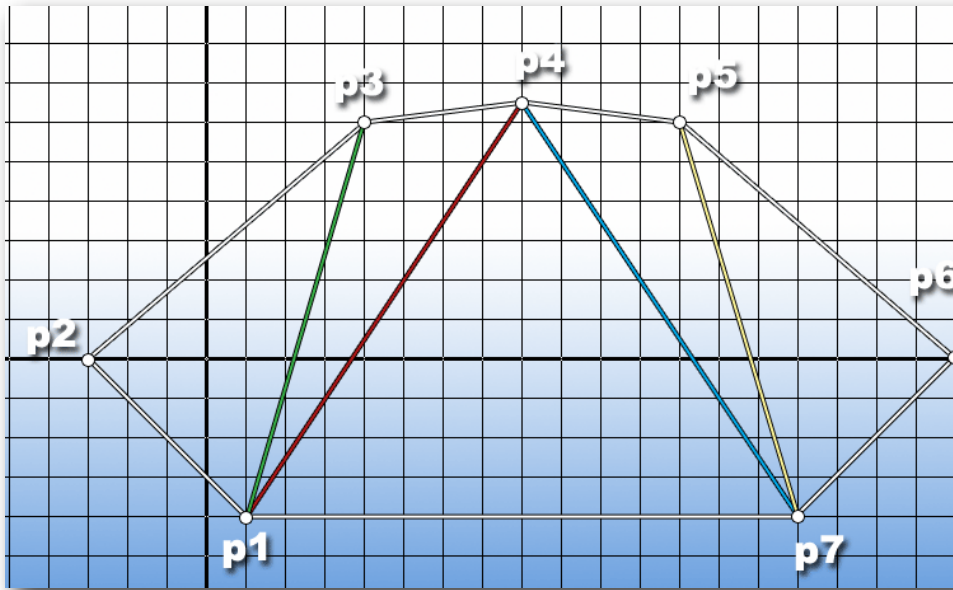


# PolygonIllustrator Algorithm Testing Document

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## Files tested

- test01.txt
- test02.txt
- test03.txt
- test04.txt
- test05.txt
- test06.txt
- 26points.txt

## Overview

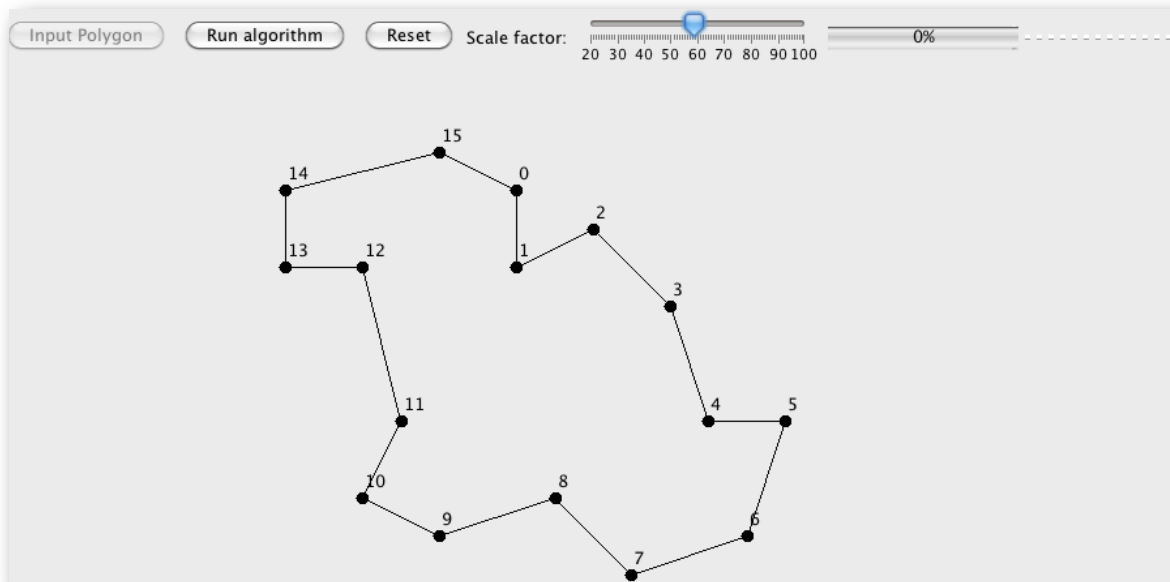
This document demonstrates the correctness of PolygonIllustrator's triangulation algorithm when applied to different test cases. Currently, the algorithm works quickly for sets of 16 or fewer points. The 26 point test took too long for us to wait for.

