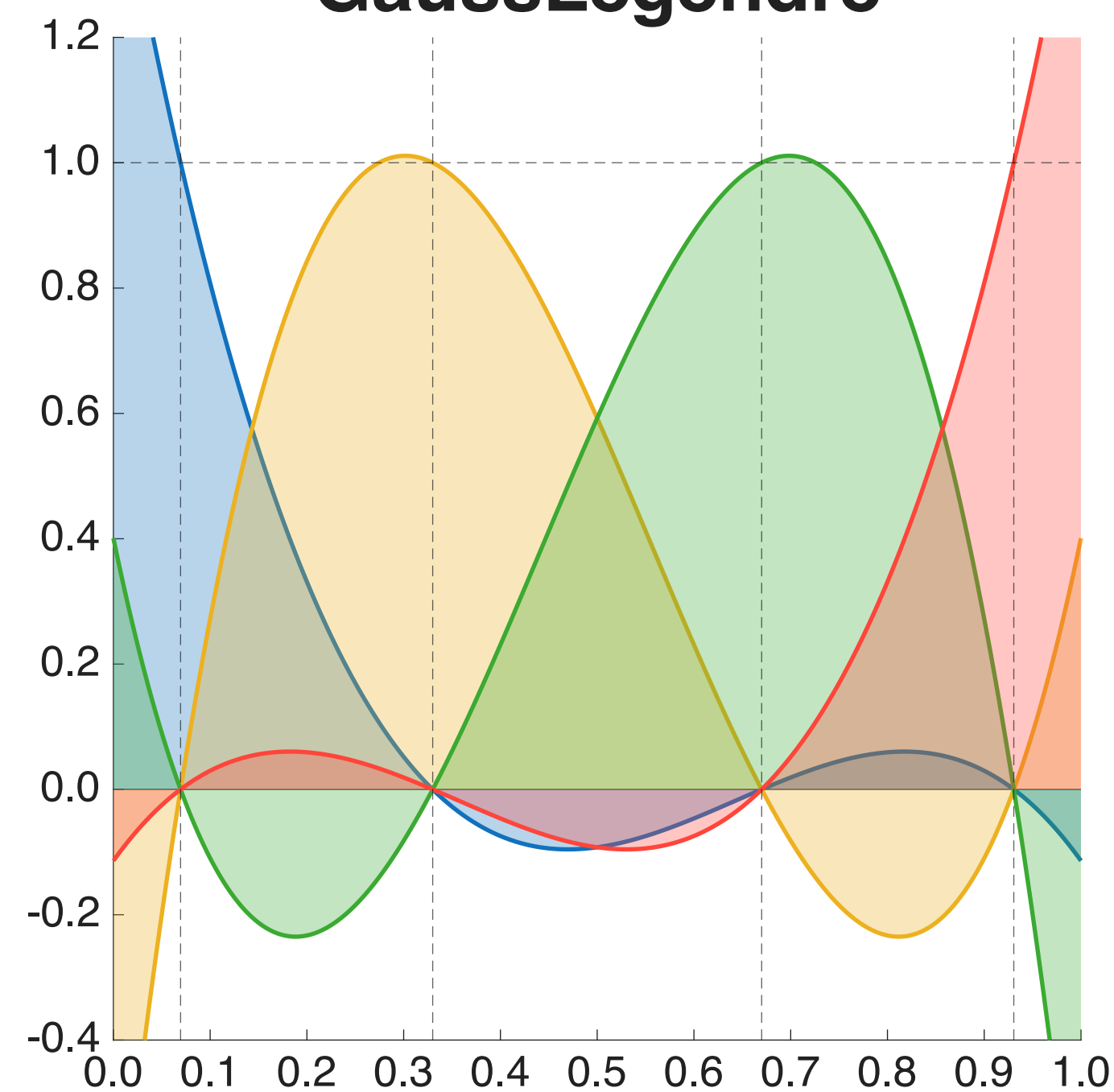
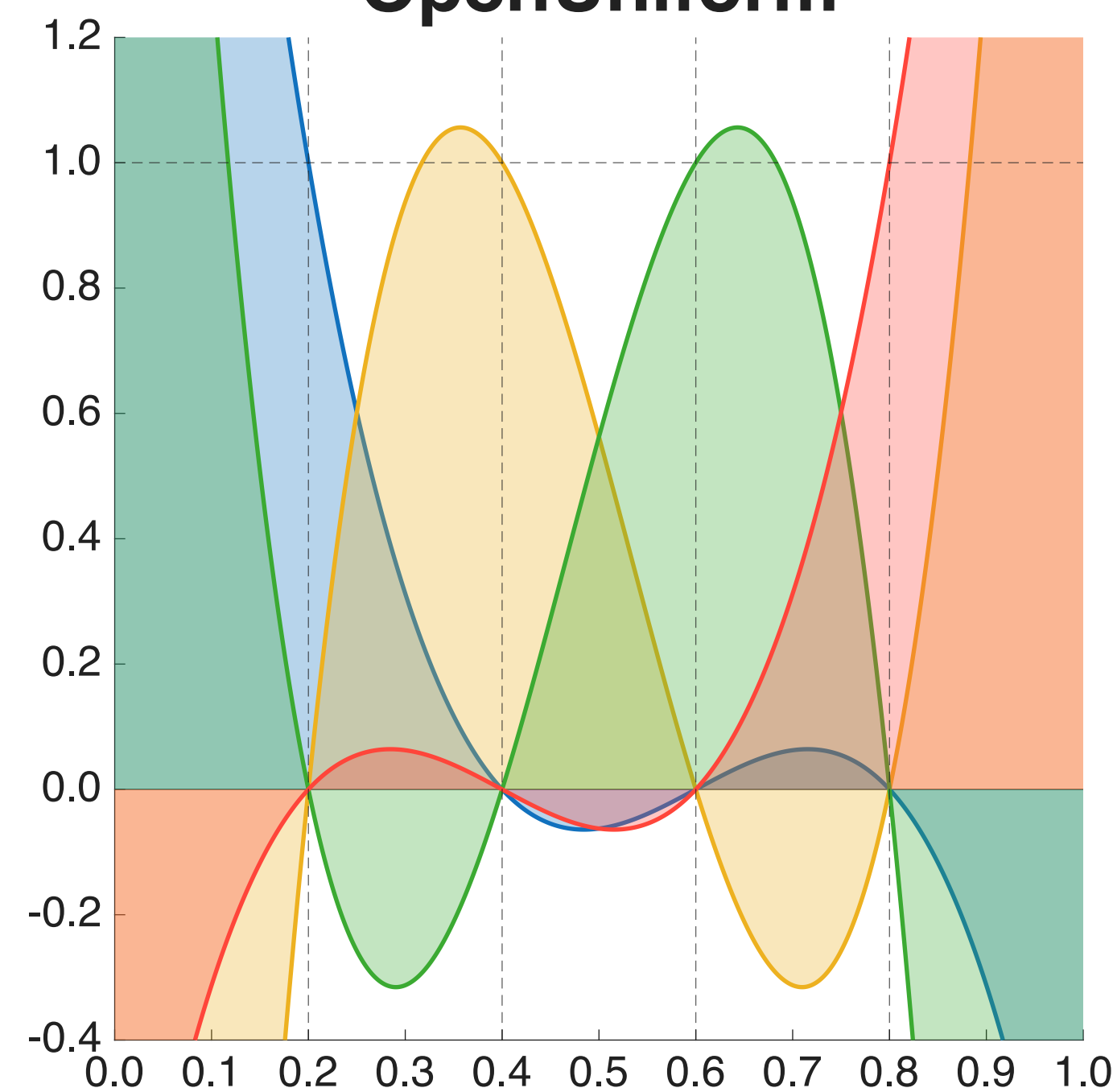


