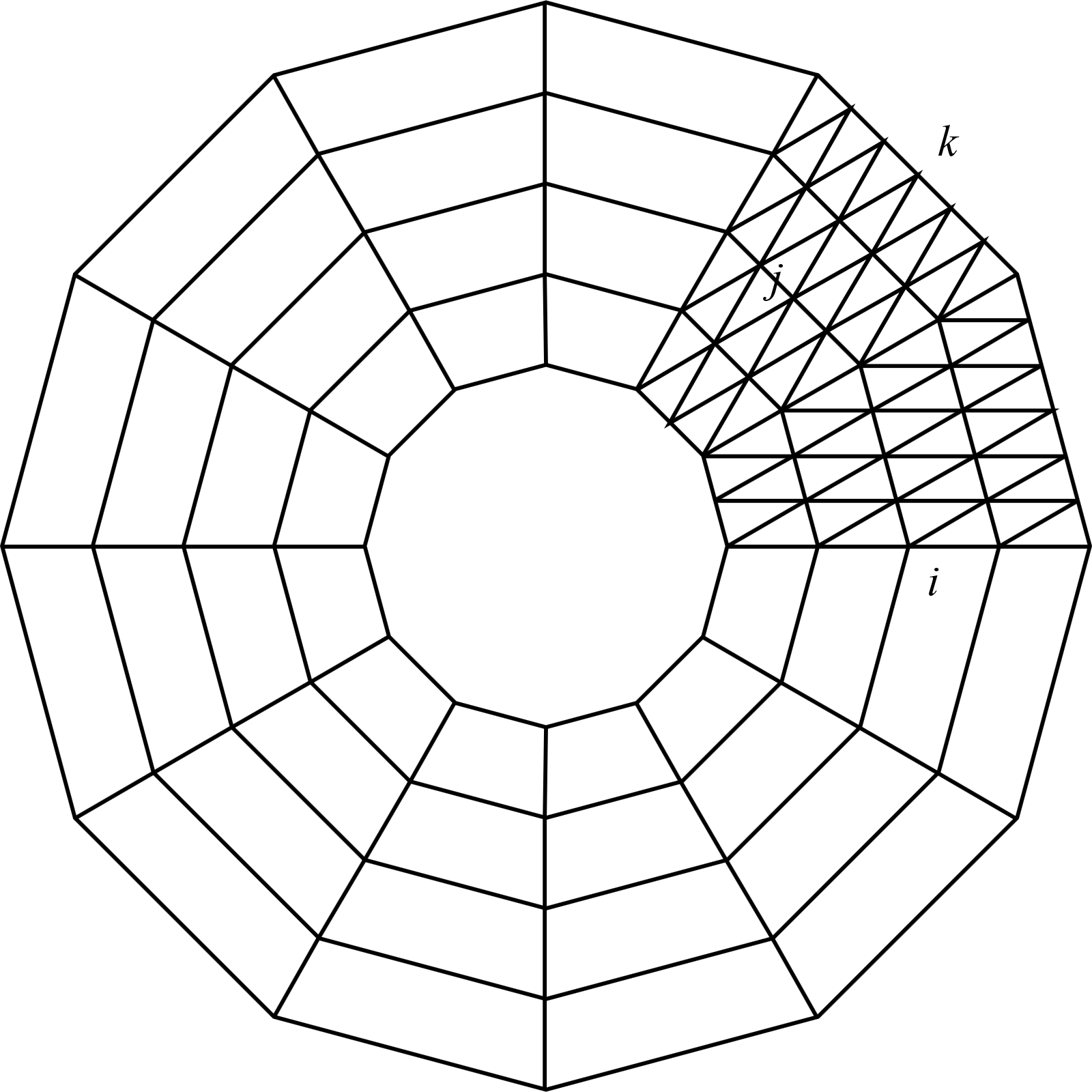
Circumference



*n* : number of sides

Number of nodes at position *k*



Number of nodes



Number of line elements



Number of triangle elements at position *k*



Number of triangle elements



