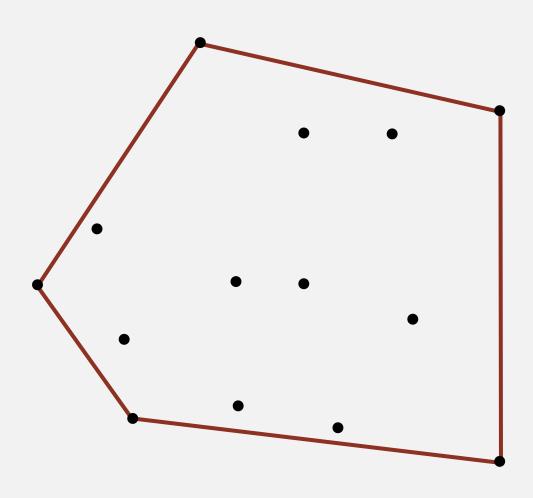
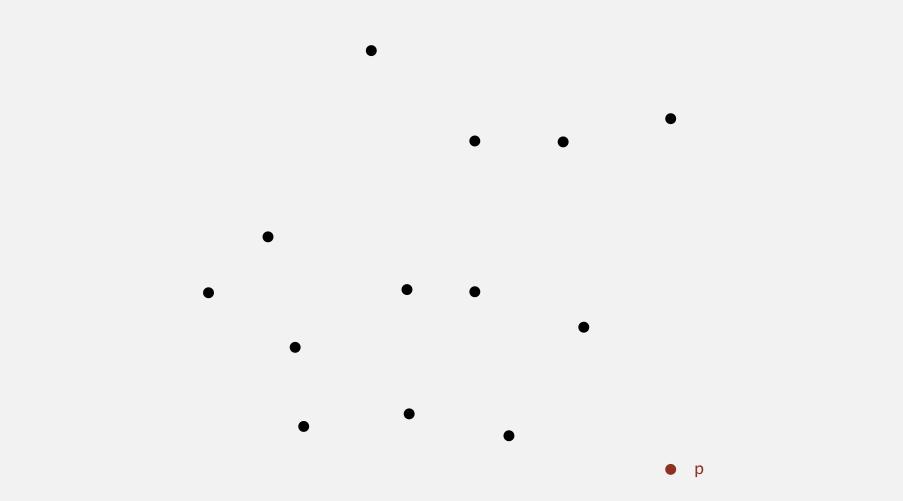
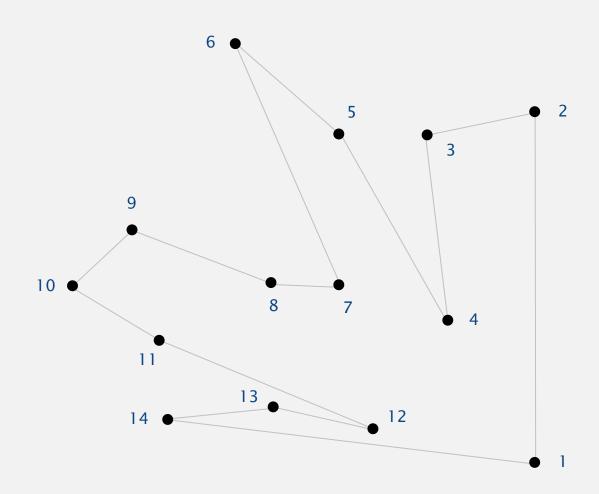
# **Graham Scan Demo**



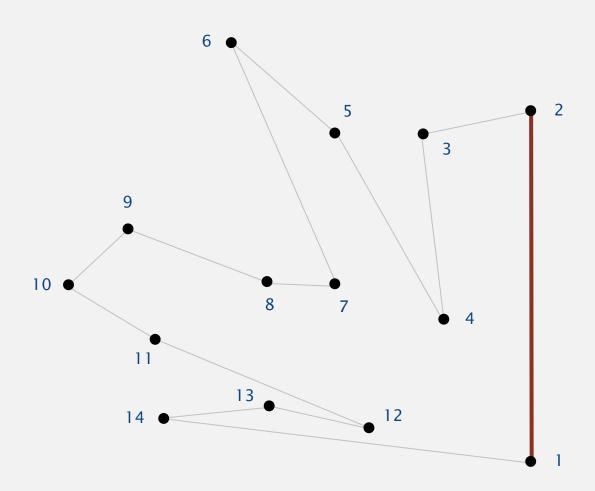
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