# PolygonIllustrator Algorithm Testing Document

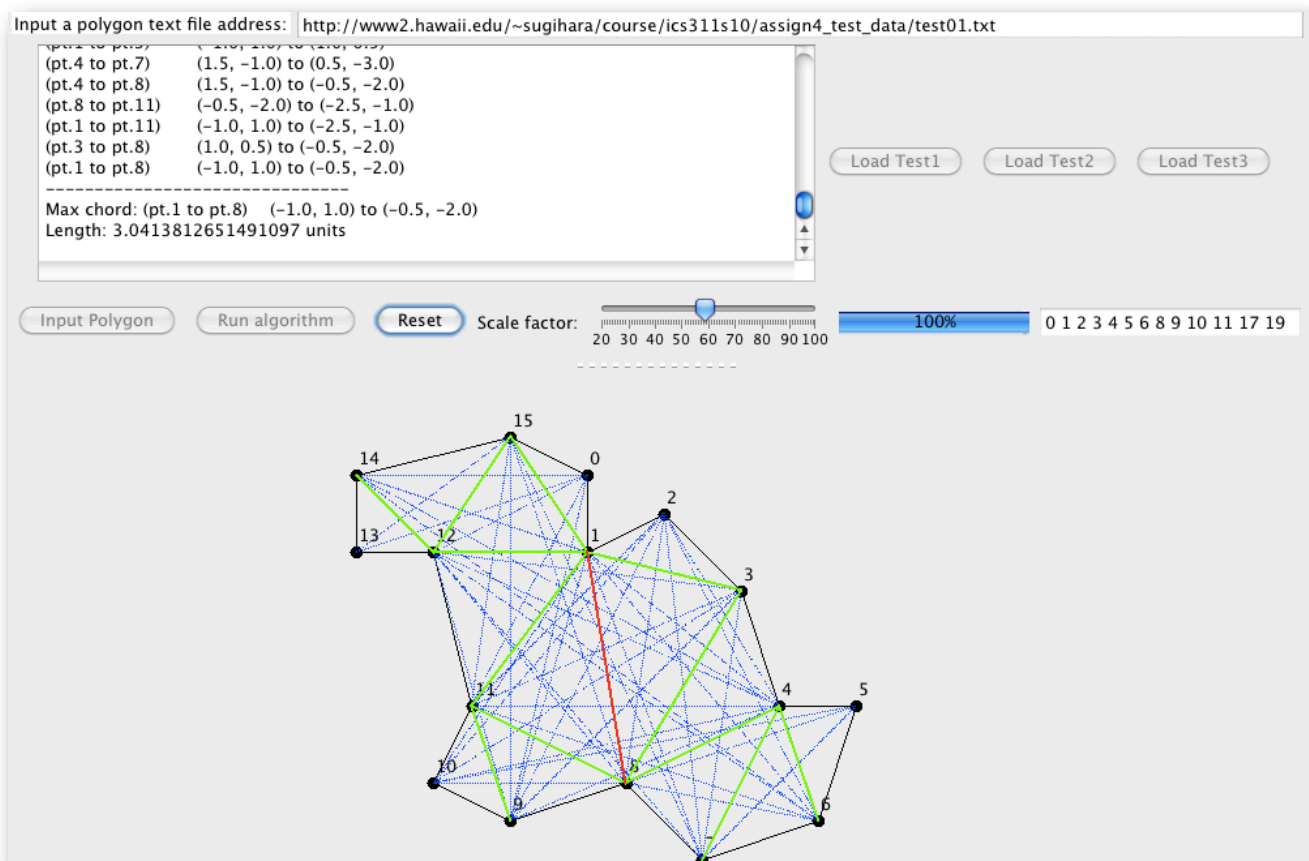
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test01.txt



