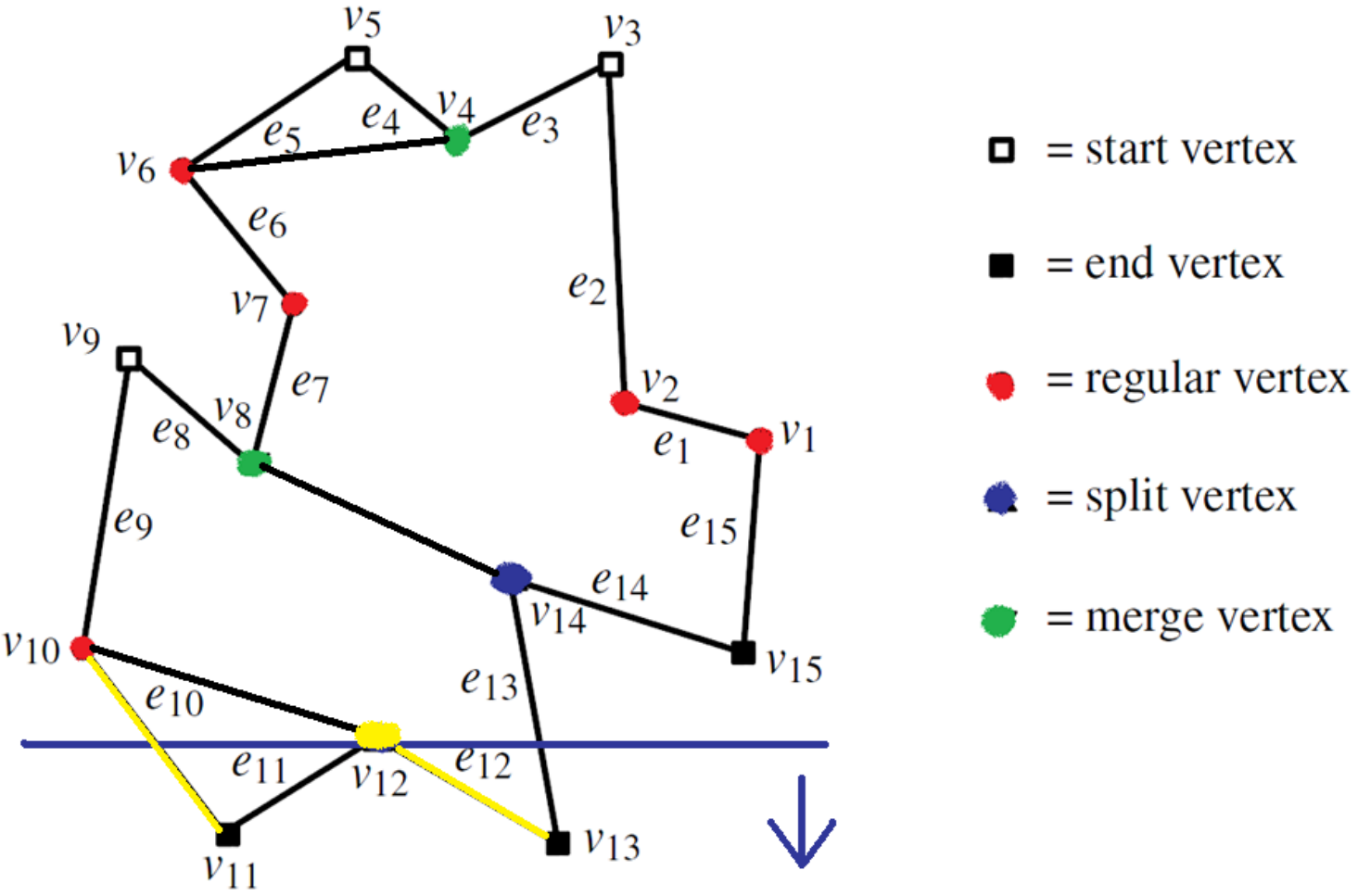
- E9 is left of v14; add diagonal between v8 (the last passed vertex of e9) and v14; set v14 as the last passed vertex of e9; set v14 as the last passed vertex of e14


v_5
v_3
v_4
e_5
e_4
e_3
v_6
e_6
e_2
v_7
v_9
e_7
v_2
v_8
e_8
e_1
v_1
e_9
e_{15}
e_{14}
v_{14}
v_{10}
v_{15}
e_{13}
e_{10}
e_{11}
v_{12}
e_{12}
v_{13}
v_{11}
= start vertex
= end vertex
= regular vertex
= split vertex
= merge vertex

