Object SSA for Vertex.buildDelaunayTriangulation(LVertex;)LEdge; BB0 (en) BB1 2 O3_1 = < Application, LVertex, buildDelaunay(LVertex,)LEdgePair; >(O2_1, O2_1) 5 O4_1 = < Application, LEdgePair, getLeft()LEdge; >(O3_1) BB3 6 Return O4 1

BB4 (ex)