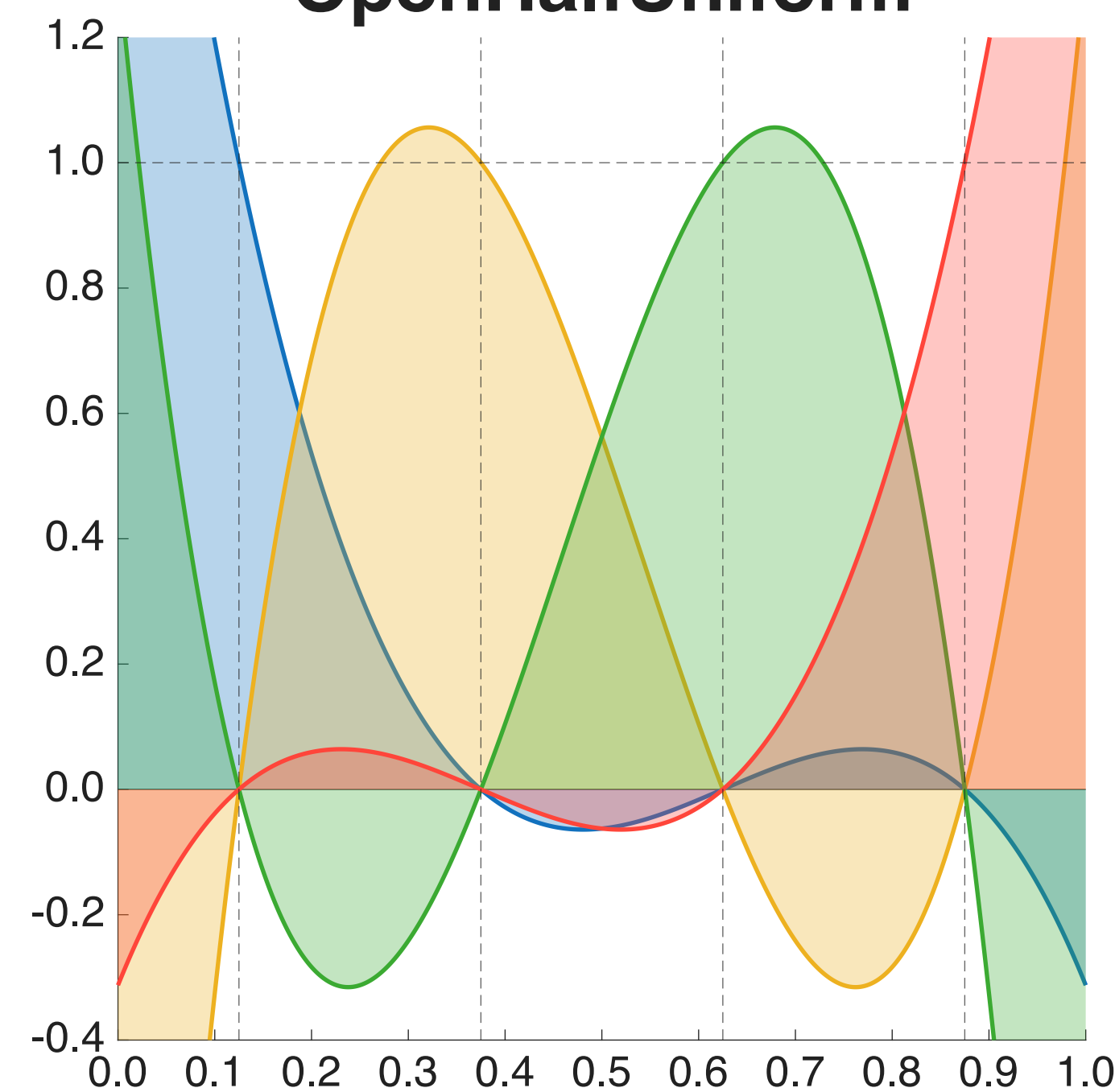