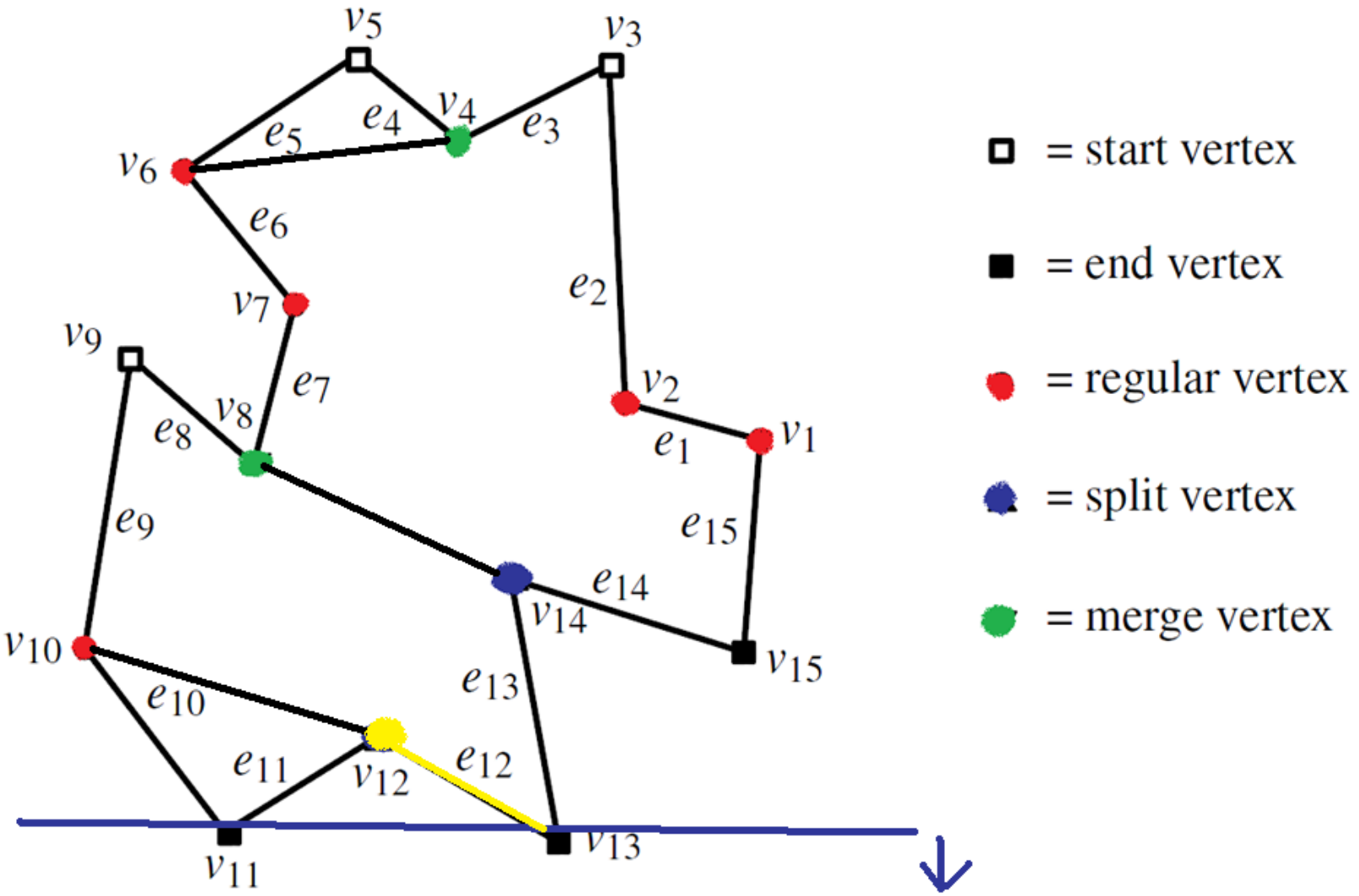
- Remove e14



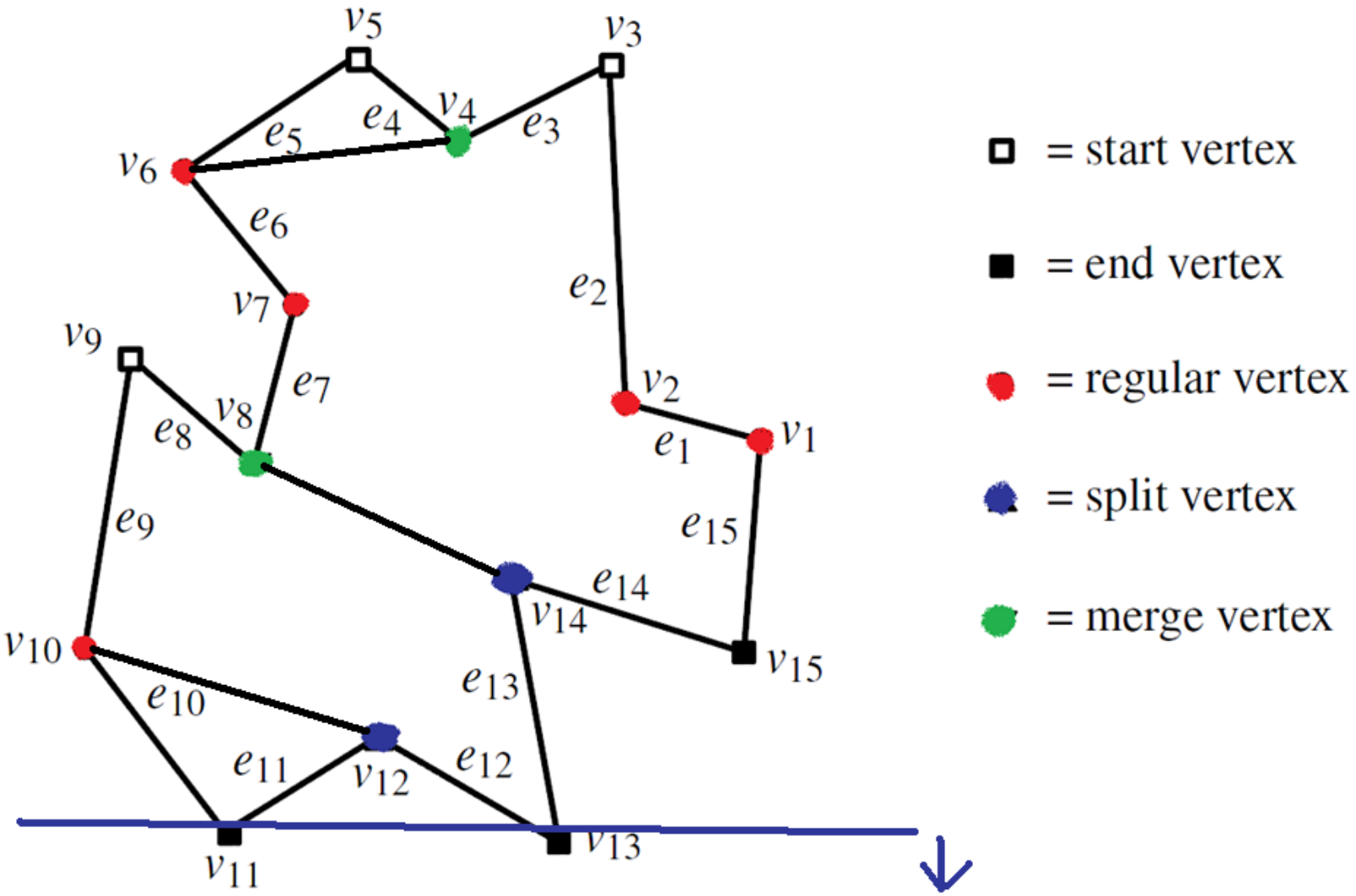
- Replace e9 with e10; set v10 as the last passed vertex of e10



