Set-up (Example is on a piece of paper):

1. Pick A, B such that Xmin, Xmax
   1. If more than one, pick the ymax/ymin out of them
2. Add them to the Convex Hull
3. Create S1
   1. Example {C, D, E, F}
   2. Order not important
4. Create S2
   1. Example {G}
   2. Order not important
5. Call function FindHull({C,D,E,F}, A, B)
   1. D is Farthest from line AB
   2. Add D to Convex Hull between A and B
   3. S0 is points inside ADB
      1. {E}
   4. S1 = Points to the right of AD
      1. {C}
   5. S2 = Points to the right of DB
      1. {F}
   6. Do recursive calls again using new sets and new points
      1. FindHull({C}, A, D)
         1. C is farthest so add C between A and D
         2. Make new S1, S0, and S2
            1. S0=S1=S2={}
      2. FindHull({F}, D, B)
         1. F is farthest so add F between D and B
6. Call function FindHull({G},A,B)
   1. G is farthest
      1. Add G between B and A

What Jurj wants:

1. Generate 60 random points
2. PPM:
   1. Circles with radius 2 and 3 for the points
   2. Verticies with red circles with bigger circles