GaussLegendre



OpenUniform

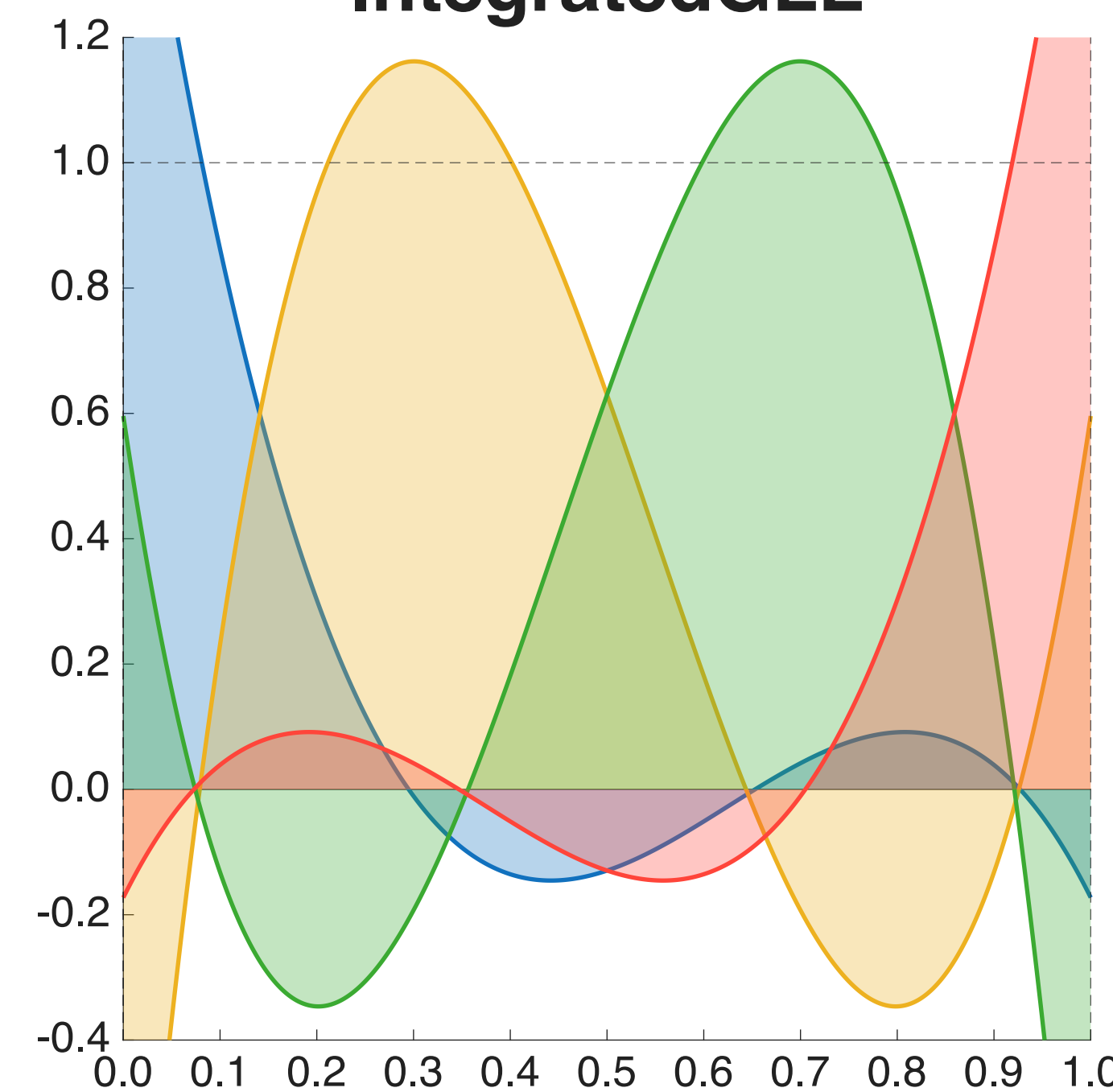