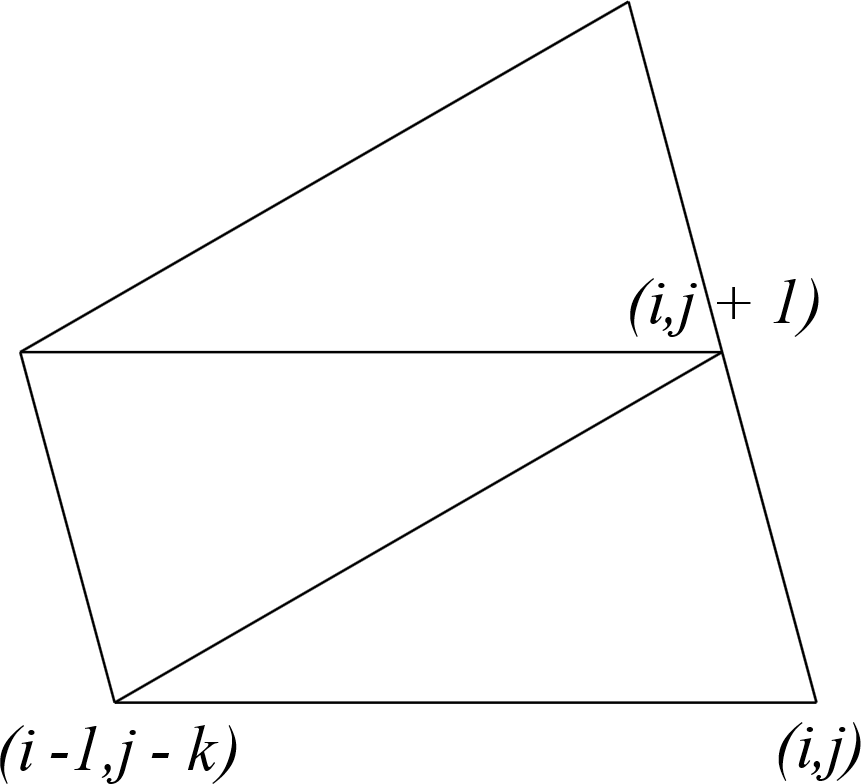
Variation of *j* at position *i*



Node number

****

Element connectivity



for i in i1 + 1 .. i2 loop

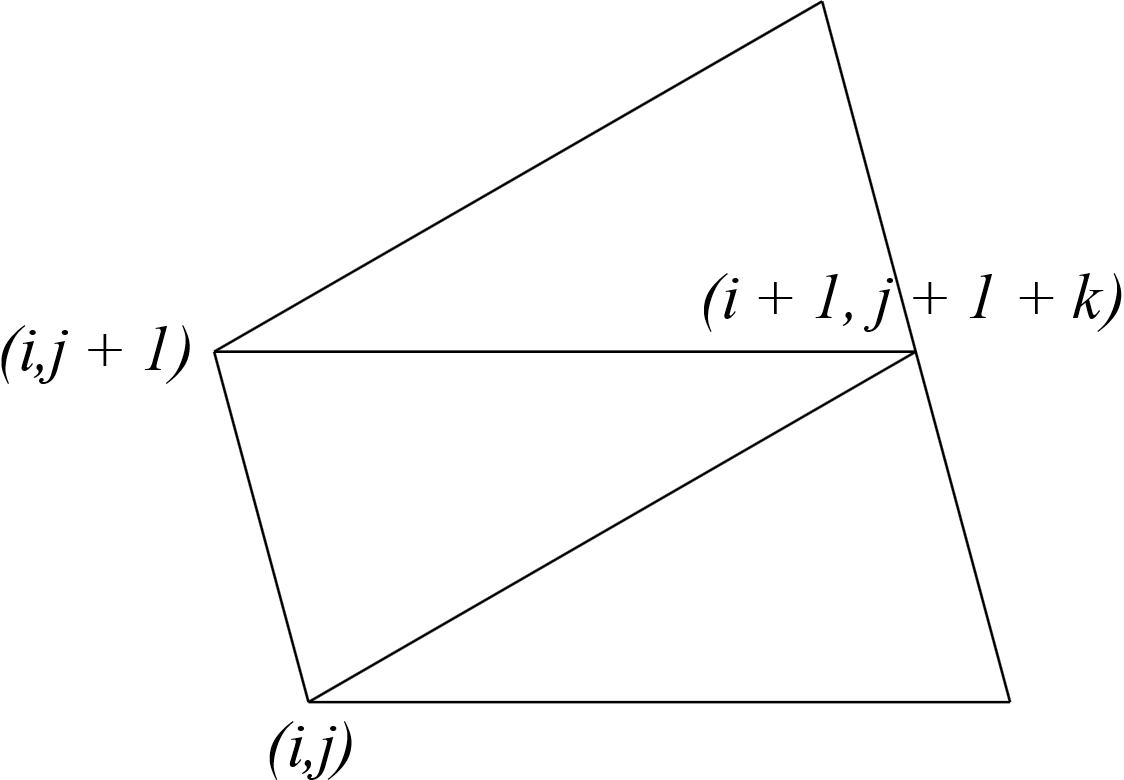
for j in 0 .. i \* n - 1 loop

k := j / i;

