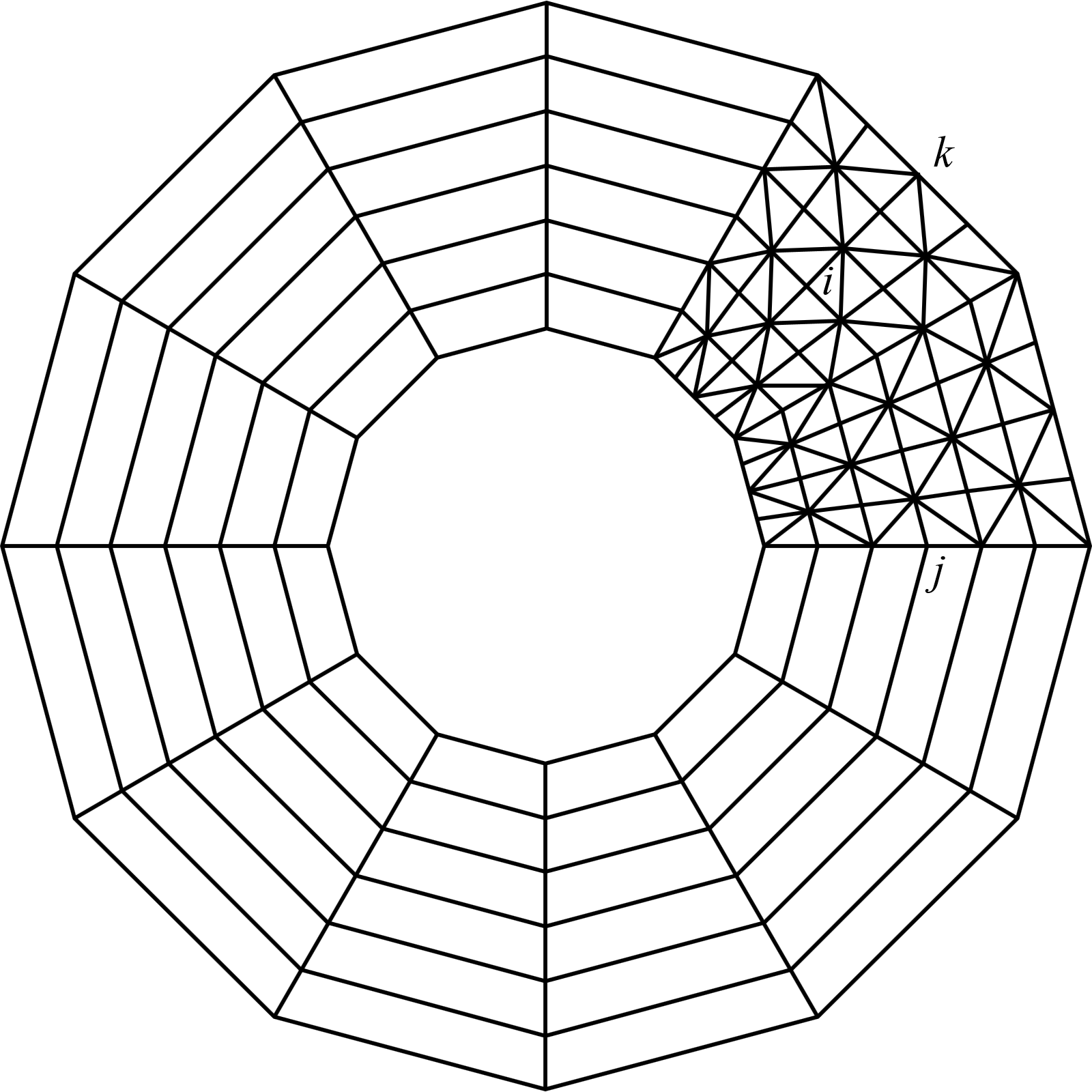
Circumference



*n* : number of sides

Number of nodes



Number of line elements



Number of triangle elements



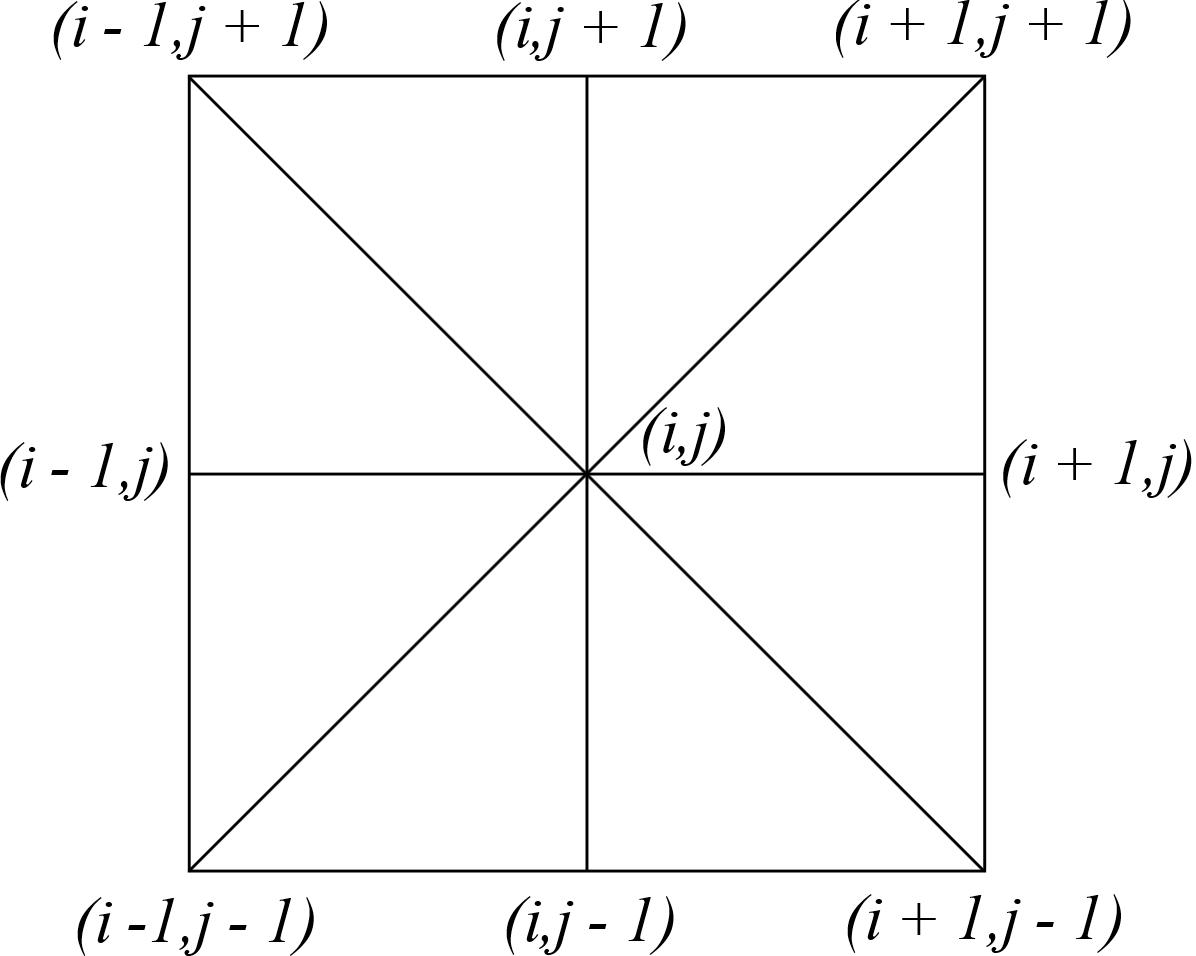
Node number







Element connectivity



for k in 0 .. n - 1 loop

i := 1;

While i < ni loop

j := 1;

while j < nj loop

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

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

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

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

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

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

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

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

j := j + 2;

