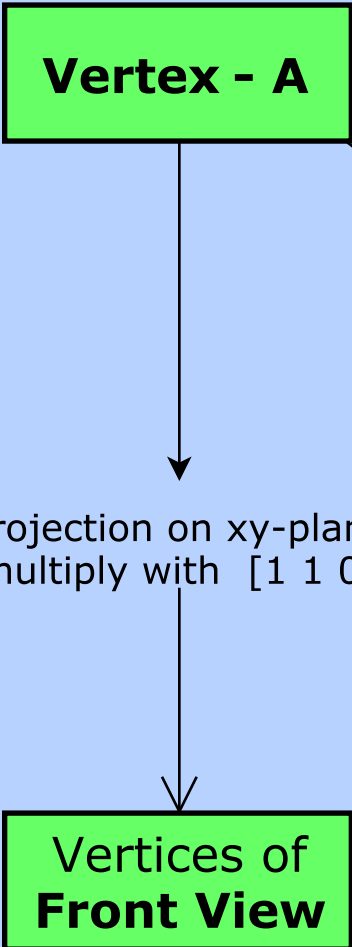
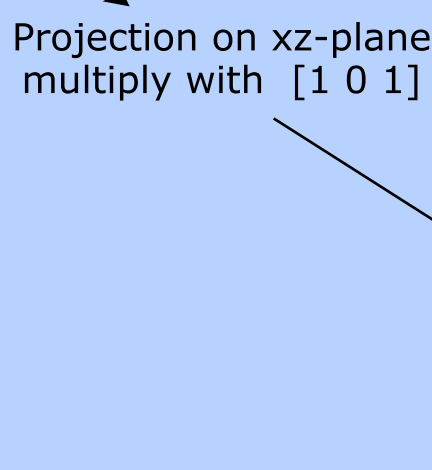
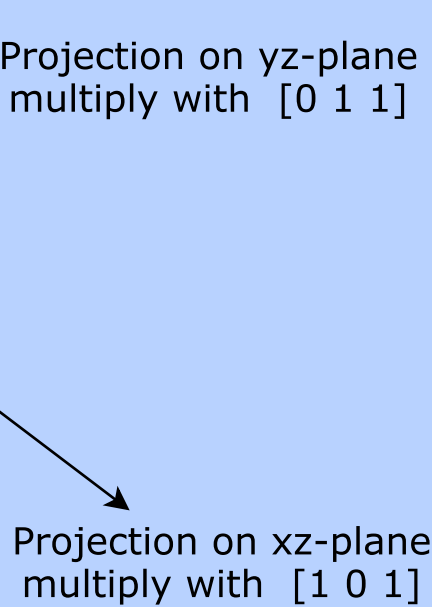


# 3D to 2D

vertex
+ x - coordinate : Float
+ y - coordinate : Float
+ z - coordinate : Float
+ Transformation [ int int int ] : vertex

