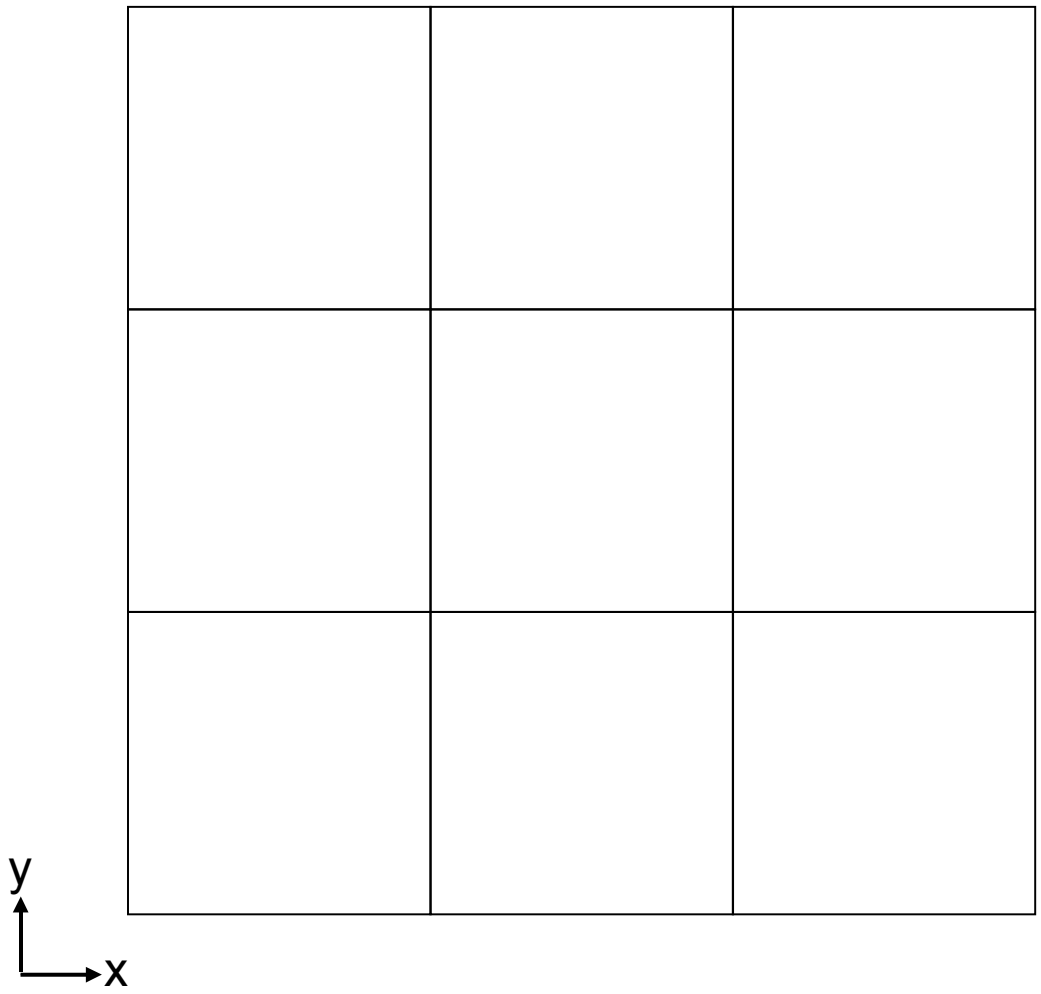
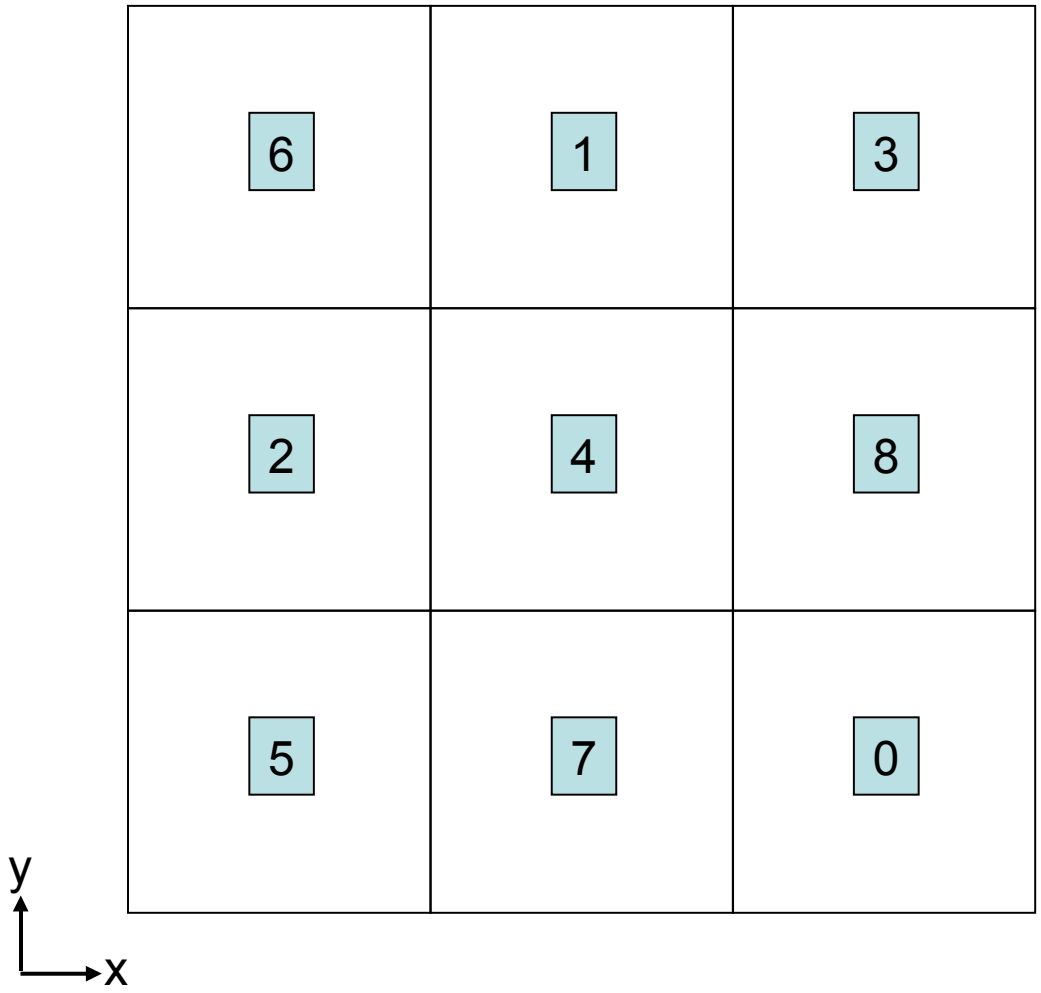
Datenstruktur




```
struct sData {
};
```