putelem2((node(i - 1,j - k),node(i,j),node(i,j + 1));

end loop;

end loop;



for i in i1 .. i2 - 1 loop

for j in 0 .. i \* n - 1 loop

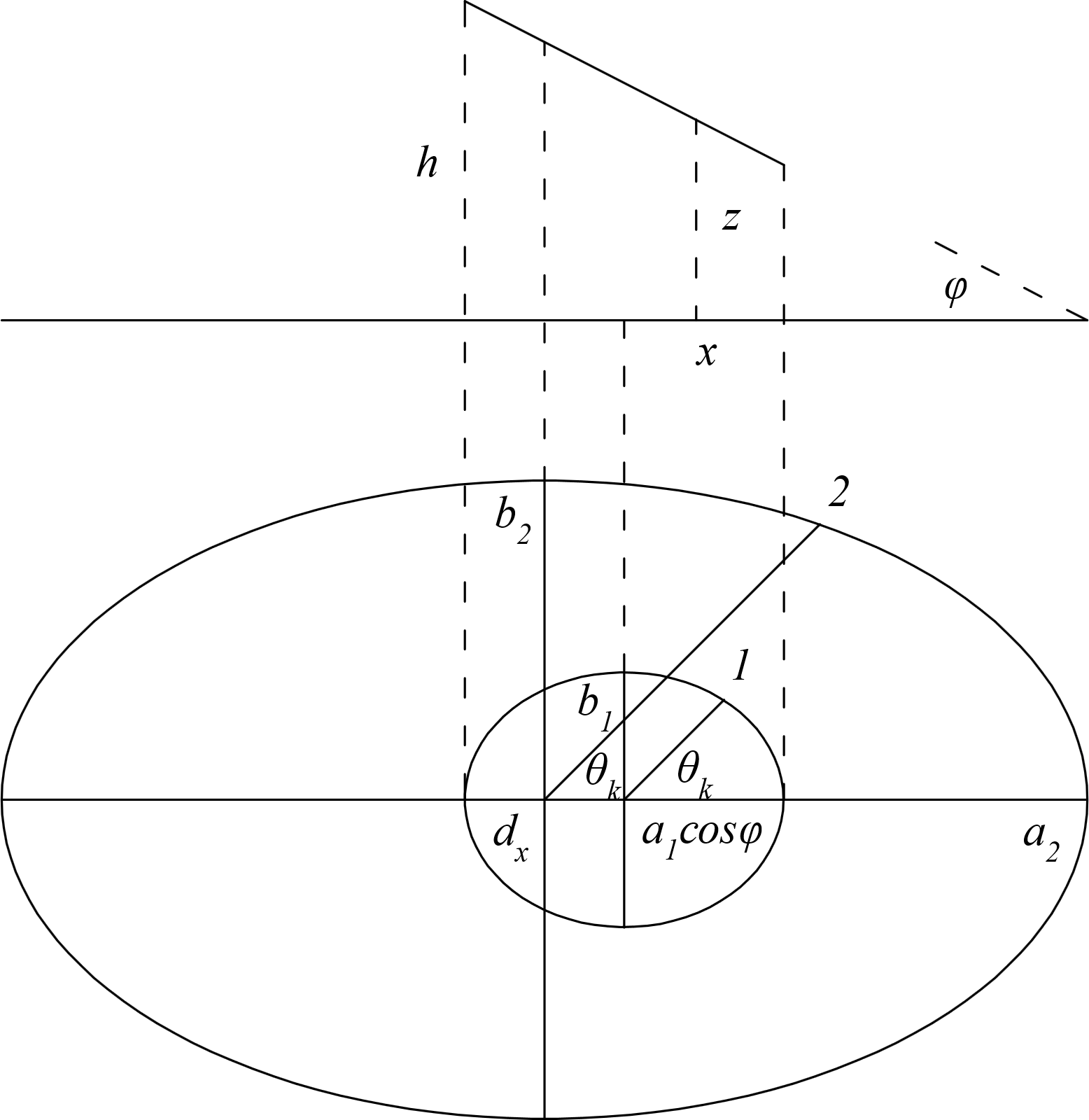
k := j / i;

putelem2((node(i + 1,j + 1 + k),node(i,j + 1),node(i,j));

end loop;

end loop;

