

The working principle of the code:

The ray method can be used to determine whether a point is in a polygon. If the number of intersections with the polygon is odd, the point is inside the polygon, otherwise it is outside the polygon.

Steps:

First, use the loop to treat each side of the polygon the same way.

Then, determine whether there is an intersection with the horizontal right ray of point P. If there is an intersection, the flag is flipped once.

7 11 inside
10 14 inside
11 4 outside
12 21 outside
16 3 outside
16 10 inside
17 4 inside
18 7 inside
18 17 outside
20 7 outside