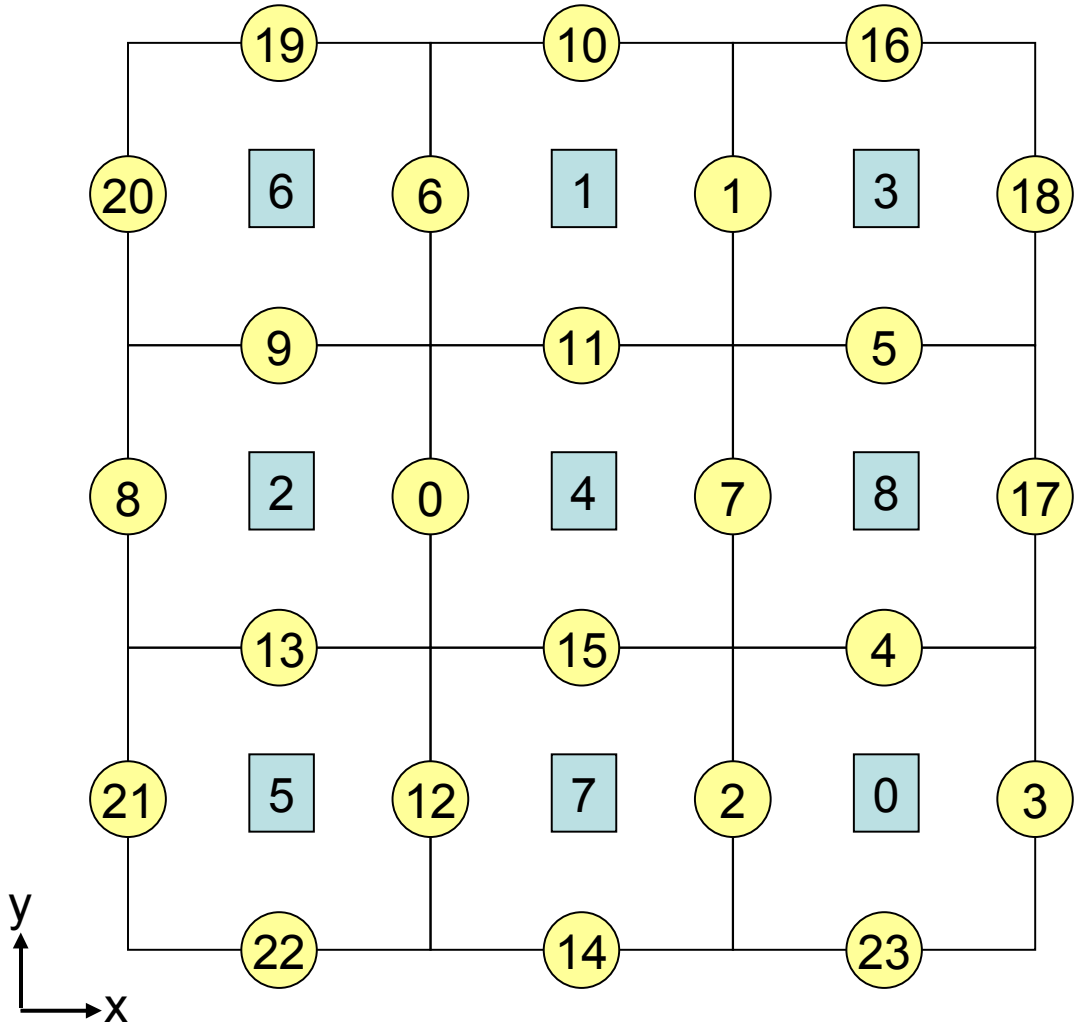
Datenstruktur




```
struct sData {
        sCell* cells;
};

struct sCell {
        double xy[2];
};
```

