



# KEY:



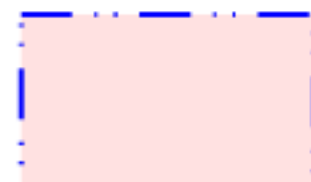
Generic objects.



Generic objects that implement mesh adaptation procedures.



Specific mesh object. If you need a mesh for an unusual domain, you can write your own.



Refineable version of specific Mesh objects. You can "upgrade" any existing Mesh to make it refineable.