

**Geometric
structures**

meshPoint

```
double x;  
double y;  
int num;
```

meshEdge

```
meshTriangle *T;  
meshEdge *twin;  
meshEdge *next;  
meshPoint *origine;
```

meshTriangle

```
meshEdge *E;  
ElementLoc *Elem;
```

**Location
structures**

LocationTree

```
ElementLoc *first;
```

ElementLoc

```
meshTriangle *T;  
ElementLoc *next1;  
ElementLoc *next3;  
ElementLoc *next2;  
StackLeaf *SLeaf;
```

**Output
structures**

TheStack

```
StackLeaf *first;  
int size;
```

StackLeaf

```
StackLeaf *next;  
StackLeaf *previous;  
ElementLoc *Elem;
```

