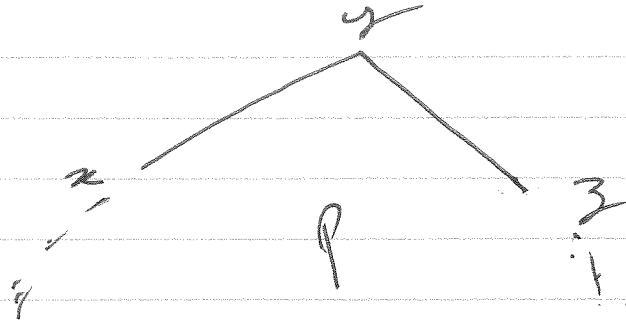
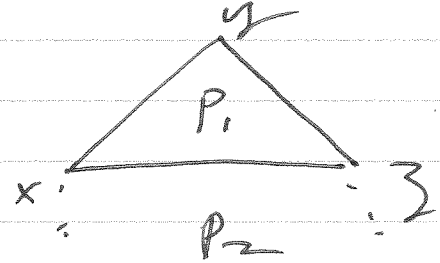


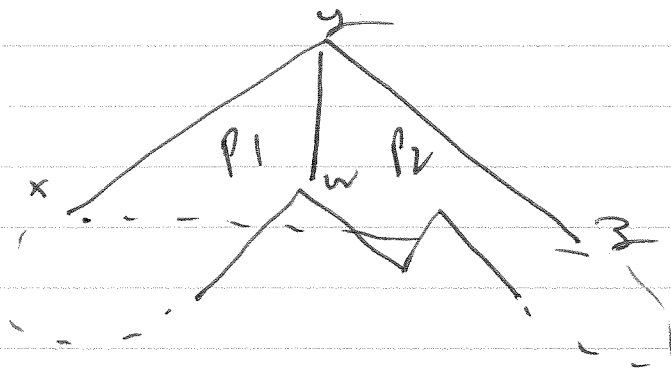
general P



2. if xz does not cross P
then we are done (by induction)



3. if xz does cross P then
choose a grid pt w of P
closest to y



Then yw
splits P
into two
smaller
polygons
then
proceed by
induction

1. if P is a triangle
we are done!