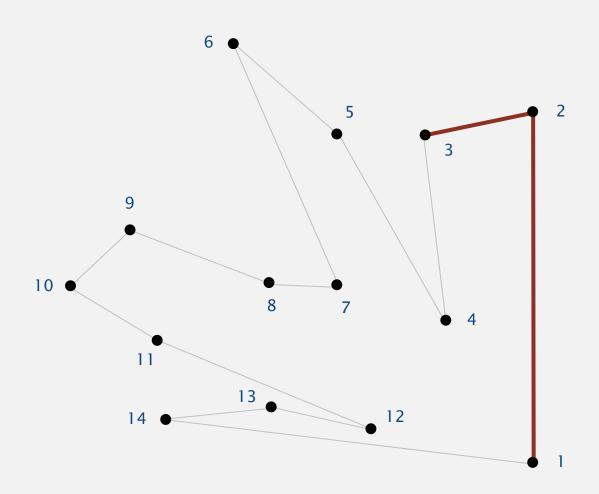
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



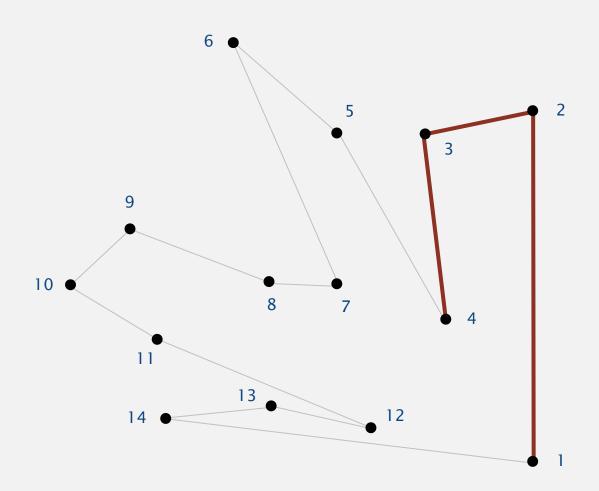
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



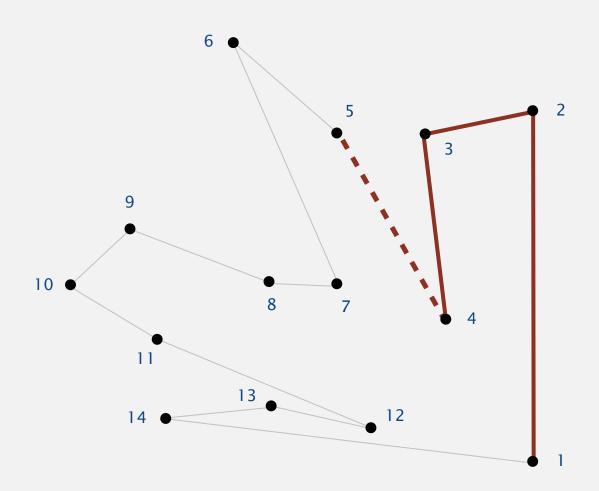
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



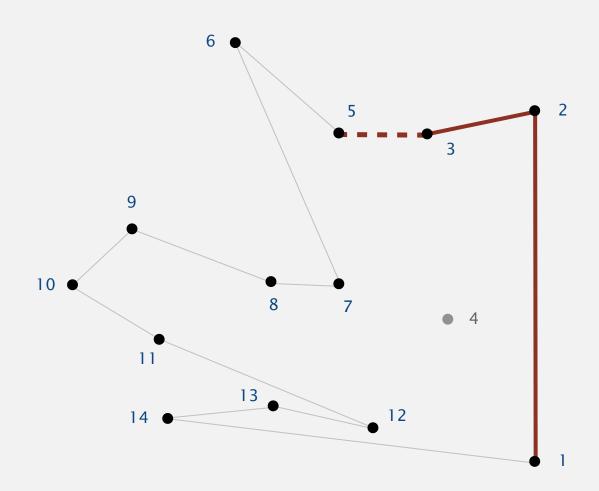
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



