Functions

```
join_triangle_with_large_angle(mesh)
```

For each mesh TRIANGLE with an angle A bigger than 120°, delete the longest mesh edge the one opposite A,) joining the triangle to the cell on the opposite side.

```
collapse_shortest_edge_for_small_angle_cell(mesh)
```

For each mesh TRIANGLE with an angle A" smaller than 30° but no angles bigger than 150°, collapse the shortest mesh edge (the one opposite A".)

```
split_all_cells(mesh)
```

Split every mesh cell with more than three vertices until the entire mesh is a triangle (split the mesh cell from the cell vertex with maximum angle).

Algorithm

```
split_all_cells(mesh)
old_triangles = mesh.NumCells()

for iteration in range(10):
    join_triangle_with_large_angle(mesh)
    split_all_cells(mesh)
    collapse_shortest_edge_for_small_angle_cell(mesh)
    if old_triangles == mesh.NumCells():
        break
```