test01.txt - triangulation

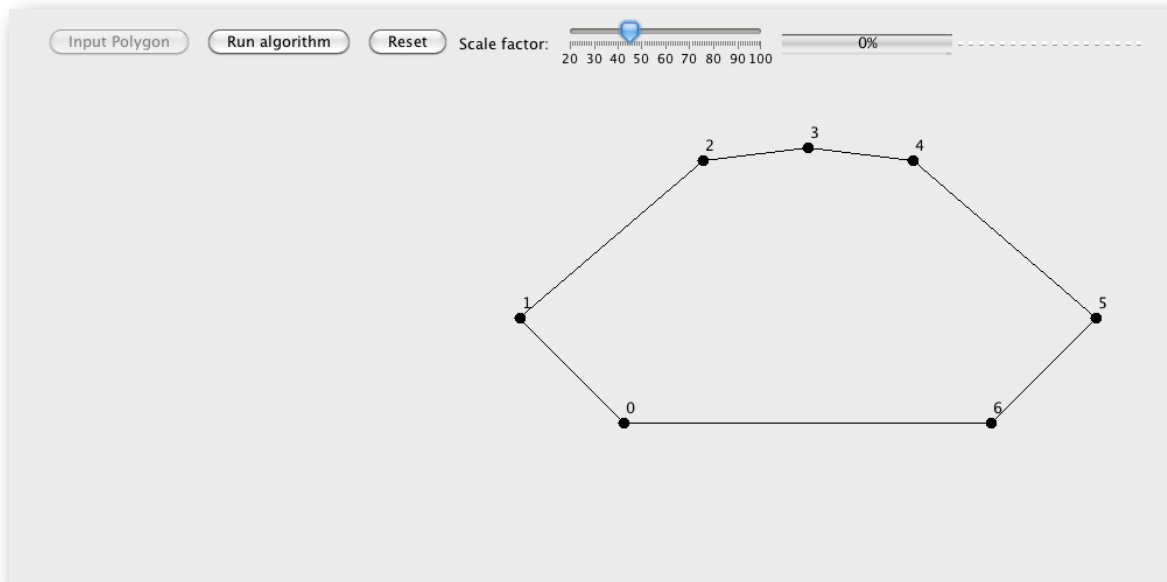


# PolygonIllustrator Algorithm Testing Document

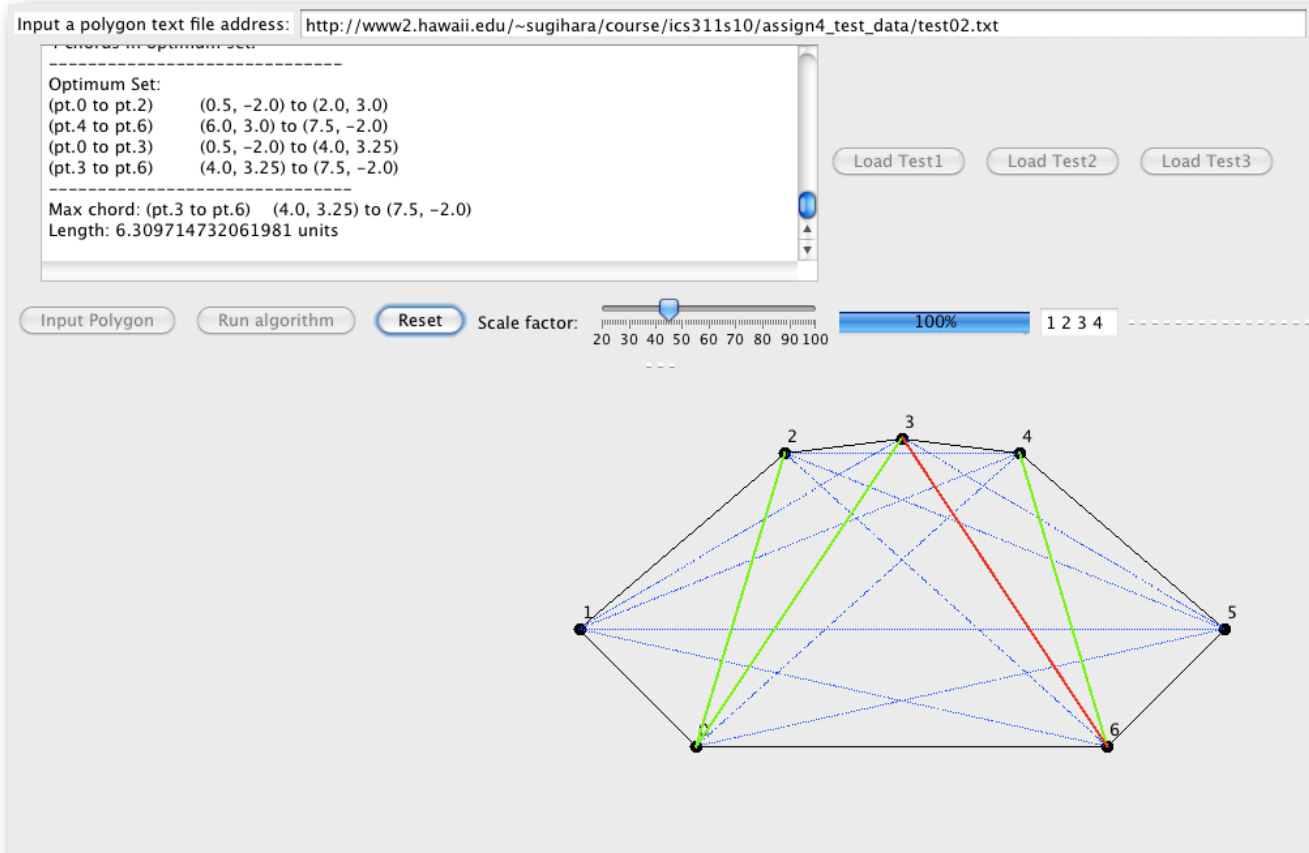
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test02.txt



