

libMesh::TriangleInterface::Hole

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graph BT; A[libMesh::TriangleInterface::ArbitraryHole] --> B[libMesh::TriangleInterface::Hole]; C[libMesh::TriangleInterface::PolygonHole] --> B;
```

libMesh::TriangleInterface::ArbitraryHole

libMesh::TriangleInterface::PolygonHole