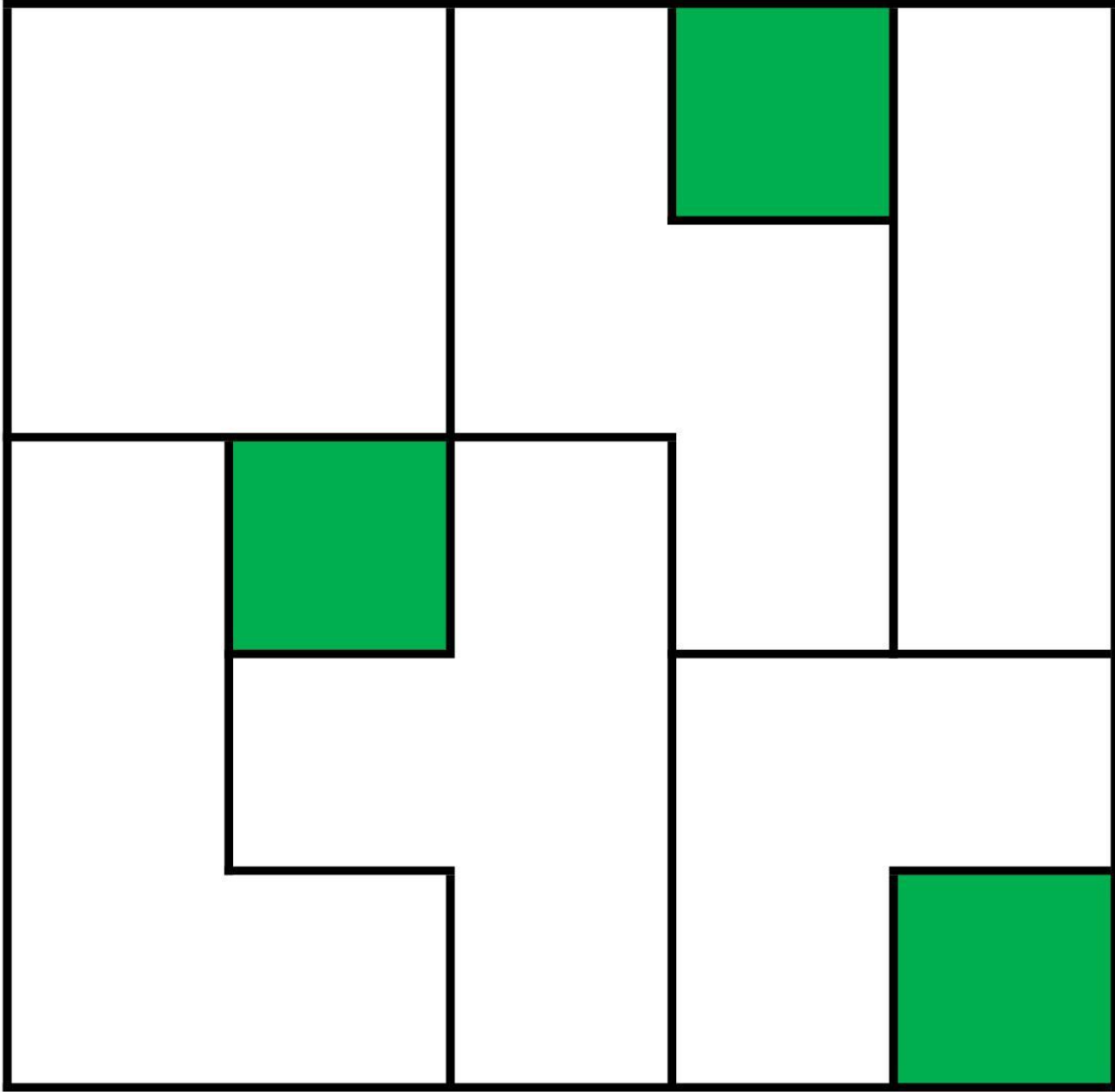
