

Copilot

In the revised structure, the `unsigned int nvertices` field has been replaced by the `size` field in the `LinkedList` struct. This field will keep track of the number of nodes (or vertices, in the context of your polygon) in the linked list. Here's the relevant part of the struct definition:

```
typedef struct LinkedList {  
    unsigned int size; // This is the equivalent of 'nvertices'  
    Node* head;  
    Node* tail;  
} LinkedList;
```

So, whenever you need to know the number of vertices in a polygon, you can refer to the `size` field of the `LinkedList` struct that's associated with that polygon. This approach keeps the linked list management (including the size of the list) separate from the `Polygon` struct, making your code more modular. 😊