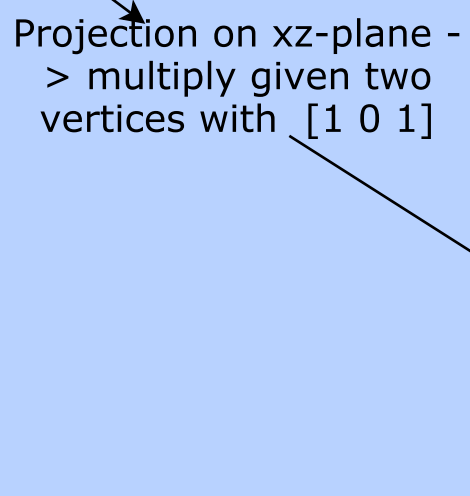
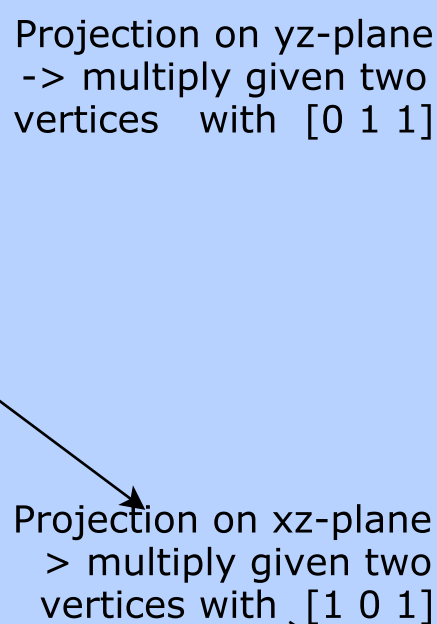
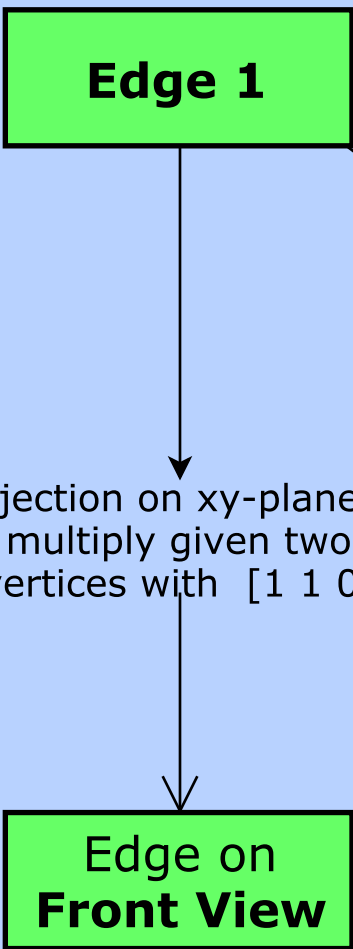


Repeat this for each vertex



Edge
+ vertex1 : Vertex
+ vertex2 : Vertex
+ transformation [ int int int ] () : Edge

Repeat this for each edge



Finally we have obtained all the vertices and edges of all three views

# 2D to 3D

vertex xy
+ x-coordinate : Float
+ y-coordinate : Float
+ Remark : this is a vertex in xy-plane

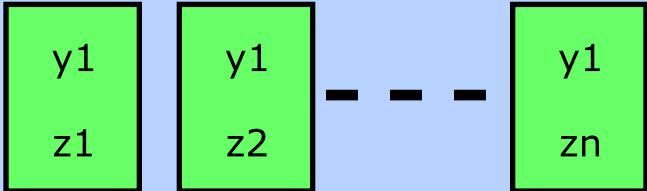
vertex yz
+ y-coordinate : Float
+ z-coordinate : Float
+ Remark : this is a vertex in yz-plane

vertex xz
+ x-coordinate : Float
+ z-coordinate : Float
+ Remark : this is a vertex in xz-plane

Vertes xy - A(x1, y1)

Check for all the Vertices-xy  
(x2,y2), (x3,y3)----- (xn,yn)

check for all vertices in yz-plane  
having y1 as y-coordinate



Check for all the Points (x1,z2),  
(x1,z3)----- (x1,zn)

Check whether (x1,z1) is in  
the xz plane

Yes

(x1,y1,z1) is a  
Vertex of a 3D  
object

No

(x1,y1,z1) is  
not a Vertex of  
a 3D object

now we got all the 3D vertices

Edge
+ vertex1 : Vertex
+ vertex2 : Vertex
+

Edge between  
vertex1(x1, y1,z1)  
vertex2(x2,y2,z2)

check whether(x1,y1) and  
(x2,y2) have an edge  
between them in xy plane

yes

check whether(y1,z1) and  
(y2,z2) have an edge  
between them in yz plane

check whether(x1,z1) and  
(x2,z2) have an edge  
between them in xz plane

yes

then there is  
edge between  
(x1,y1,z1) and  
(x2,y2,z2)

similarly check for all the vertices pairs