```
INTERSECTION(A, B, C, D)
 1  E ← B − A
 2  F ← D − C
    ▷ Make a vector perpendicular to vector E.
 3  P.x ← −E.y
 4  P.y ← E.x
 5  numerator ← ((A − C) • P) ▷ Calculate dot-product.
 6  denominator ← (F • P) ▷ Calculate dot-product.
 7  if denominator <> 0
 8      then h ← numerator/denominator
 9           if 0 < h < 1
10              then result := True ▷ There is an intersection.
11              else result := False ▷ There is no intersection.
12      else result := False ▷ There is no intersection.
```

Figure 2: pseudo-code of the checking for intersections data structure.