Datenstruktur

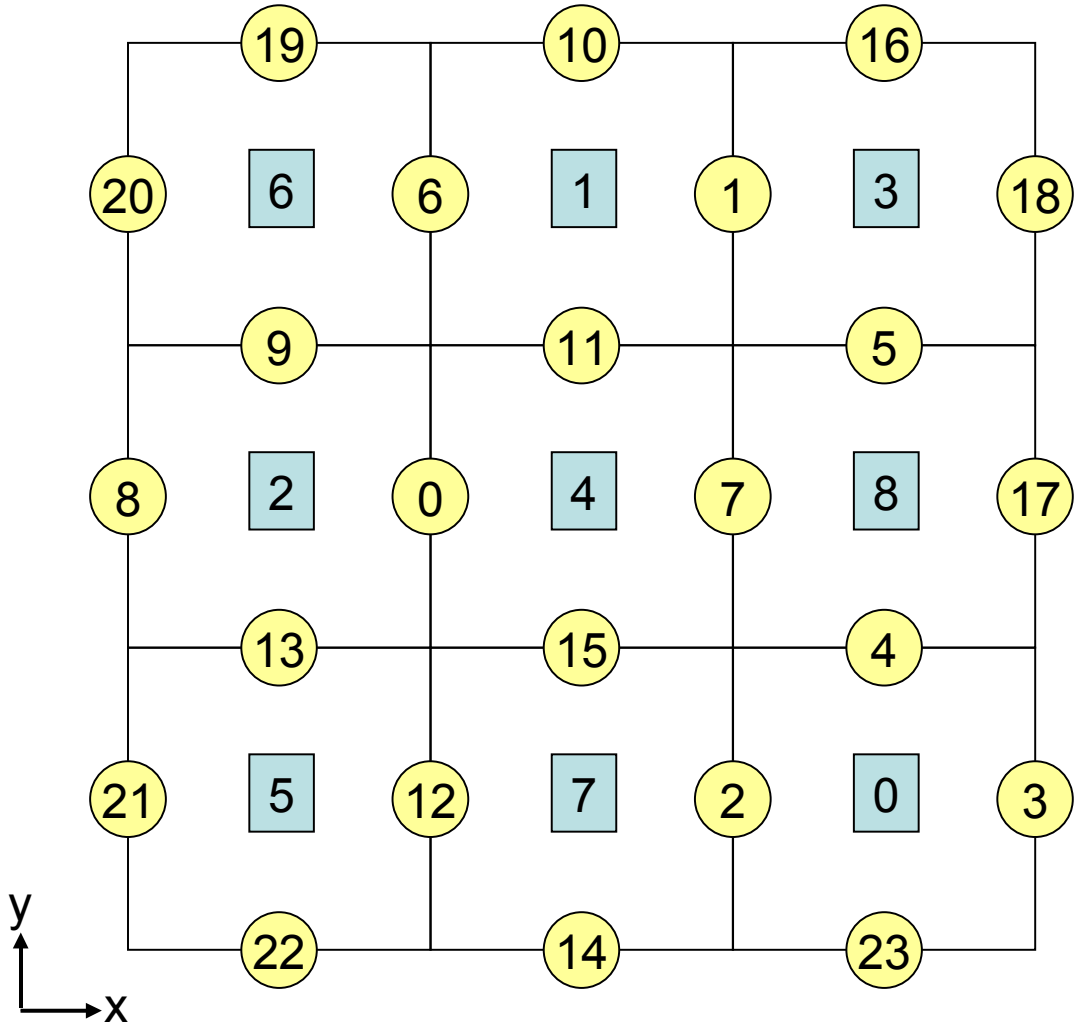



```
struct sData {
        sCell* cells;
        sFace* faces;
};

struct sCell {
        double xy[2];
};

struct sFace {
};
```

