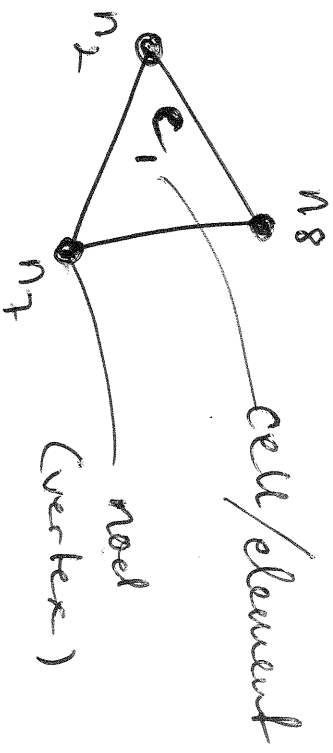
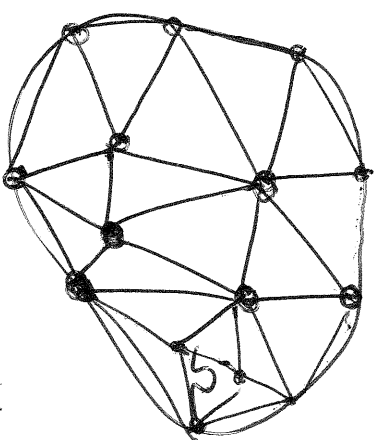


□ Datastruktur for triangulating/mesh $\mathcal{T}$



— the representation in our mesh?

$$\text{nodlist} = \begin{bmatrix} x_1 & y_1 \\ x_2 & y_2 \\ \vdots & \vdots \\ x_N & y_N \end{bmatrix}$$

$$\text{elementlist} = \begin{bmatrix} n_2 & n_7 & n_8 \\ n_{28} & n_{14} & n_8 \\ \vdots & \vdots & \vdots \\ 1 & 1 & 1 \end{bmatrix}$$

Ex. Trapezregel: 2D:

$$\int_{\Omega} f(x) dx \approx \sum_{c \in \mathcal{T}} \sum_{n \in c} \frac{1}{3} f(n) \text{area}(c)$$

Python: 3D-M2-game $\rightarrow$ visu loop over mesh
 need do it in

o vis-python help: python
 >>> ~~help~~ input do it
 >>> help (do it in mesh)