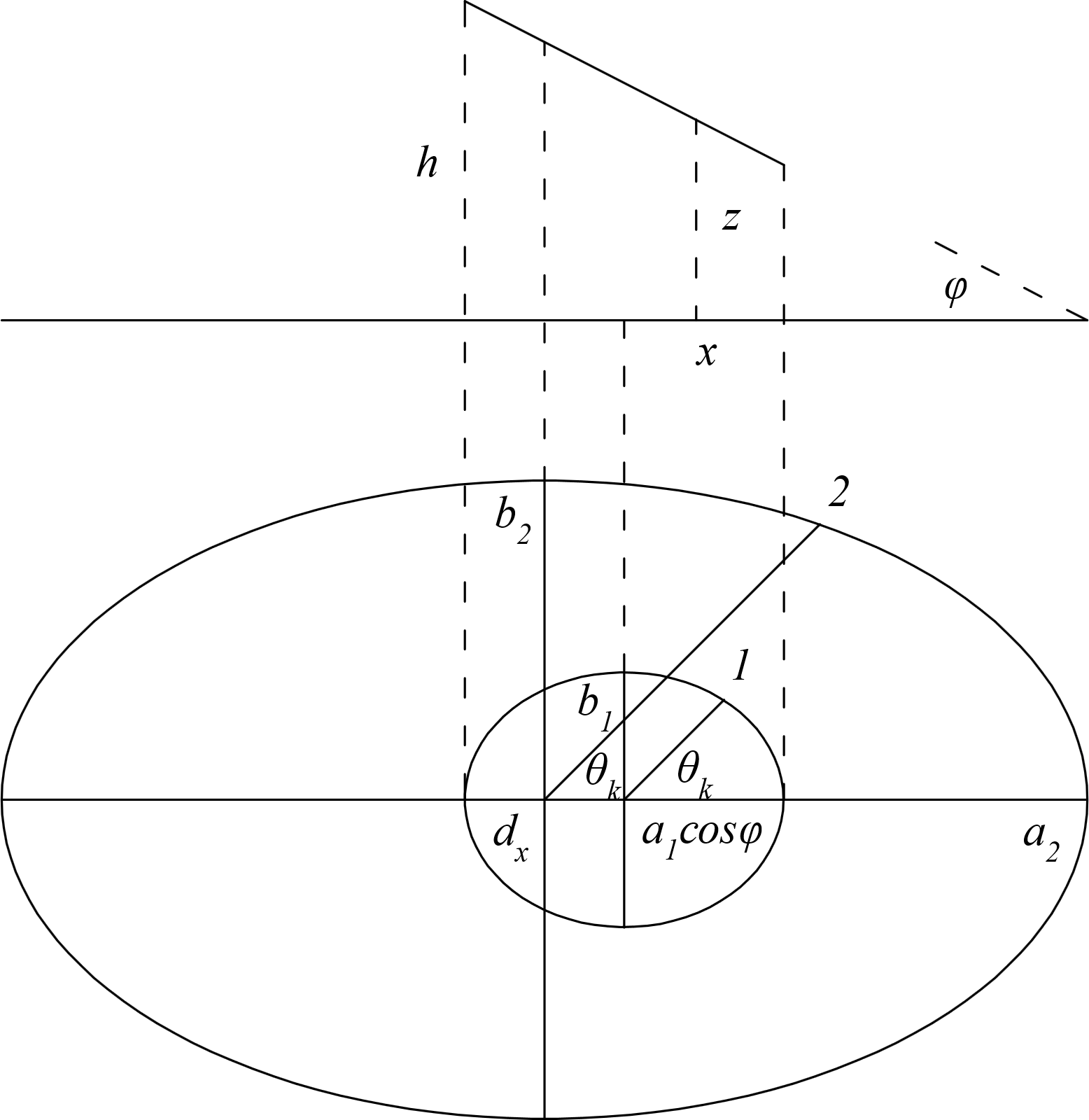
end loop;

i := i + 2;

end loop;

end loop;