Datenstruktur



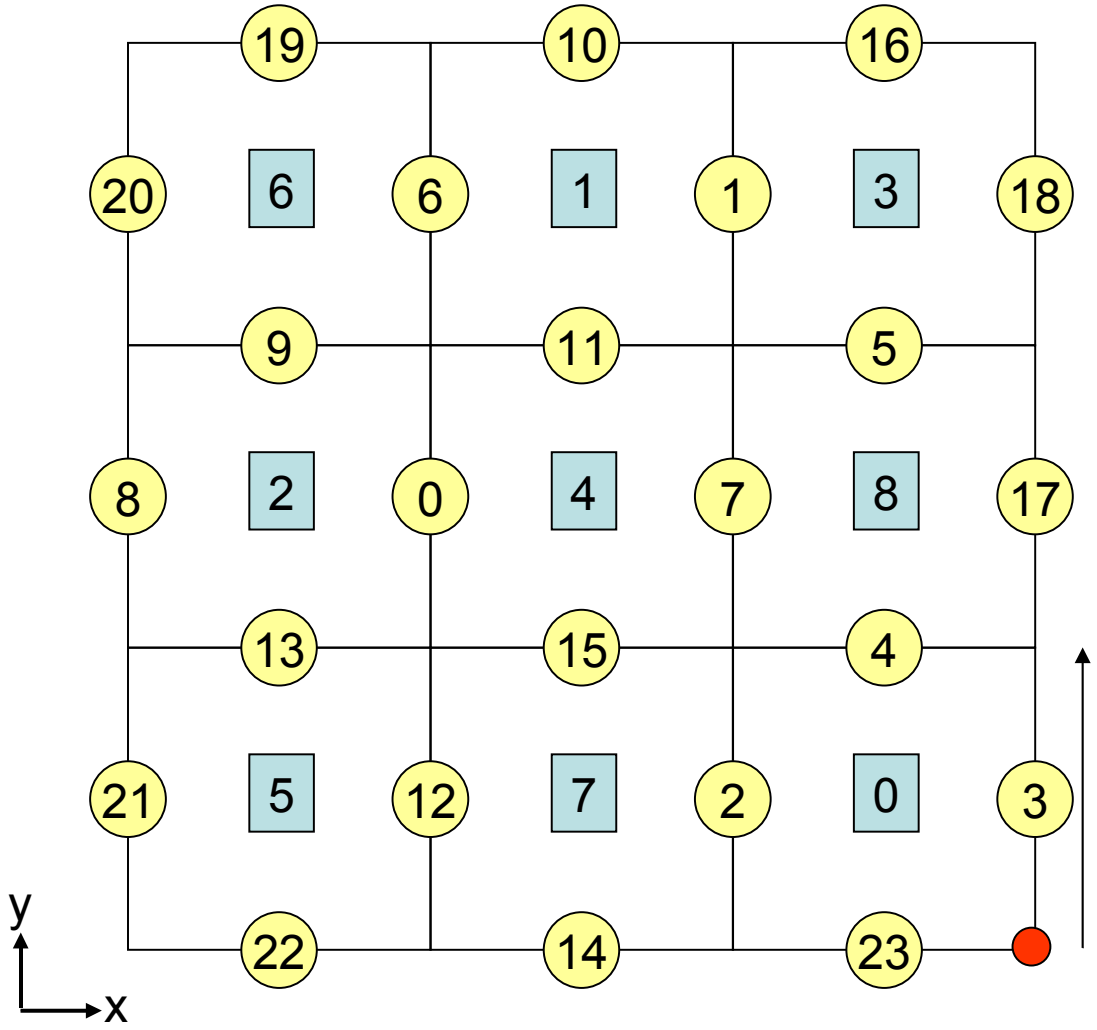

```
struct sData {
        sCell* cells;
        sFace* faces;
};
```

```
struct sCell {
        double xy[2];
        sFace** cFaces;
```