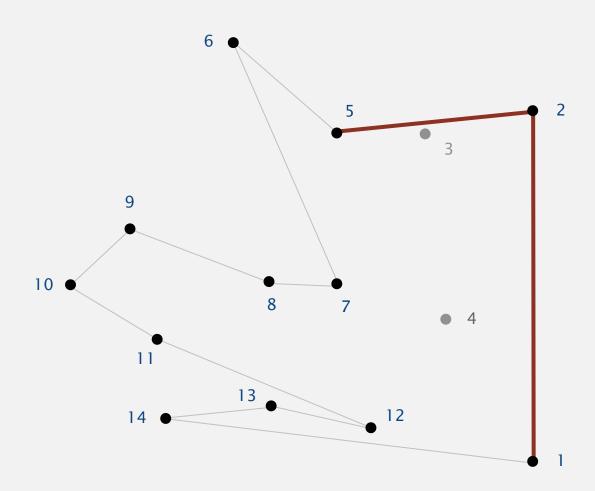
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



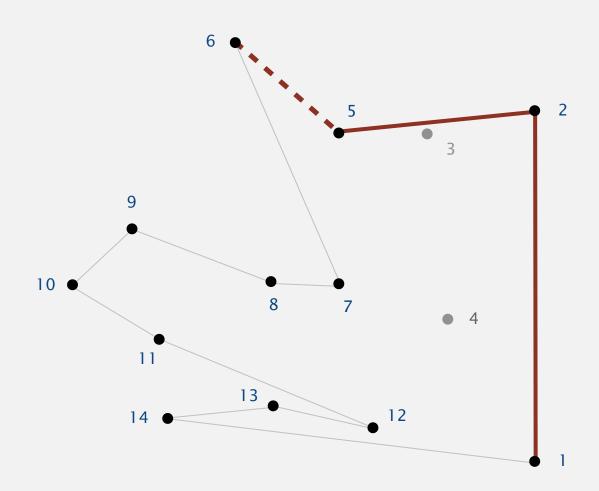
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



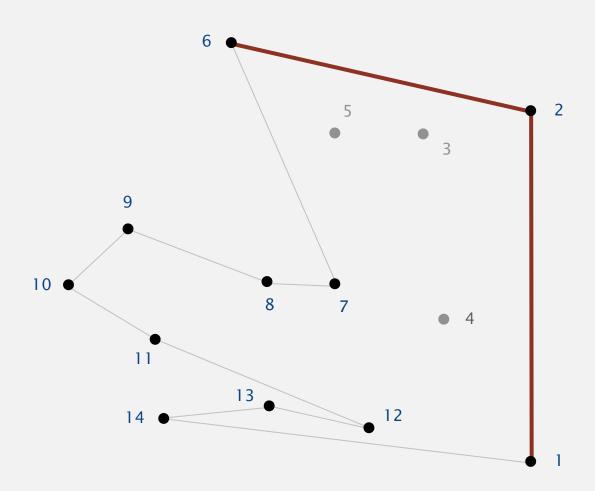
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



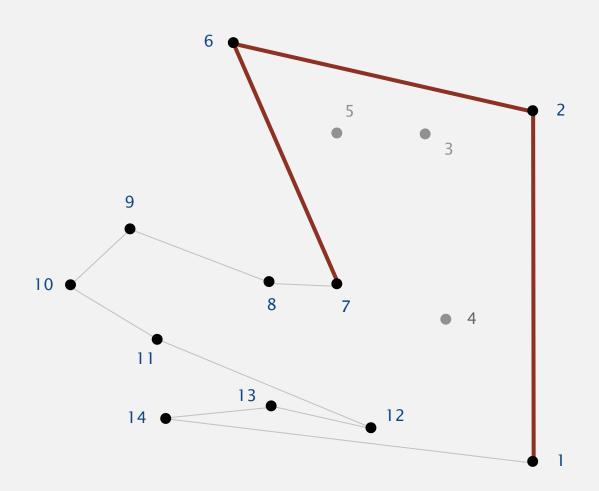
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