test02.txt - triangulation

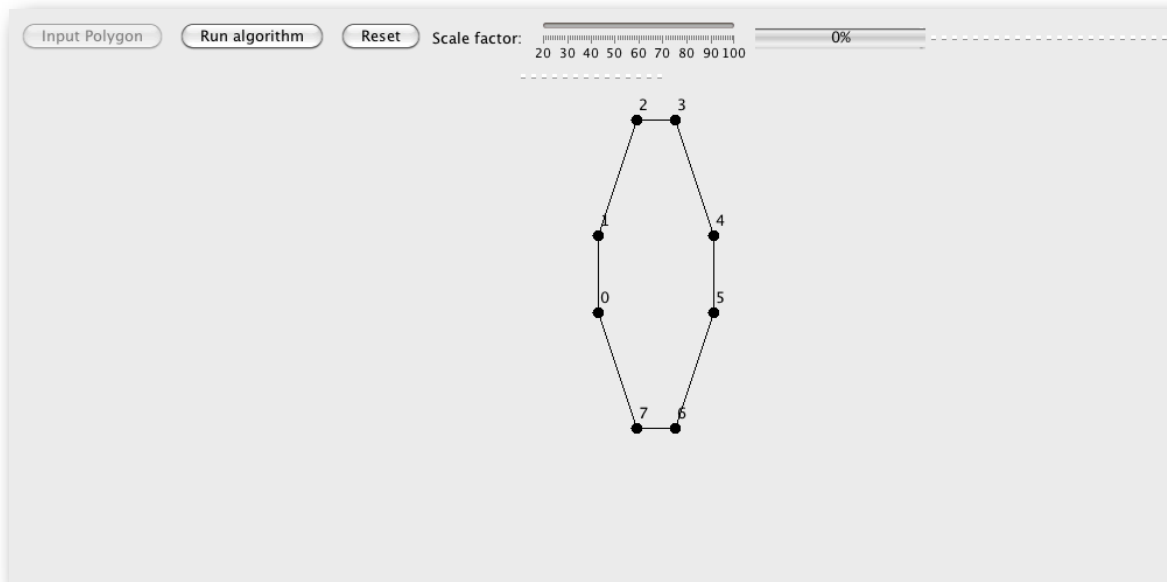


# PolygonIllustrator Algorithm Testing Document

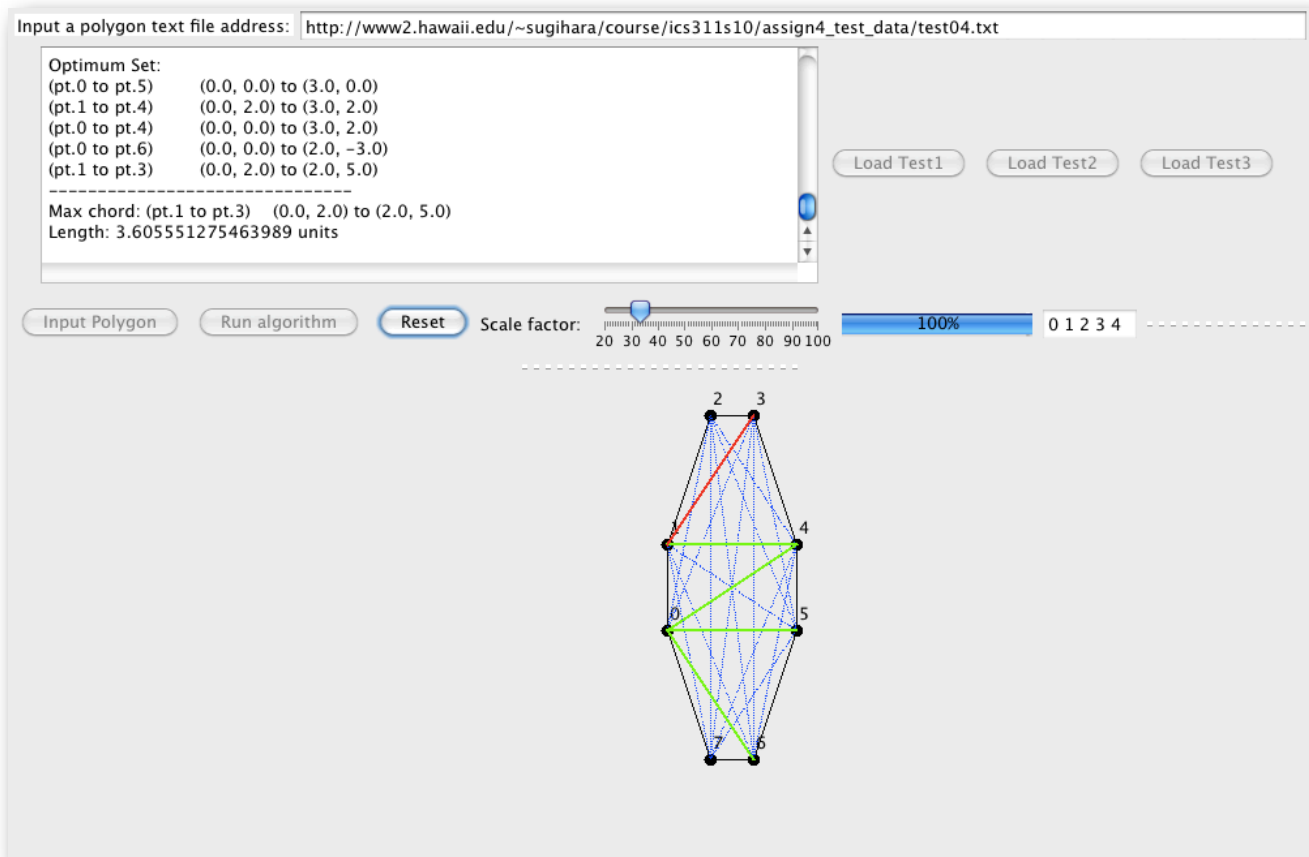
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test03.txt