OpenHalfUniform

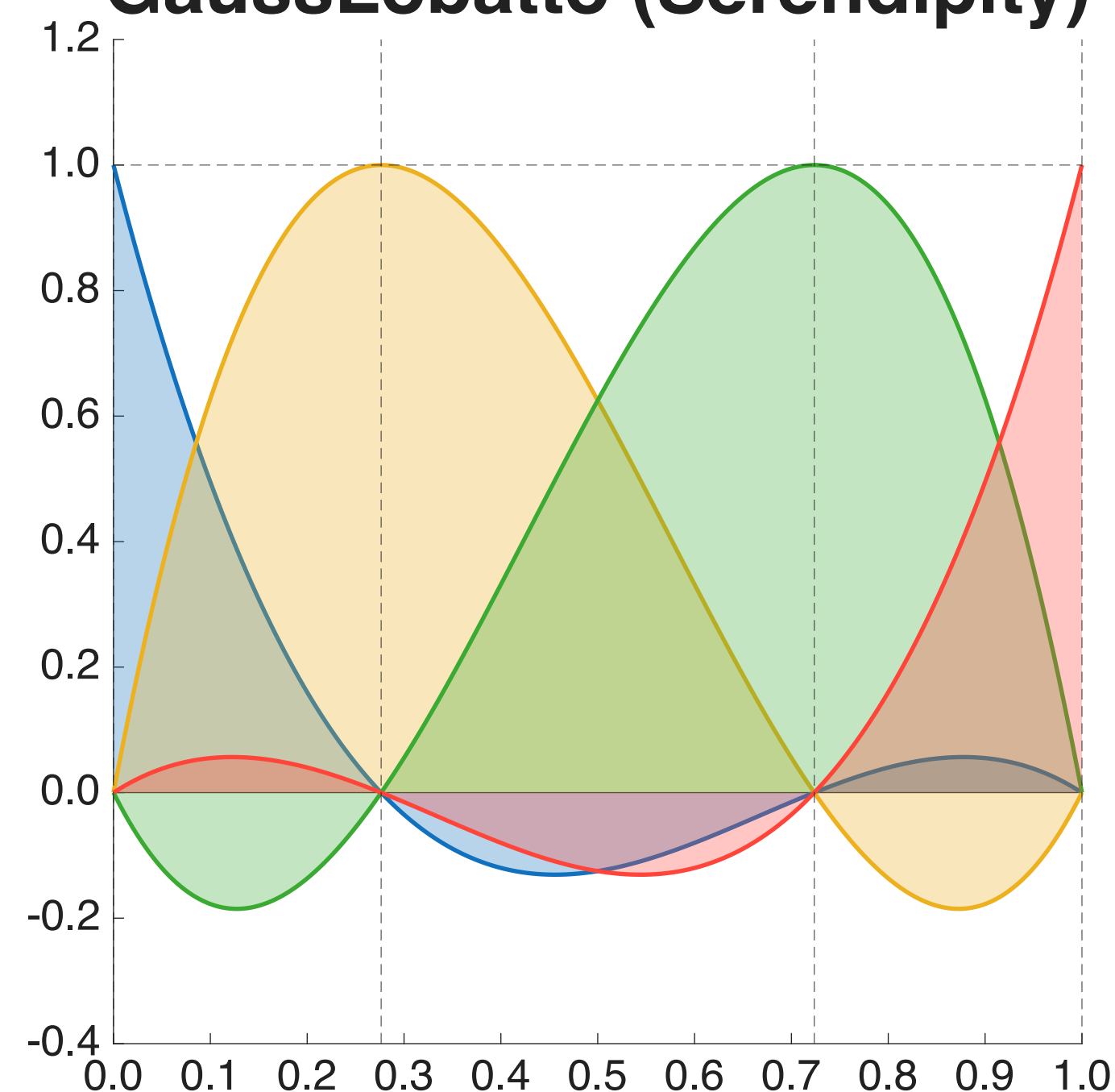