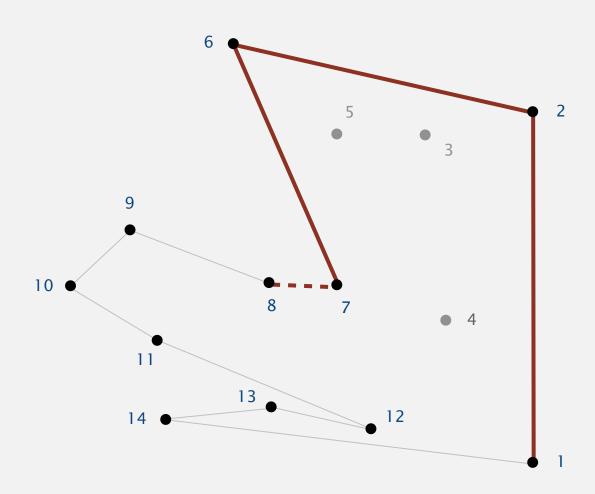
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



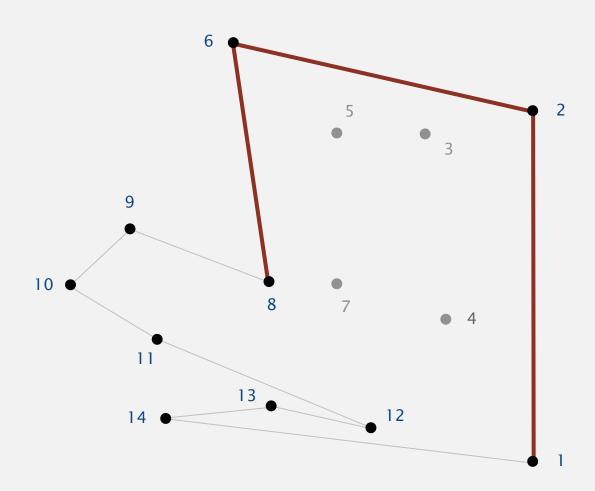
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



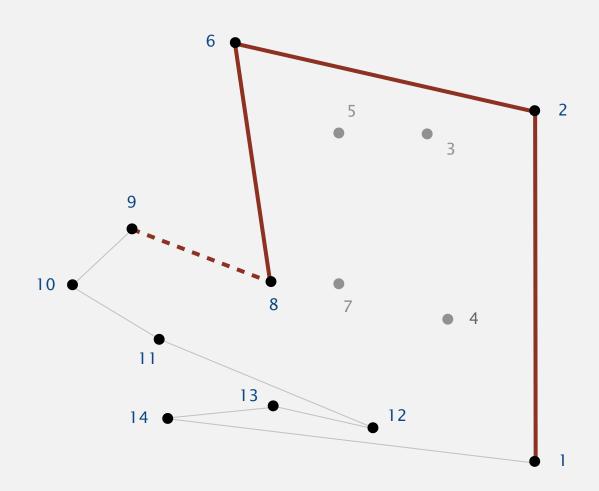
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



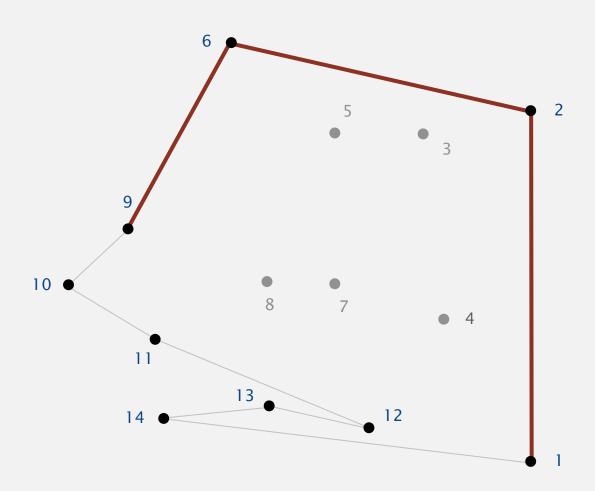
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



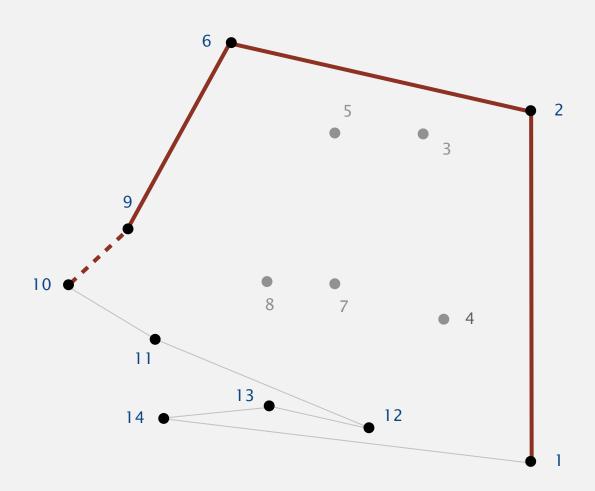
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