test03.txt - triangulation

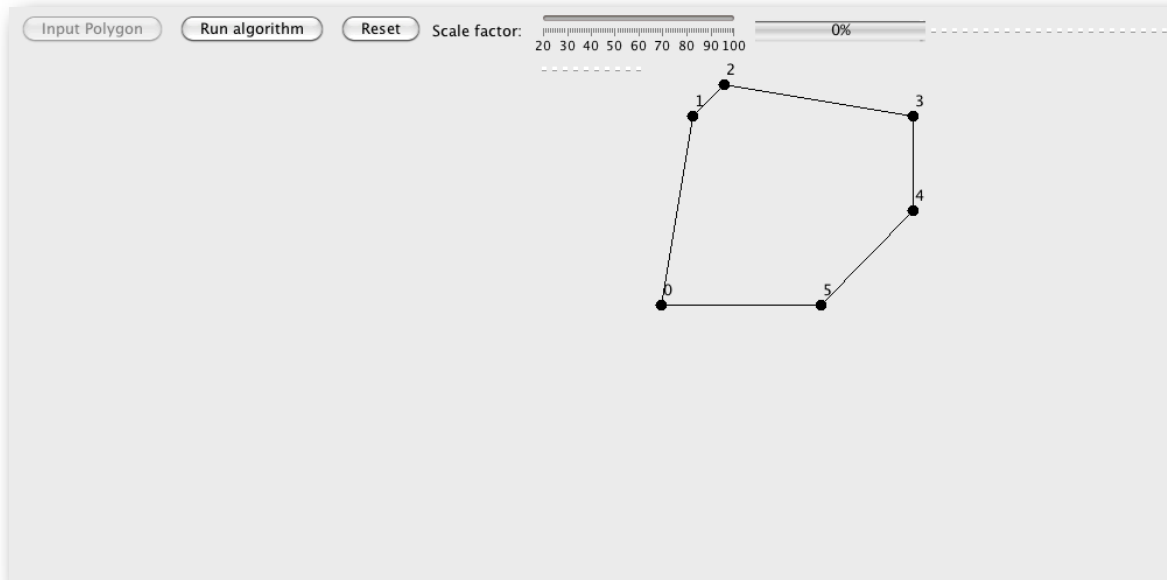


# PolygonIllustrator Algorithm Testing Document

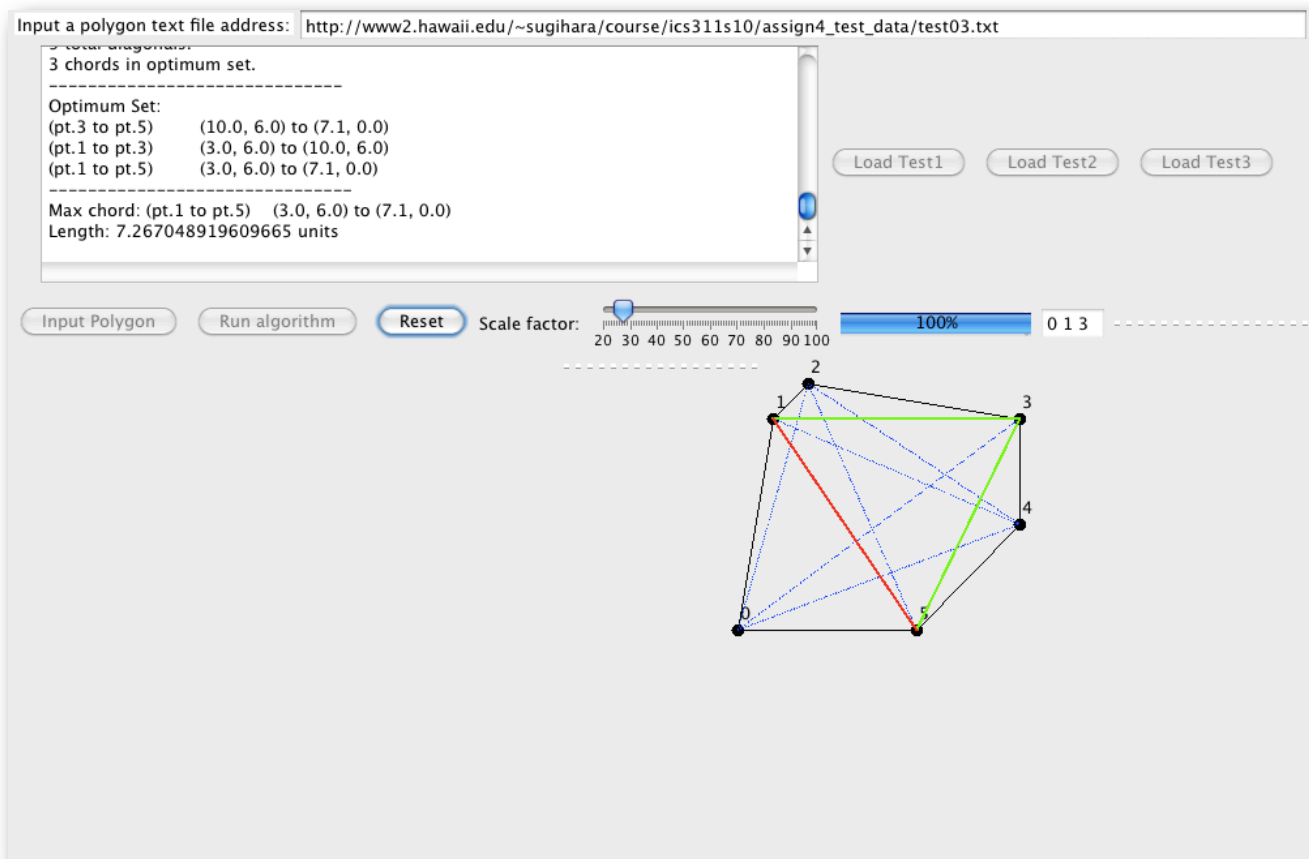
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test04.txt



