

Geometry::Delaunay  
::PolygonTriangulator  
::getVertices

```
graph LR; A["Geometry::Delaunay::PolygonTriangulator::getVertices"] --> B["Geometry::Polygon::getHoles"]; A --> C["Geometry::Polygon::getPoints"];
```

Geometry::Polygon::  
getHoles

Geometry::Polygon::  
getPoints