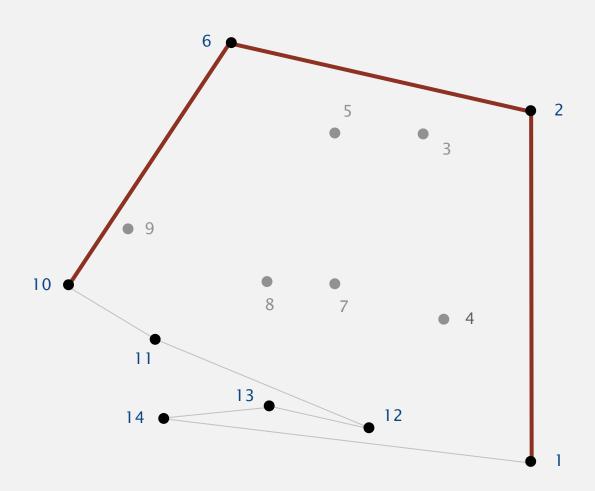
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



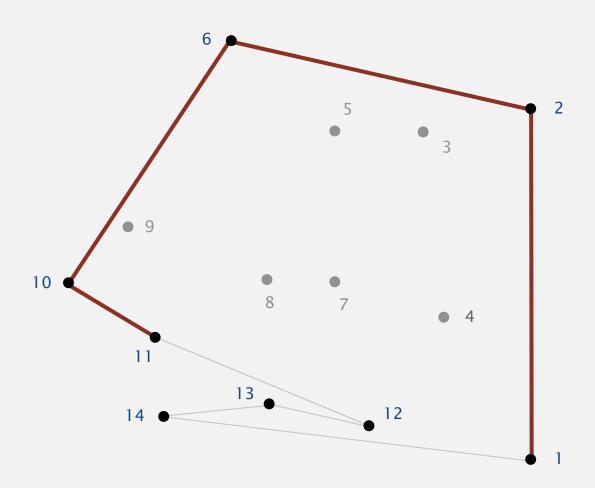
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



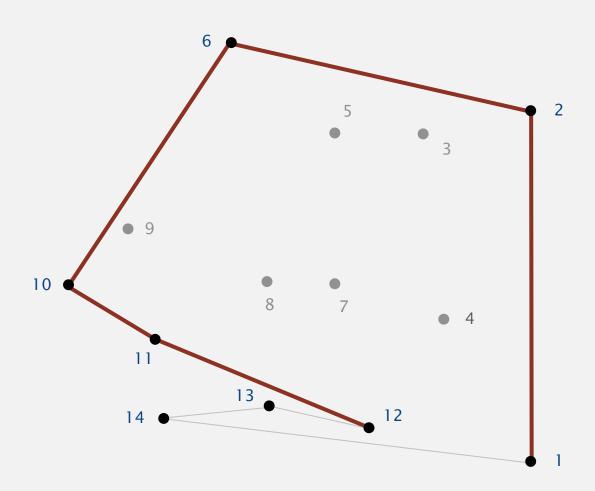
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



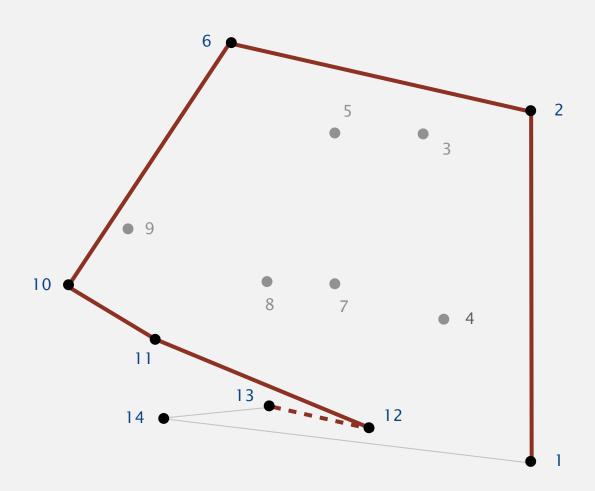
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