(bzw. sFace* cFaces[4];)

```
};
struct sFace {
};
```

Datenstruktur

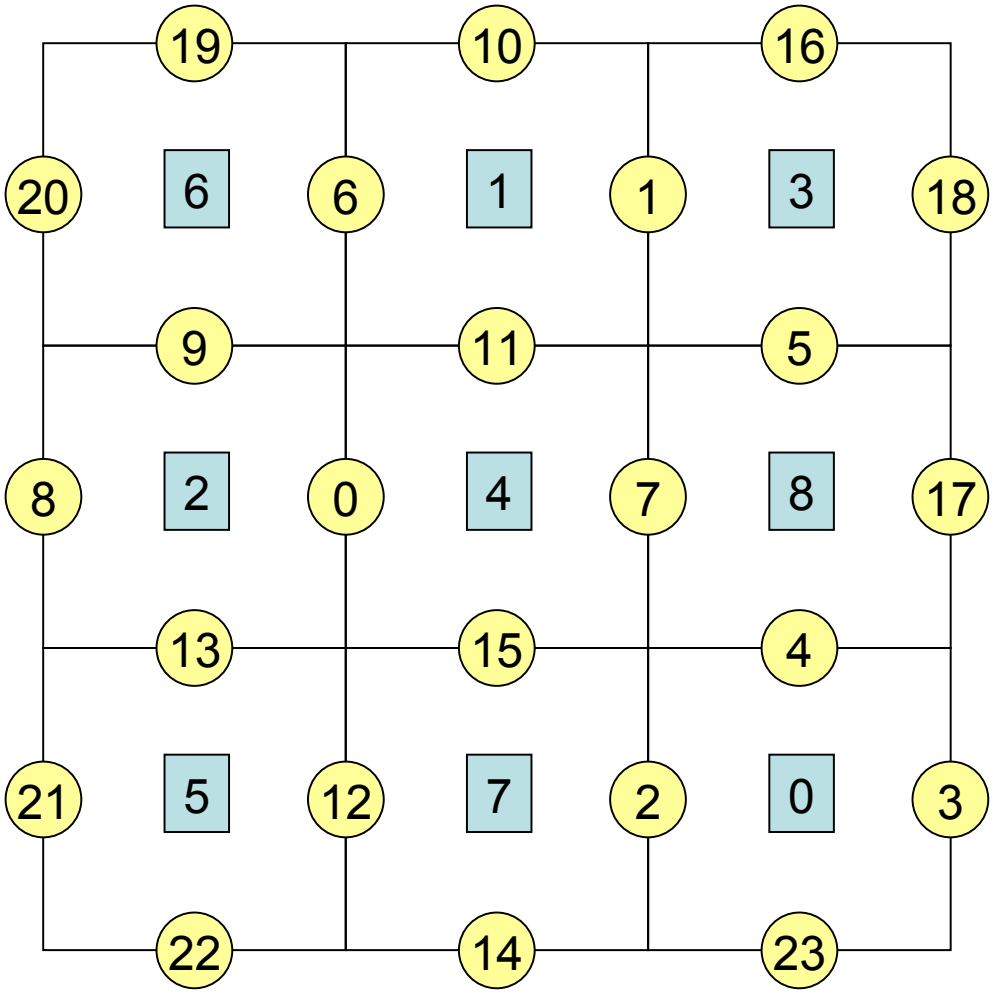



```
struct sData {
        sCell* cells;
        sFace* faces;
};

struct sCell {
        double xy[2];
        sFace** cFaces;
};

struct sFace {
        double xy[2];
        double deltaxy[2];
};
```

