

Triangular mesh

Triangular meshes are largely used in many graphic softwares and for simulating mathematical-model.

Requirements

Build a C++ program which exploits STL utilities to memorize and manage efficiently the main properties of a triangular mesh.

The program should memorize and test imported properties of a triangular mesh read from files.

In particular a triangular mesh is composed by

1. Cell0D, which we read from a space-separated Cell0Ds.csv file of format

```
Id Marker X Y
0 1 0.0000000000000000e+00 0.0000000000000000e+00
... (many rows)
```

2. Cell1D, which we read from a space-separated Cell1Ds.csv file of format

```
Id Marker Origin End
0 0 41 43
... (many rows)
```

3. Cell2D, which we read from a space-separated Cell2Ds.csv file of format

```
Id Vertices Edges
0 41 43 15 0 1 2
... (many rows)
```