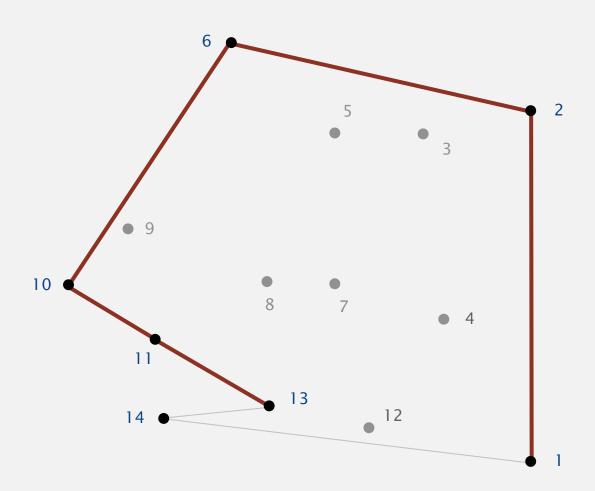
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



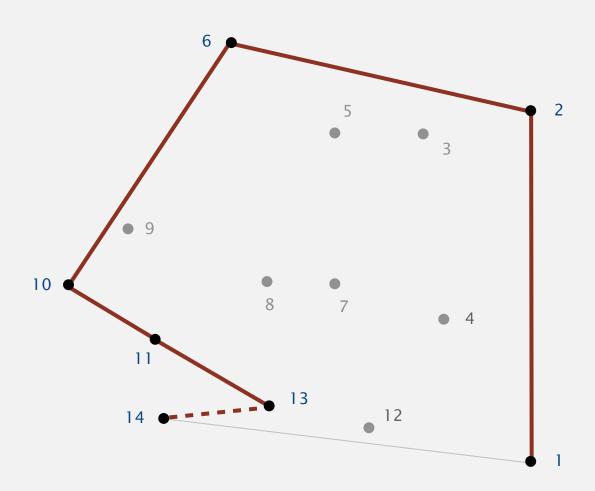
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



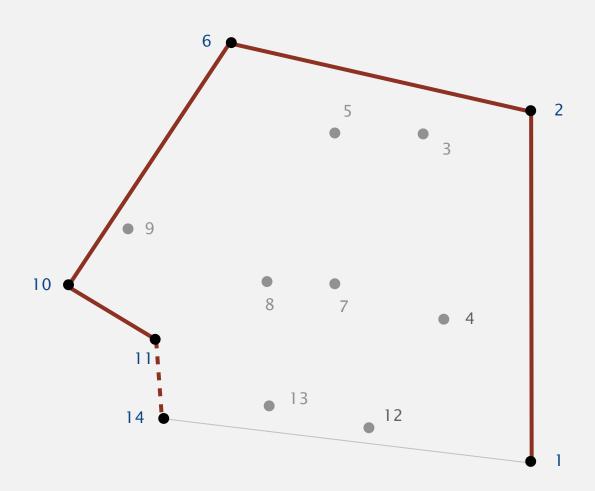
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



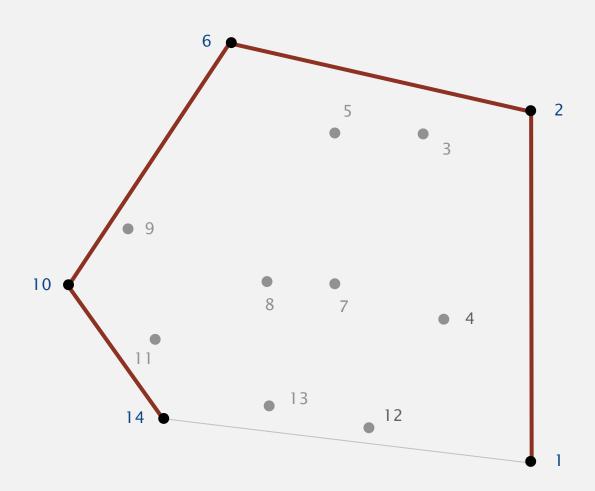
- Choose point p with smallest y-coordinate.
- Sort points by polar angle with p.
- Consider points in order, and discard unless that would create a ccw turn.



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- Sort points by polar angle with p.
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