Ellipse



Polygon's vertices









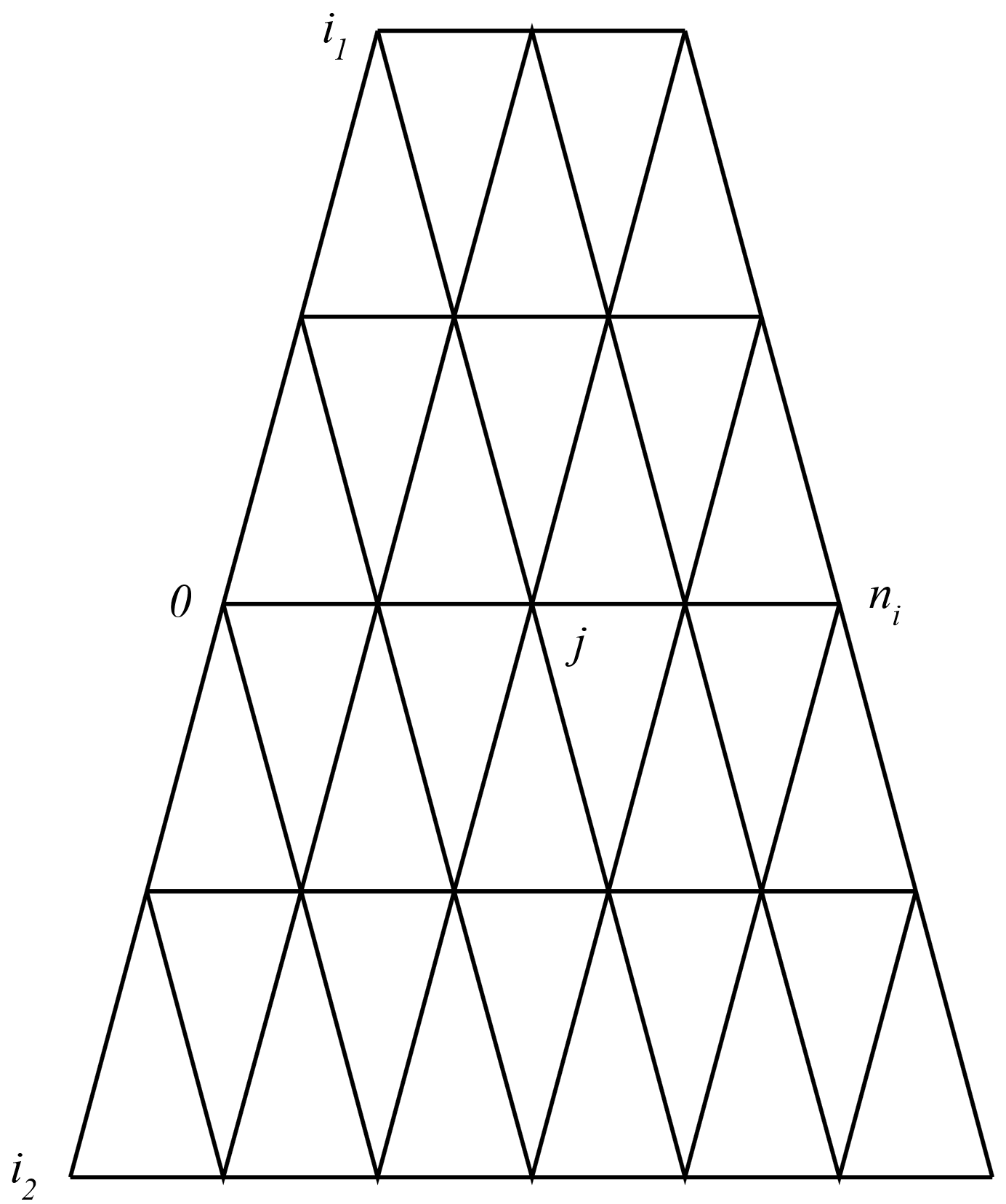








Mesh



Coordinates