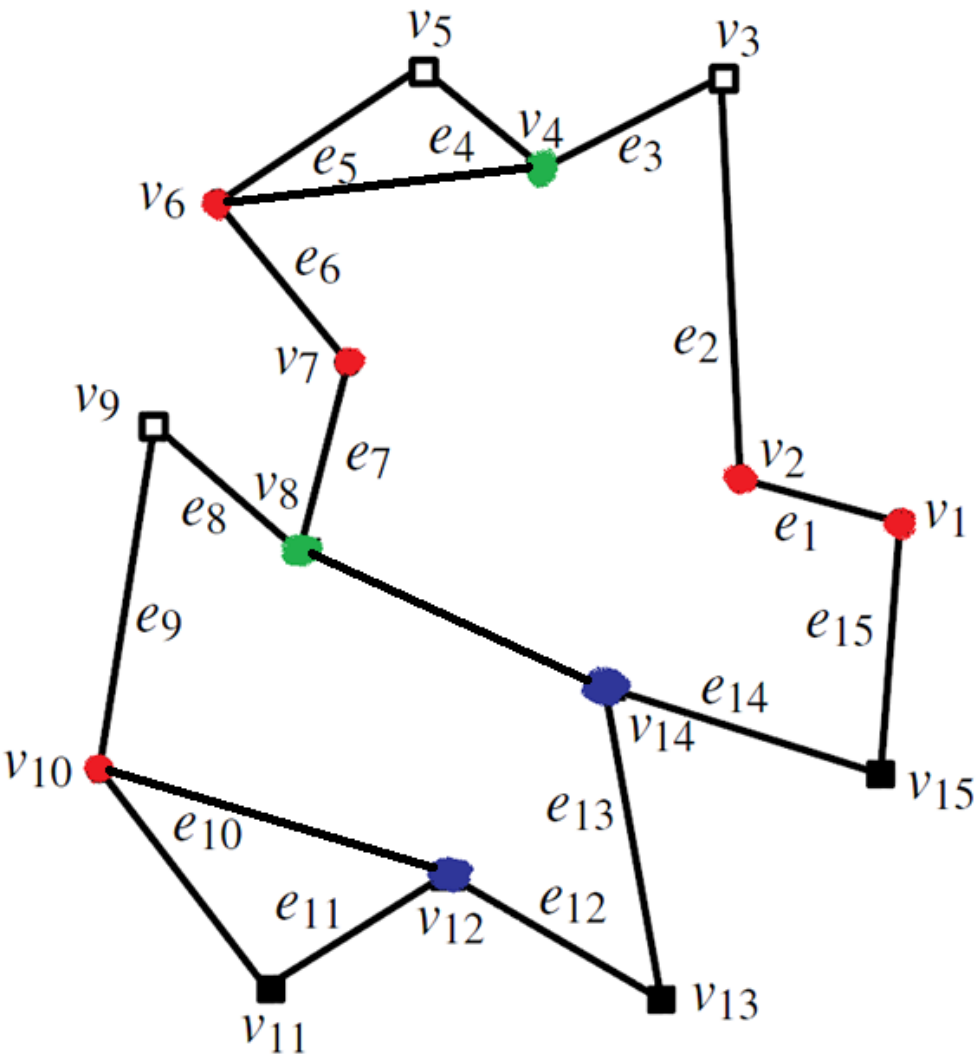
- E10 is left of v12; add diagonal between v10 (the last passed vertex of e10) and v12; set v12 as the last passed vertex of e10; set v12 as the last passed vertex of e12


v_5
v_3
v_4
e_5
e_4
e_3
v_6
e_6
e_2
v_7
v_9
e_7
v_2
v_8
e_8
e_1
v_1
e_9
e_{15}
e_{14}
v_{14}
v_{10}
v_{15}
e_{13}
e_{10}
e_{11}
v_{12}
e_{12}
v_{13}
v_{11}
= start vertex
= end vertex
= regular vertex
= split vertex
= merge vertex

- Remove e10


v_5
v_3
v_4
e_5
e_4
e_3
v_6
e_6
e_2
v_7
v_9
e_7
v_2
v_8
e_8
e_1
v_1
e_9
e_{15}
e_{14}
v_{14}
v_{10}
v_{15}
e_{13}
e_{10}
e_{11}
v_{12}
e_{12}
v_{13}
v_{11}
= start vertex
= end vertex
= regular vertex
= split vertex
= merge vertex

- Remove e12



= start vertex

= end vertex

= regular vertex

= split vertex

= merge vertex

- Each component is monotone along y axis