Datenstruktur

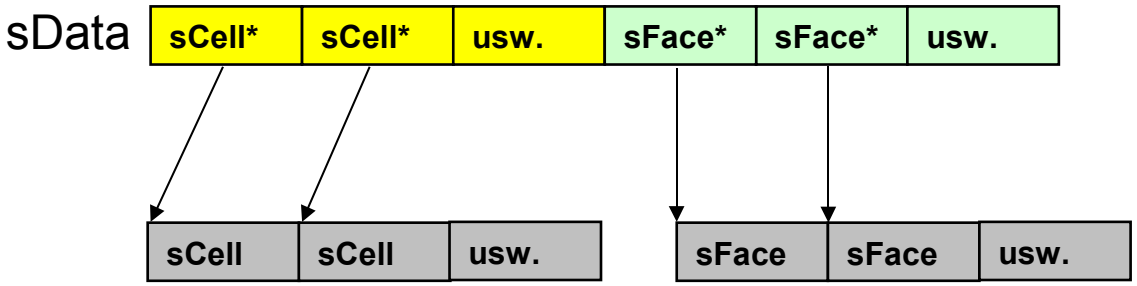



```
struct sData {
        sCell* cells;
        sFace* faces;
};

struct sCell {
        double xy[2];
        sFace** cFaces;
        sCell** nCells;
};

struct sFace {
        double xy[2];
        double deltaxy[2];
        sCell* nCells[2];
};
```

