reset run

```
// this algorithm dynamically computes the convex hull of a point set.
demo.P = demo.DynamicPointSet();
var H = demo.Polygon();
// dynamically compute the convex hull of the point set
demo.P.updateFunction = function(q) {
    if (H.VertexList.length < 2) {
      H.newVertex(q);
      return;
    }
    var left = -1, right = -1;
    for (var i = 0; i < H.VertexList.length; i++) {
      if (H.orient(i, i+1, q) && H.orient(i, i-1, q)){ right = i; }
      if (H.orient(i+1, i, q) && H.orient(i-1, i, q)){ left = i; }
    }
    // if q is outside the hull remove vertices and insert q
    if (left != -1 && right != -1) {
      var f = new CG_Face(new CG_Polygon([H.v(left), q, H.v(right)]));
      demo.things[2] = [f];
      H.replace(q, left, right);
    }
};


```