```
Intersecting (P)
 1 l \leftarrow \text{SearchLexicographicSmallest}(P)
 2 \quad S[0] \leftarrow P[l]
 3 P \leftarrow P \setminus \{P[l]\}
 4 C \leftarrow \text{BackTracking}(\emptyset, P, 0, S)
 5 \quad n \leftarrow length[C]
 6 if C[1].x > C[n].x
 7
          then for i \leftarrow 0 to (\lfloor n/2 \rfloor - 1)
                        do C[i+1] \leftrightarrow C[n-i]
 8
 9
          else if C[1].x = C[n].x
10
                     then if C[1].y > C[n].y
                                then for i \leftarrow 0 to (\lfloor n/2 \rfloor - 1)
11
                                              do C[i+1] \leftrightarrow C[n-i]
12
13 return C
```

Figure 5: pseudo-code of the Self-intersecting-curve algorithm.