OPEN

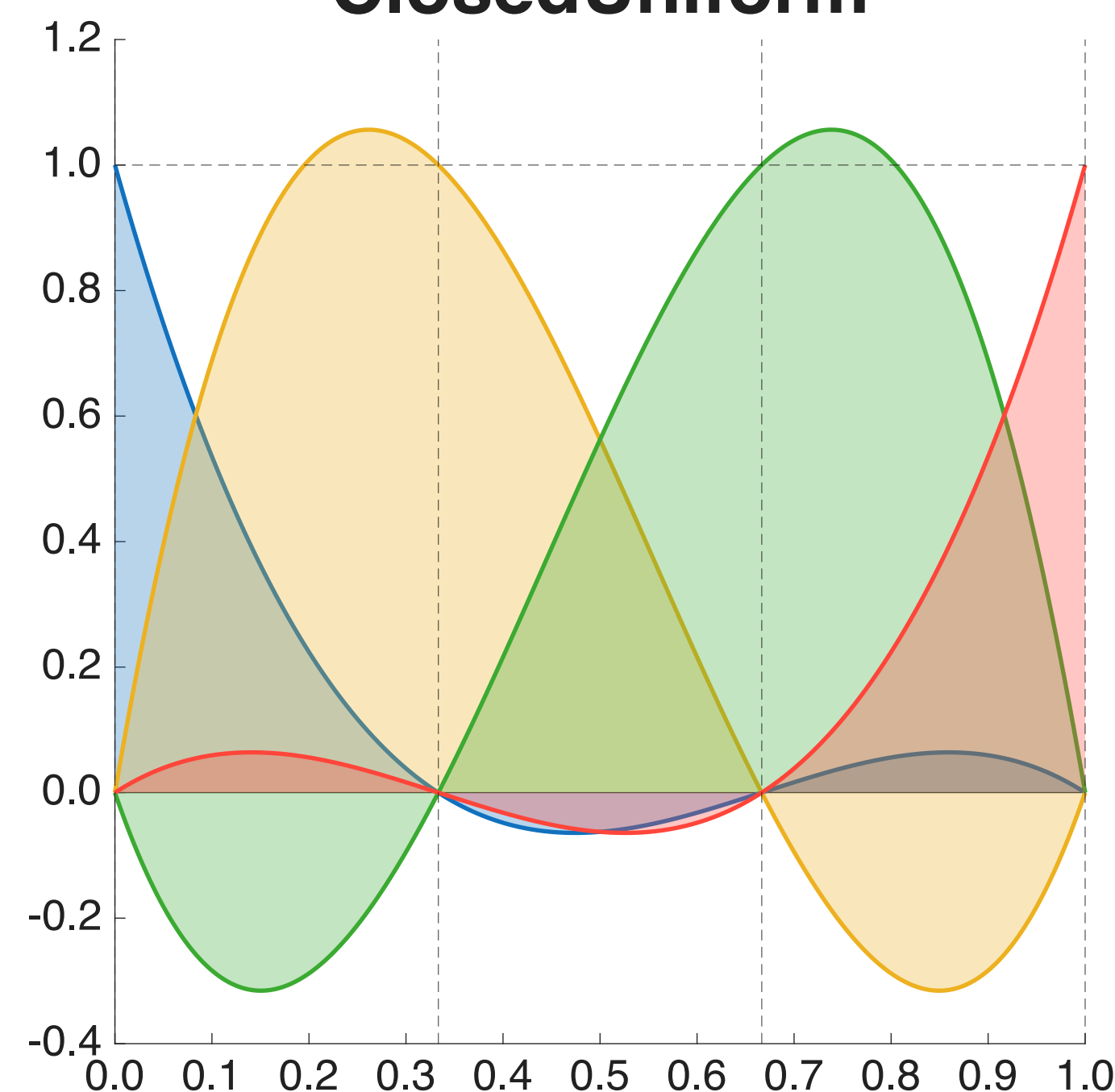
IntegratedGLL



