

I

Cropable

●

crop(x: float, y: float): T

C

PairOfVertex

●

this(v1: Vertex, v2: Vertex)

●

contents(): Vertex[]

●

equals(o: Object): bool

●

hashCode(): int

C

«Iterable[Polygon]»
Mesh

▢

width: int

▢

height: int

●

this(w: int, h: int)

●

register(p: Polygon)

●

populateNeighborhood()

geomfilters

C

ExtractNeighbors

C

Vertex

▢

PRECISION = 2

▢

x: int

▢

y: int

●

this(x: float, y: float)

●

x(): float

●

y(): float

▢

convert(f: float): int

●

equals(o: Object): bool

●

hashCode(): int

C

«Iterable[Vertex]»
Polygon

●

this()

▢

this(hull: List<Vertex>)

●

add (v: Vertex)

●

registerAsNeighbor(p: Polygon)

●

neighbors(): Set<Polygon>

●

centroid(): Vertex

●

hull(): List<PairOfVertex>

●

equals(o: Object): bool

●

hashCode(): int

C

Neighborhood

●

this(polygons: Set<Polygons>)

●

neighbors(p: Polygon): Set<Polygon>

JDT

C

DelaunayTriangulationBuilder