Ellipse



Polygon's vertices









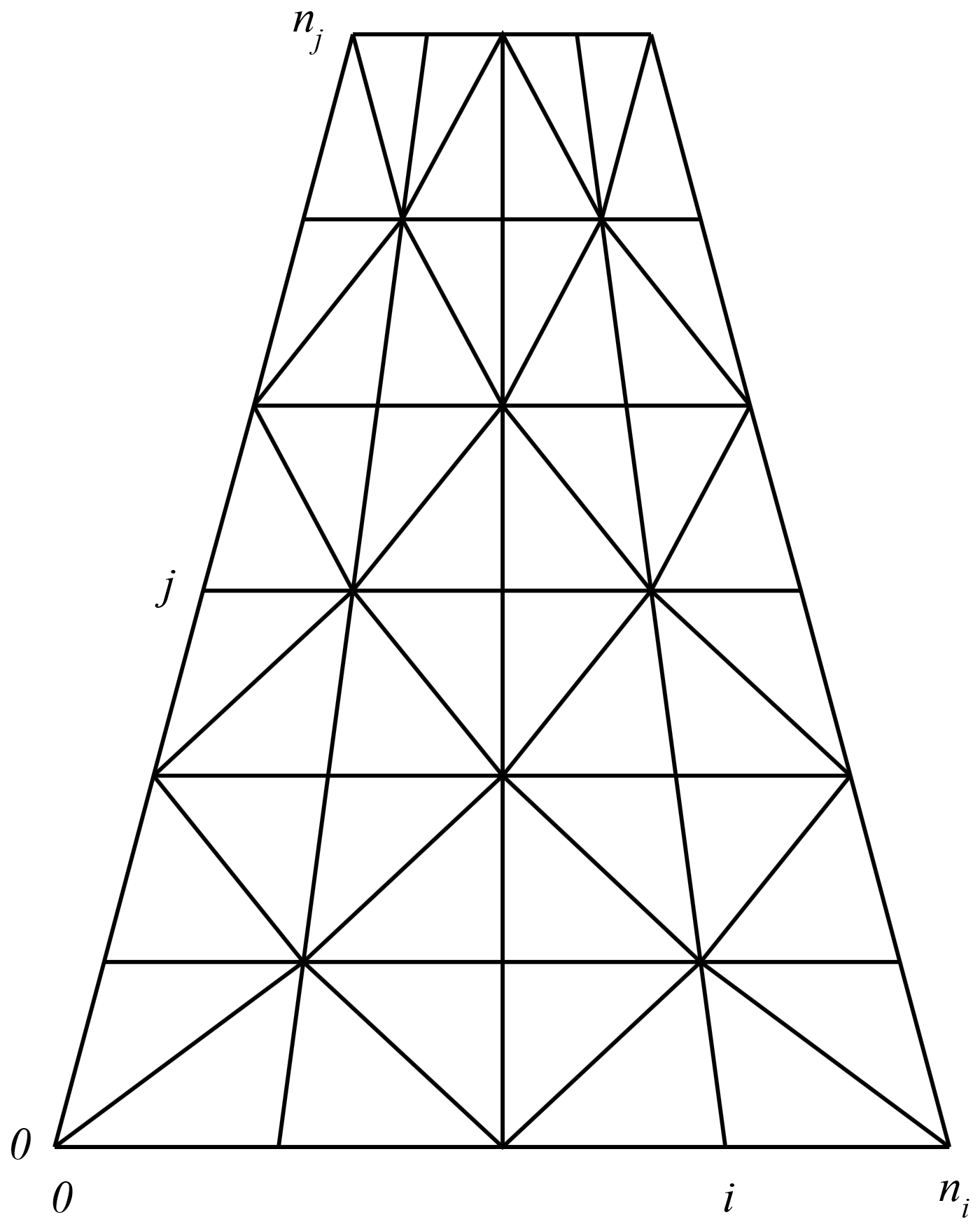








Mesh









Coordinates





