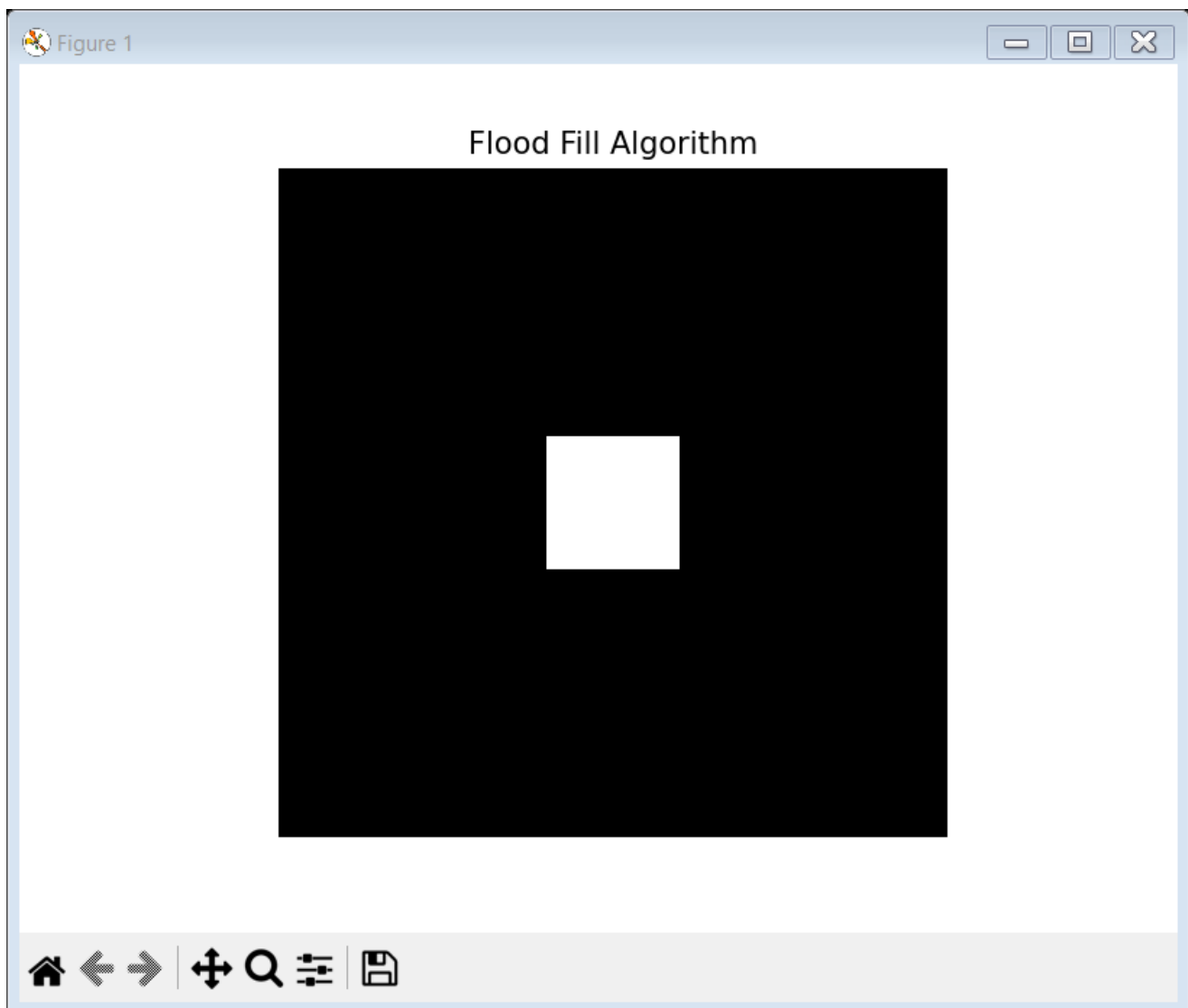
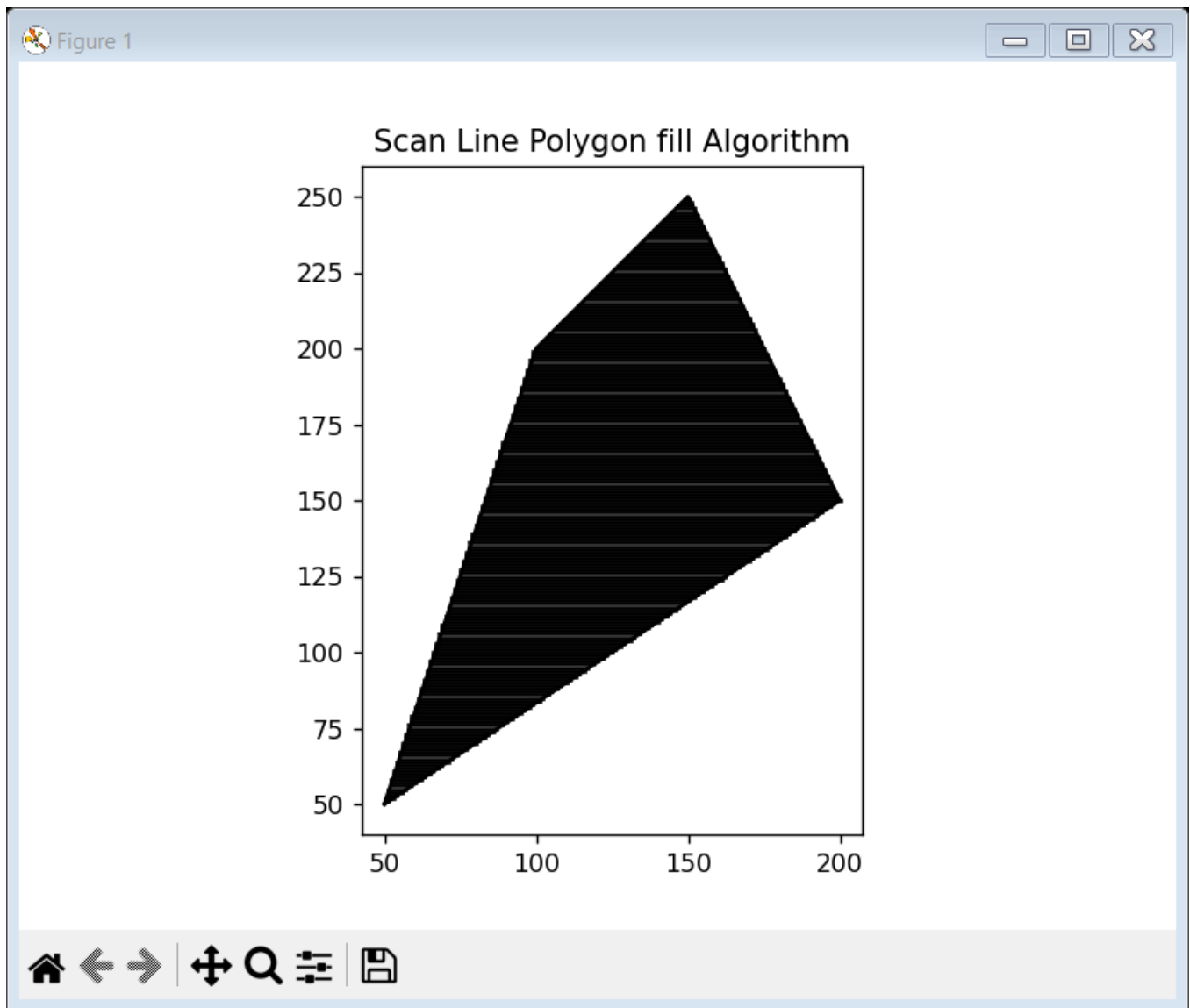


Output:



Output:



Calculation:

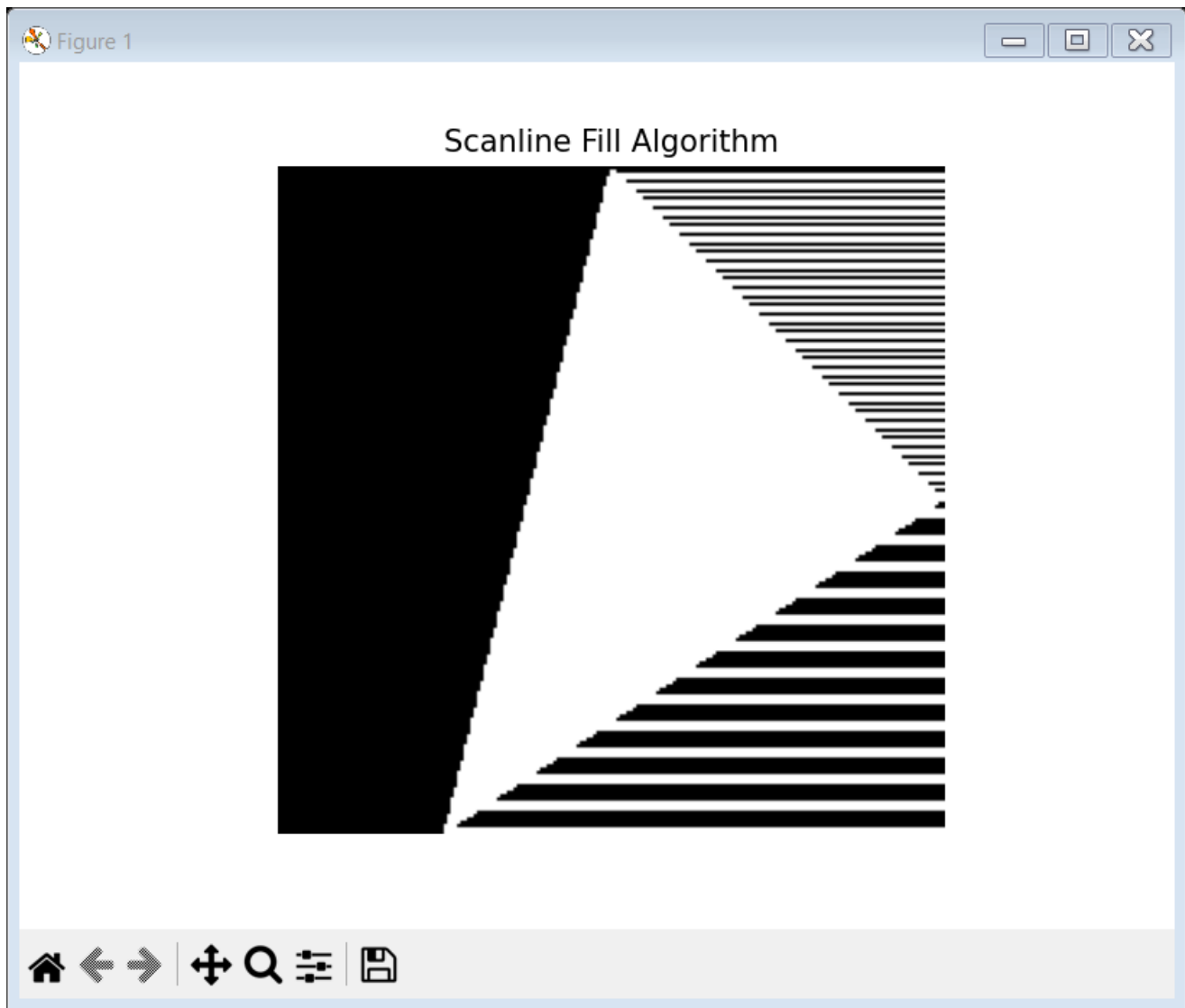
```
C:\practicals 3rd sem\Computer graphics>python -u "c:\practicals 3rd sem\Computer graphics\table.py"
Enter the number of vertices: 4
Enter x-coordinate for vertex 1: 2
Enter y-coordinate for vertex 1: 3
Enter z-coordinate for vertex 1: 4
Enter x-coordinate for vertex 2: 1
Enter y-coordinate for vertex 2: 6
Enter z-coordinate for vertex 2: 7
Enter x-coordinate for vertex 3: 1
Enter y-coordinate for vertex 3: 0
Enter z-coordinate for vertex 3: 9
Enter x-coordinate for vertex 4: 4
Enter y-coordinate for vertex 4: 2
Enter z-coordinate for vertex 4: 8

Vertex Table:
v1: (2.0, 3.0, 4.0)
v2: (1.0, 6.0, 7.0)
v3: (1.0, 0.0, 9.0)
v4: (4.0, 2.0, 8.0)

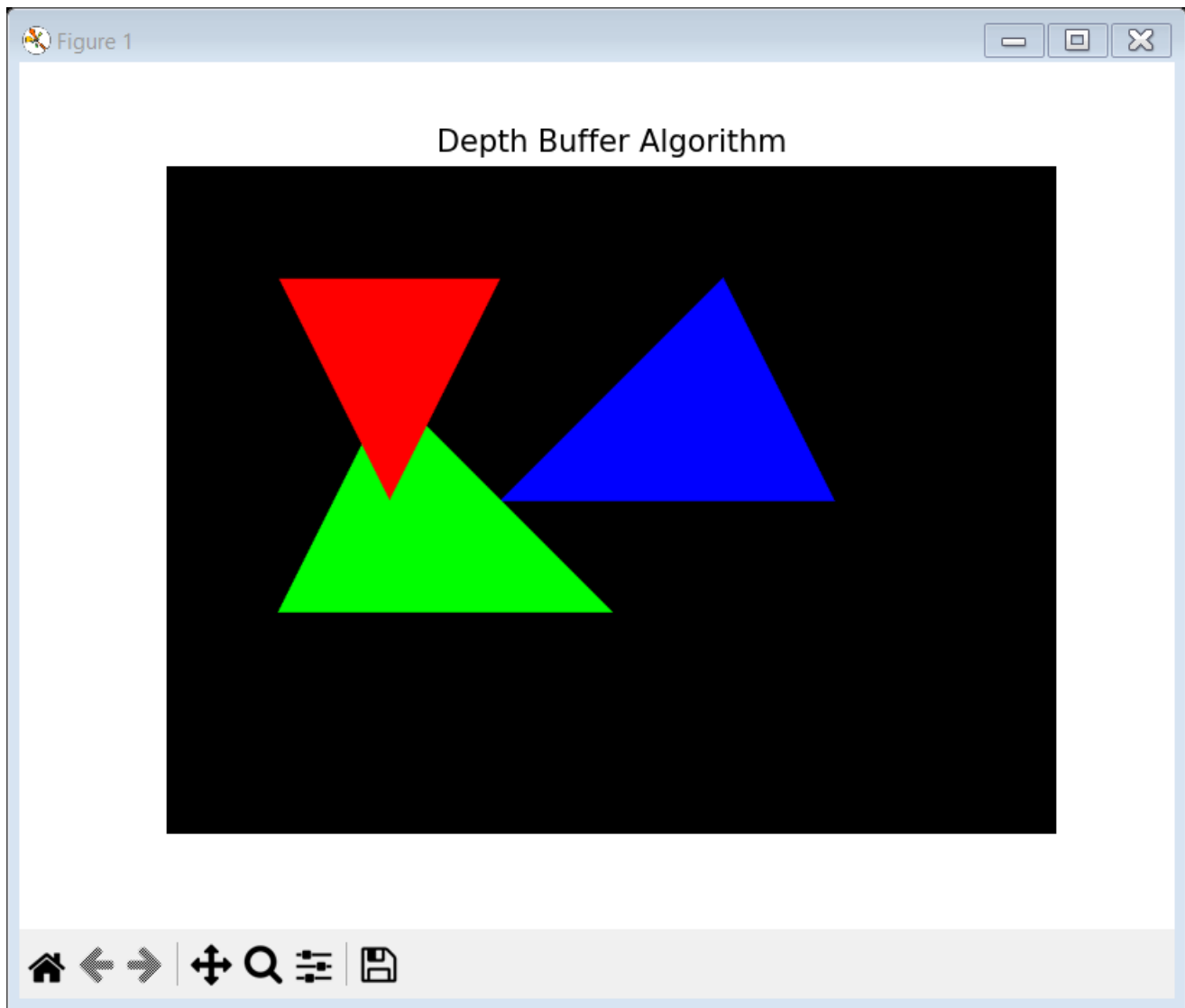
Edge Table:
E1: (2.0, 3.0, 4.0), (1.0, 6.0, 7.0) (Edge 1)
E2: (1.0, 6.0, 7.0), (1.0, 0.0, 9.0) (Edge 2)
E3: (1.0, 0.0, 9.0), (4.0, 2.0, 8.0) (Edge 3)
E4: (4.0, 2.0, 8.0), (2.0, 3.0, 4.0) (Edge 4)

Polygon Surface Table:
S1: (2.0, 3.0, 4.0), (1.0, 6.0, 7.0), (1.0, 0.0, 9.0) (Polygon 1)
S2: (1.0, 6.0, 7.0), (1.0, 0.0, 9.0), (4.0, 2.0, 8.0) (Polygon 2)
S3: (1.0, 0.0, 9.0), (4.0, 2.0, 8.0), (2.0, 3.0, 4.0) (Polygon 3)
S4: (4.0, 2.0, 8.0), (2.0, 3.0, 4.0), (1.0, 6.0, 7.0) (Polygon 4)
```

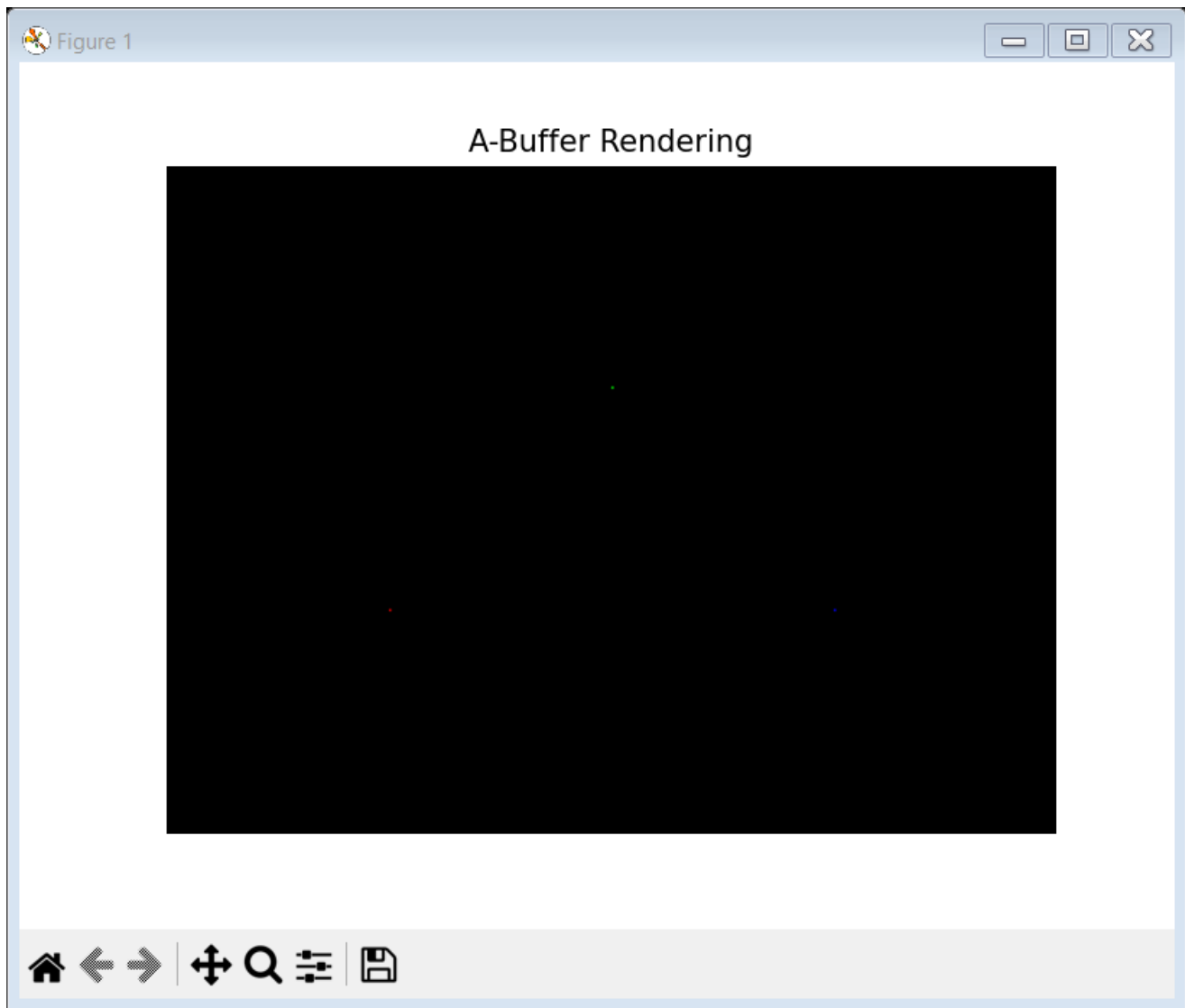
Output:



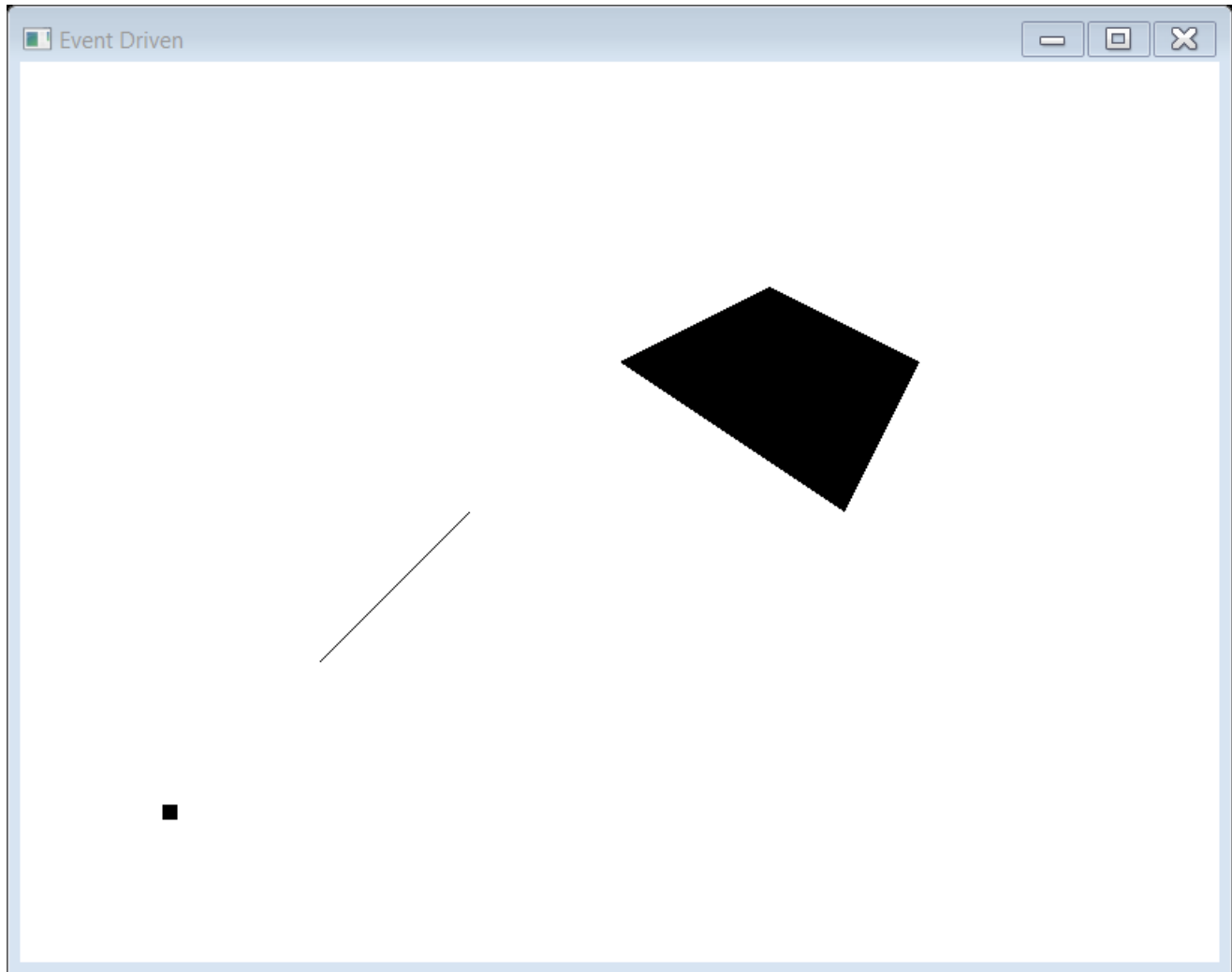
Output:



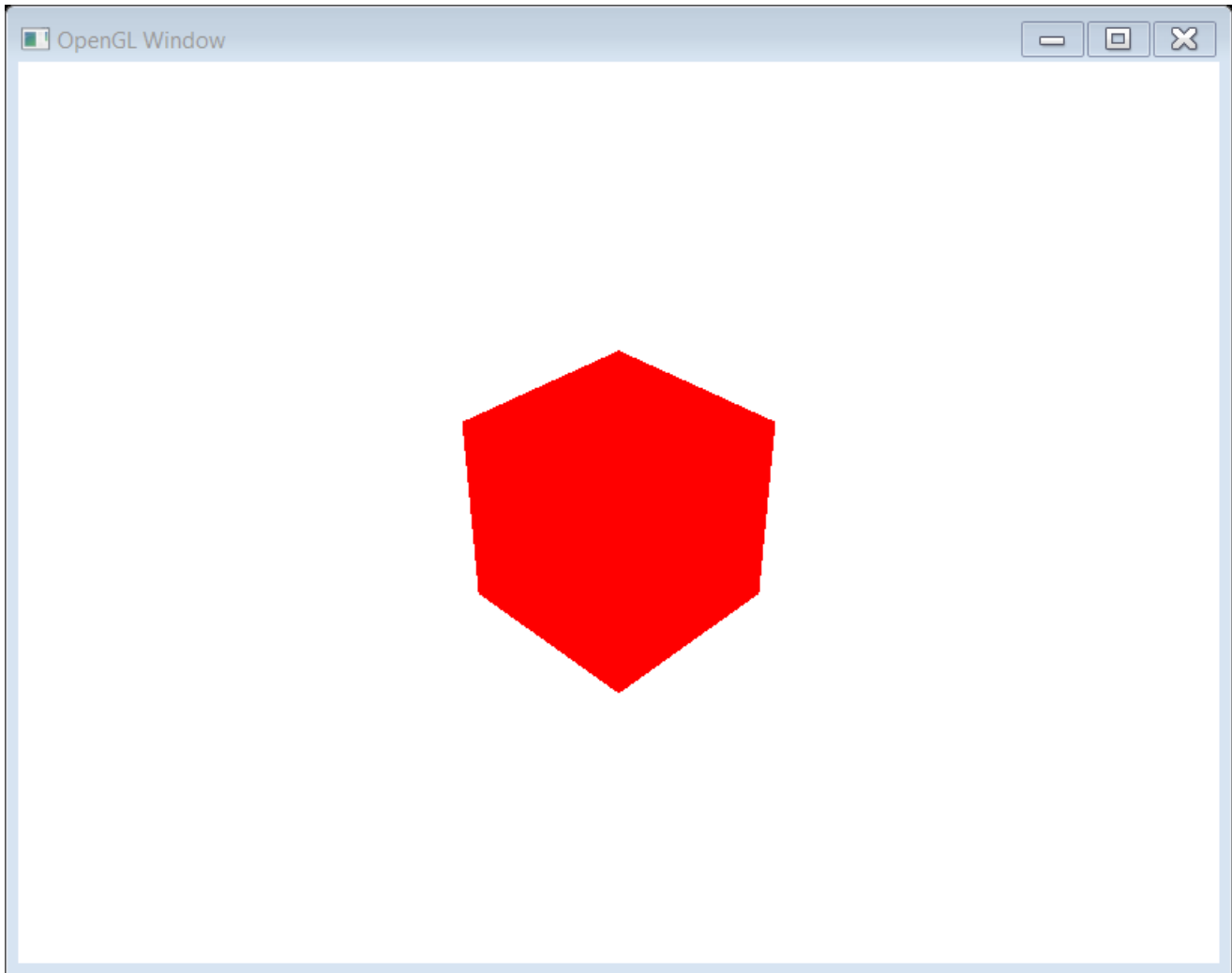
Output:



Output:



Output:



Output:

