```java
public class Point
{
  private final int X;
  private final int y;
}

public boolean pointIsInsideThePolygon (Point p, Point[] polygon)
{

  Halfline halfline   = new Halfline (Point p);

  Int result =  numberOfIntersection (Point p, Point[] polygon);

  If (result%2 != 0) return true;
  else return false;
}
```