test04.txt - triangulation

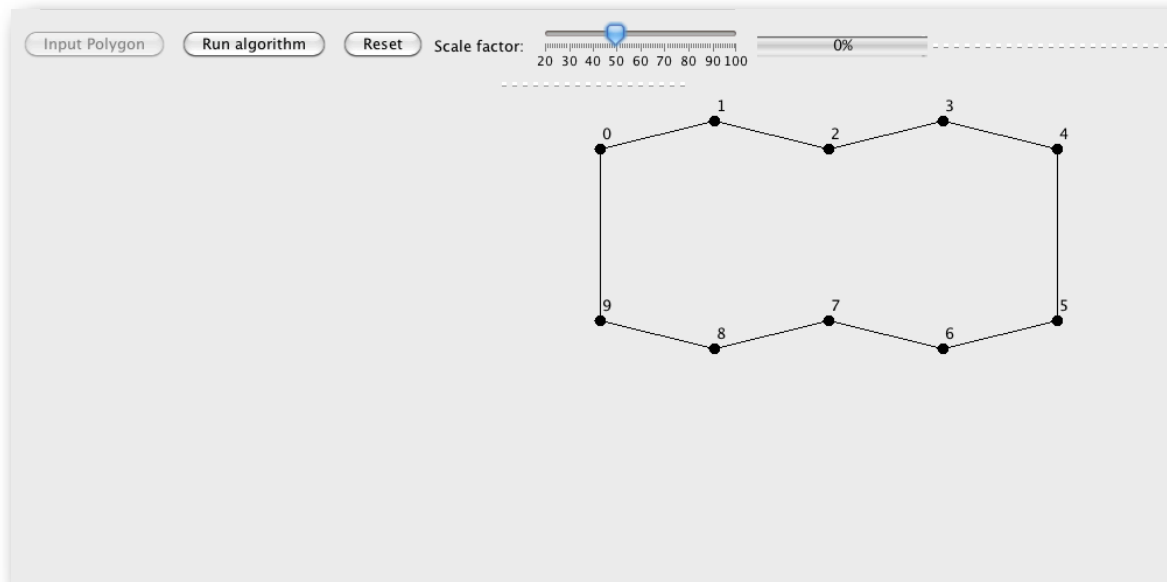


# PolygonIllustrator Algorithm Testing Document

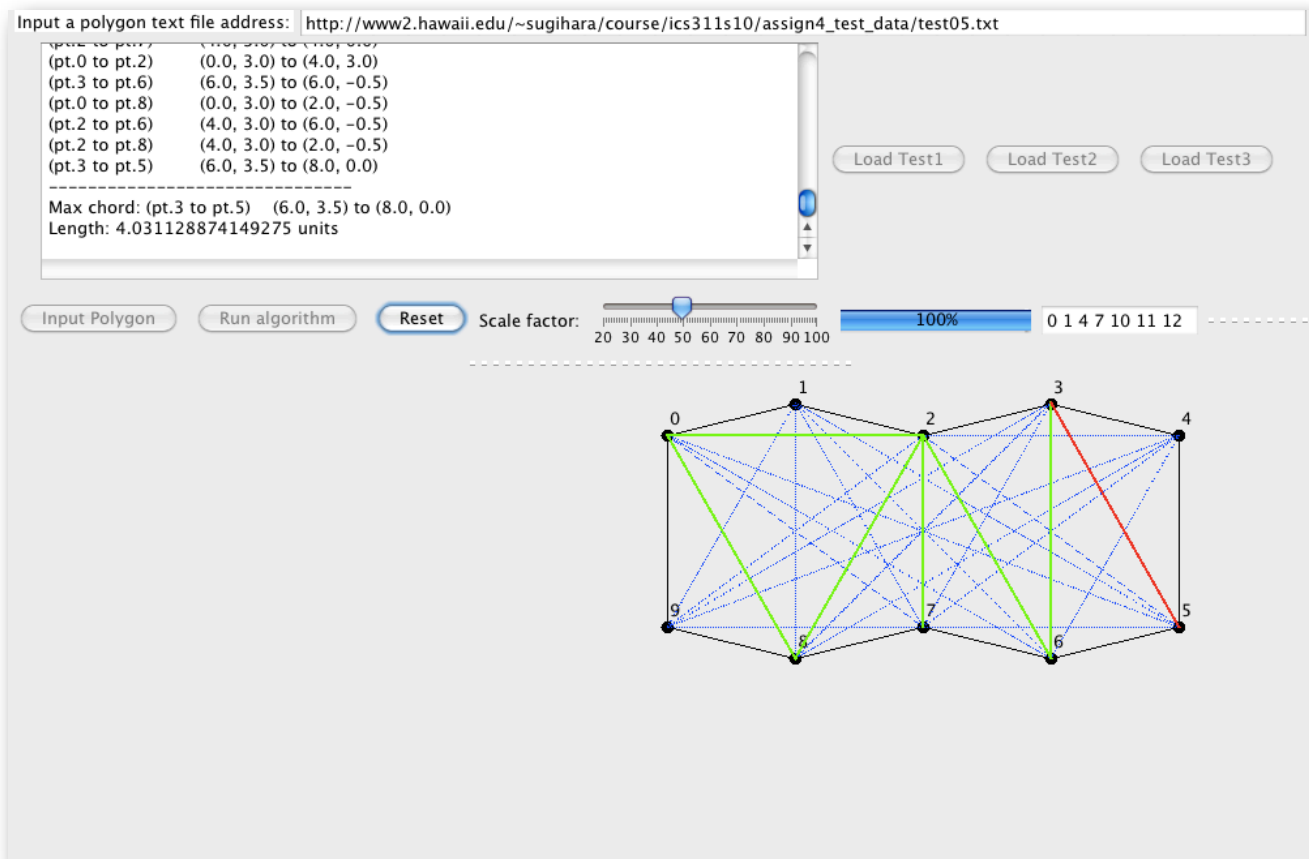
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test05.txt