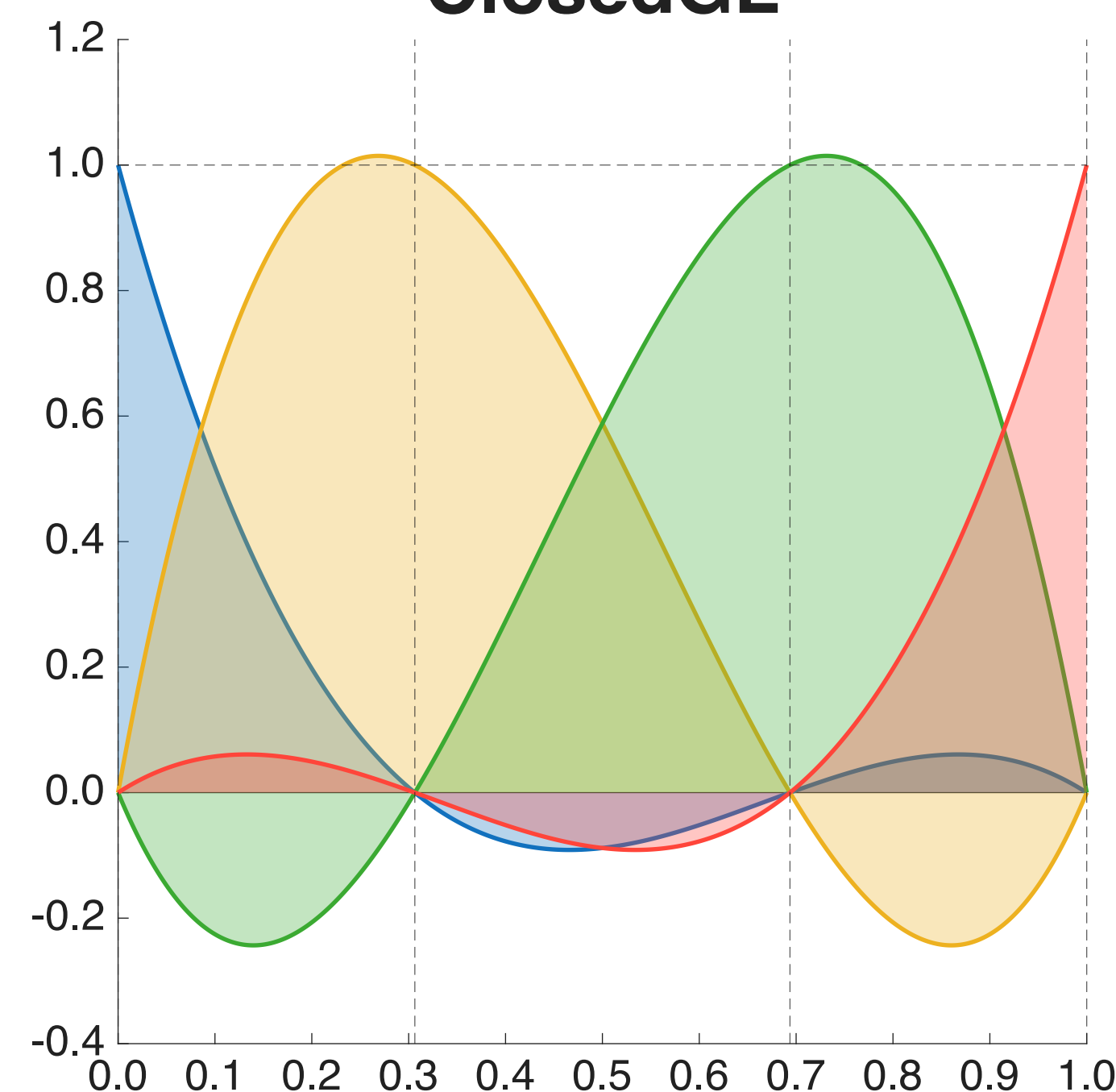
GaussLobatto (Serendipity)



ClosedUniform



ClosedGL



CLOSED

Positive