Datenstruktur

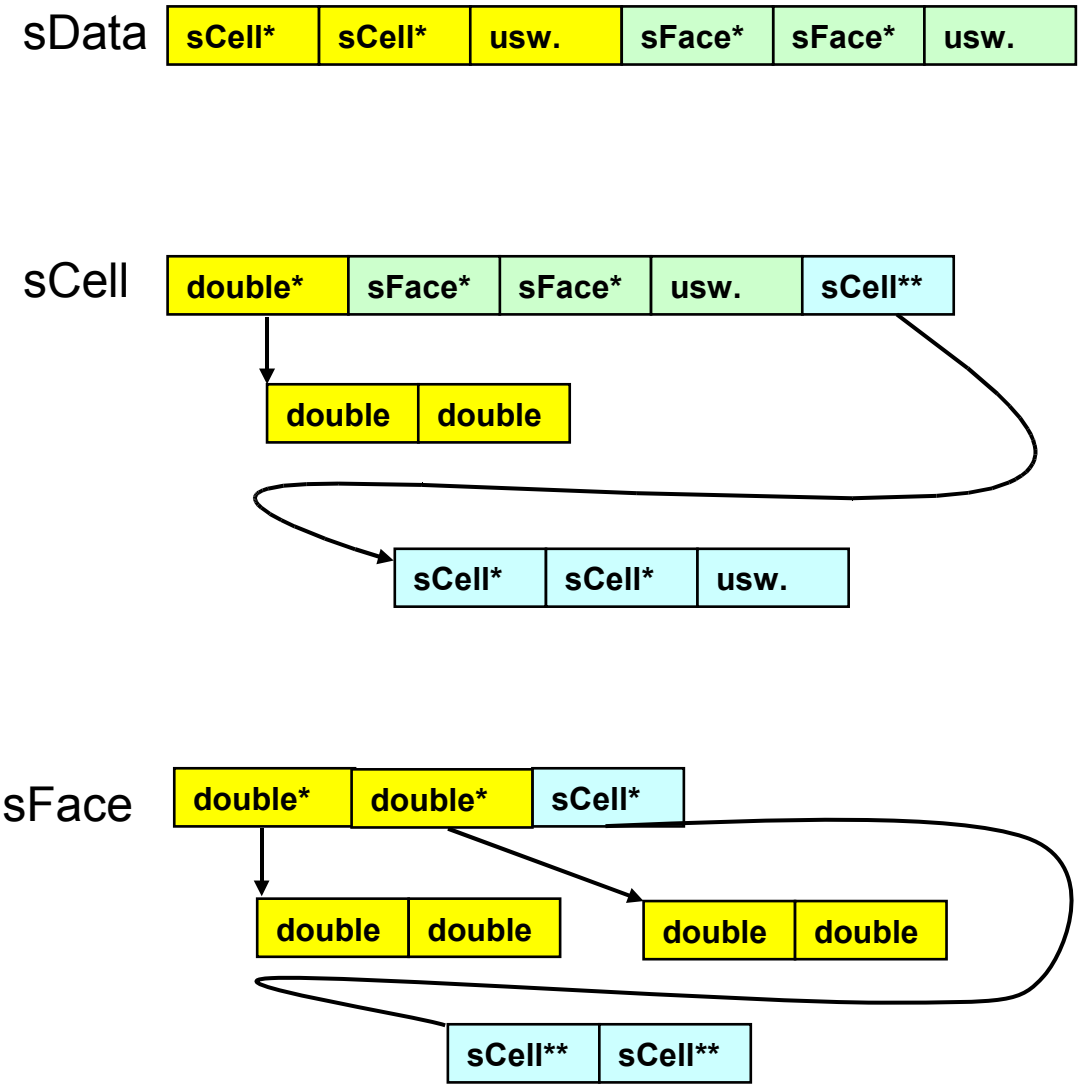



```
struct sData {
        sCell* cells;
        sFace* faces;
};
```

```
struct sCell {
        double xy[2];
        sFace** cFaces;
        sCell** nCells;
};
```

```
struct sFace {
        double xy[2];
        double deltaxy[2];
        sCell* nCells[2];
};
```

Datenstruktur




```
struct sData {
        sCell* cells;
        sFace* faces;
};
```

```
struct sCell {
        double xy[2];
        sFace** cFaces;
        sCell** nCells;
};
```

```
struct sFace {
        double xy[2];
        double deltaxy[2];
        sCell* nCells[2];
};
```

Datenstruktur

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#	cType=4 PIXEL(cartesian)						
#	id	cType	x	y	face1	face2	…….
	0	4	2.5	0.5	23	3	
	1	4	1.5	2.5	11	1	
	2	4	0.5	1.5	13	0	
	3	4	2.5	2.5	5	18	
	4	4	1.5	1.5	15	7	
	5	4	0.5	0.5	22	12	
	6	4	0.5	2.5	9	6	
	7	4	1.5	0.5	14	2	
	8	4	2.5	1.5	4	17	

faces 24

#	id	x	y	dx	dy
	0	1.0	1.0	0.0	1.0
	1	2.0	2.0	0.0	1.0
	2	2.0	0.0	0.0	1.0
	3	3.0	0.0	0.0	1.0
	4	2.0	1.0	1.0	0.0
	5	3.0	2.0	-1.0	0.0
	6	1.0	3.0	0.0	-1.0
	7	2.0	2.0	0.0	-1.0
	8	0.0	1.0	0.0	1.0
	9	1.0	2.0	-1.0	0.0
	10	1.0	3.0	1.0	0.0
	11	2.0	2.0	-1.0	0.0

.....