test05.txt - triangulation

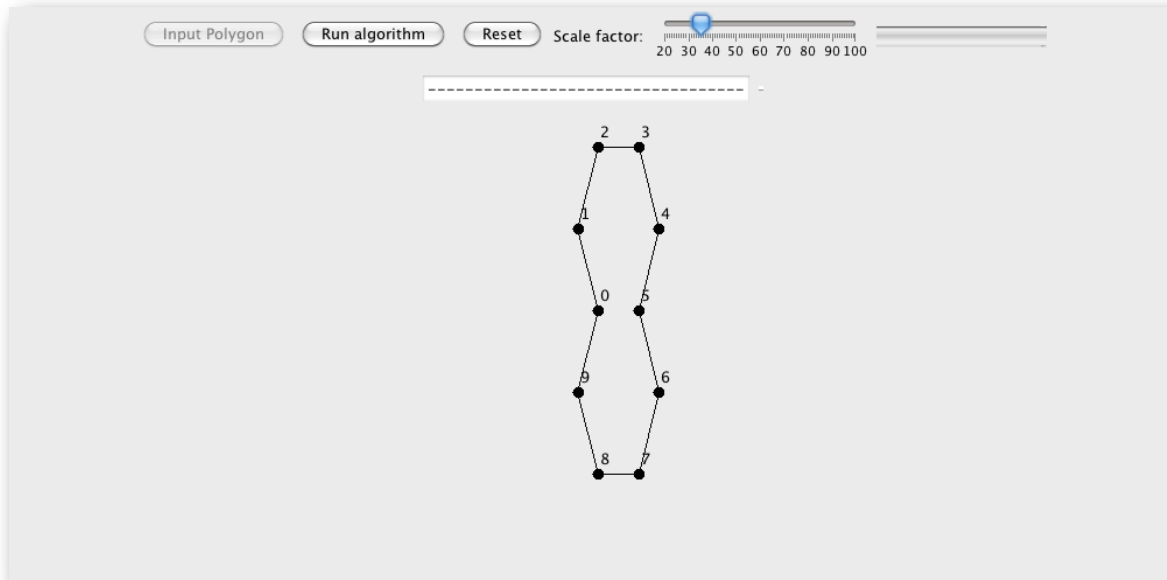


# PolygonIllustrator Algorithm Testing Document

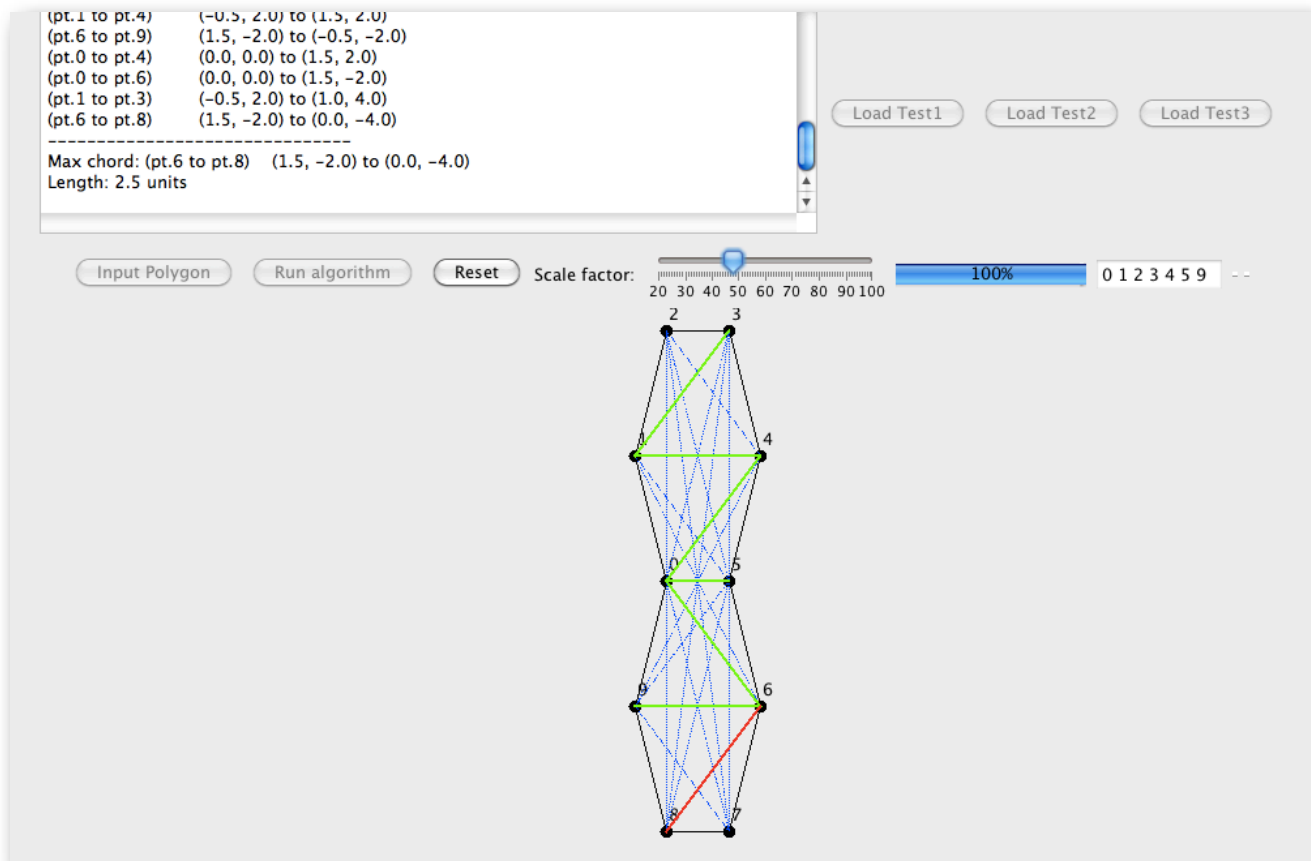
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test06.txt



test06.txt - triangulation

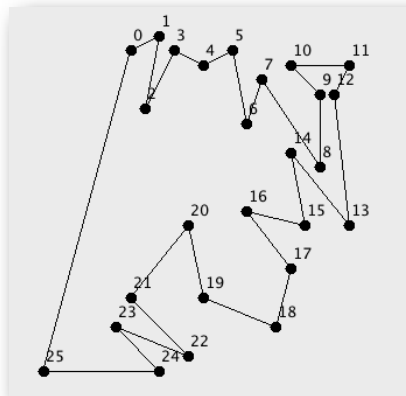


# PolygonIllustrator Algorithm Testing Document

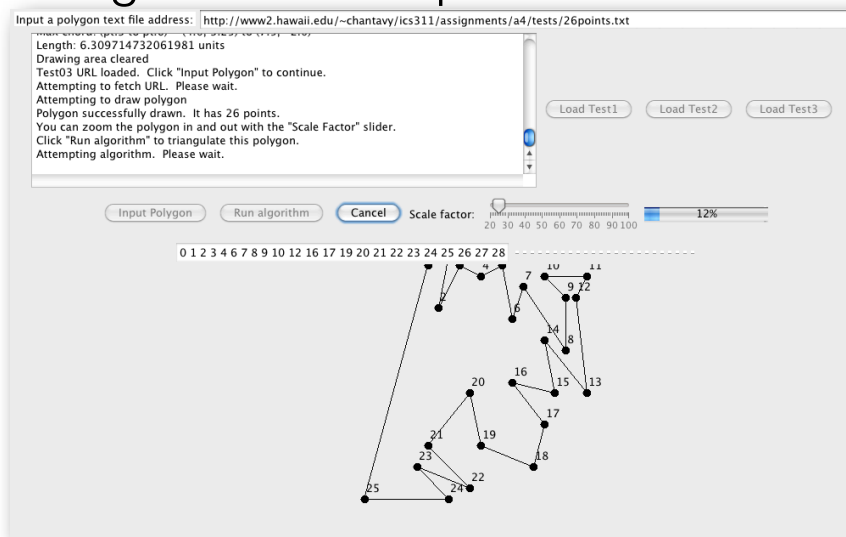
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26points.txt



26points.txt - triangulation attempt



26points.txt - triangulation cancelled (took too long)