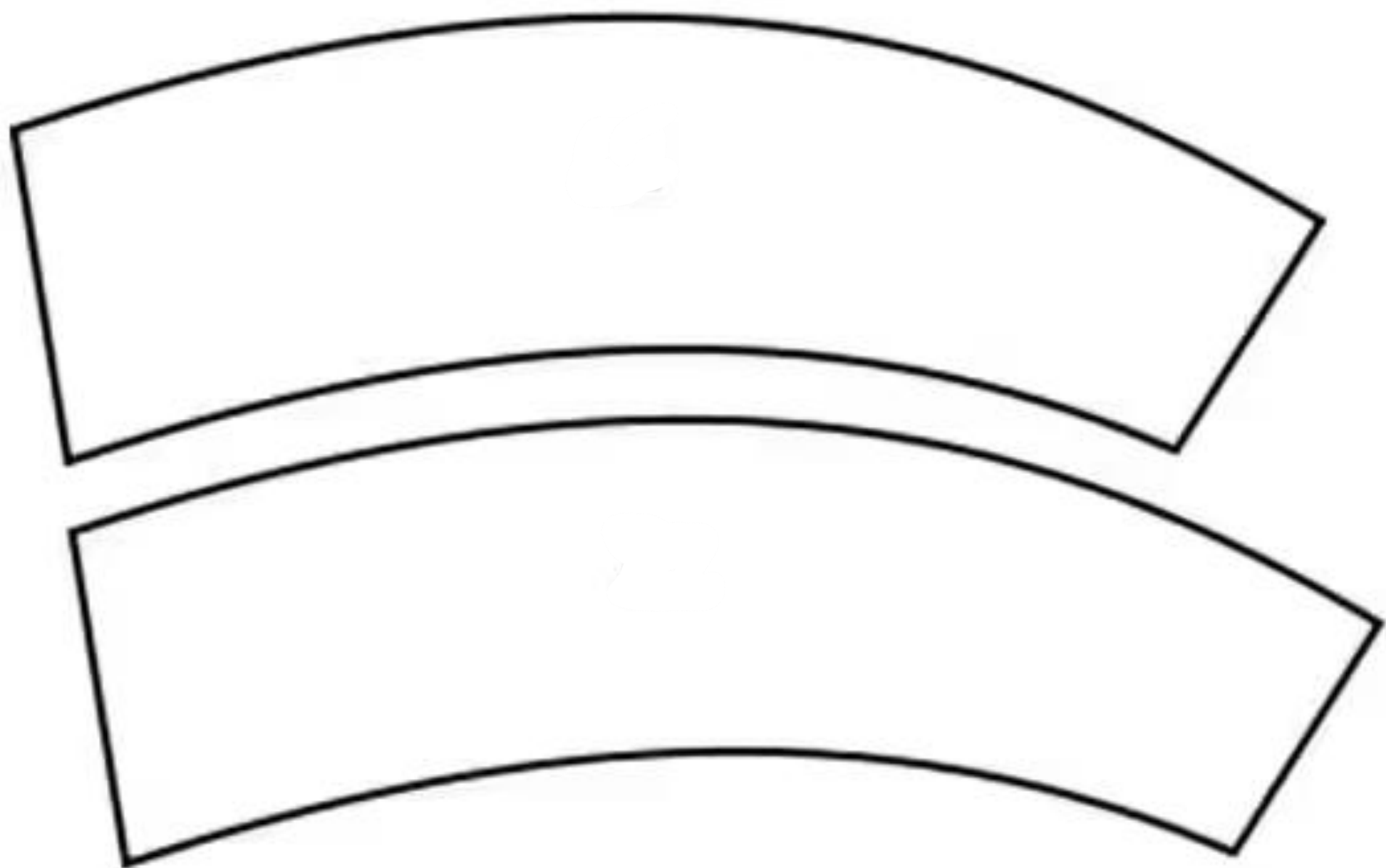
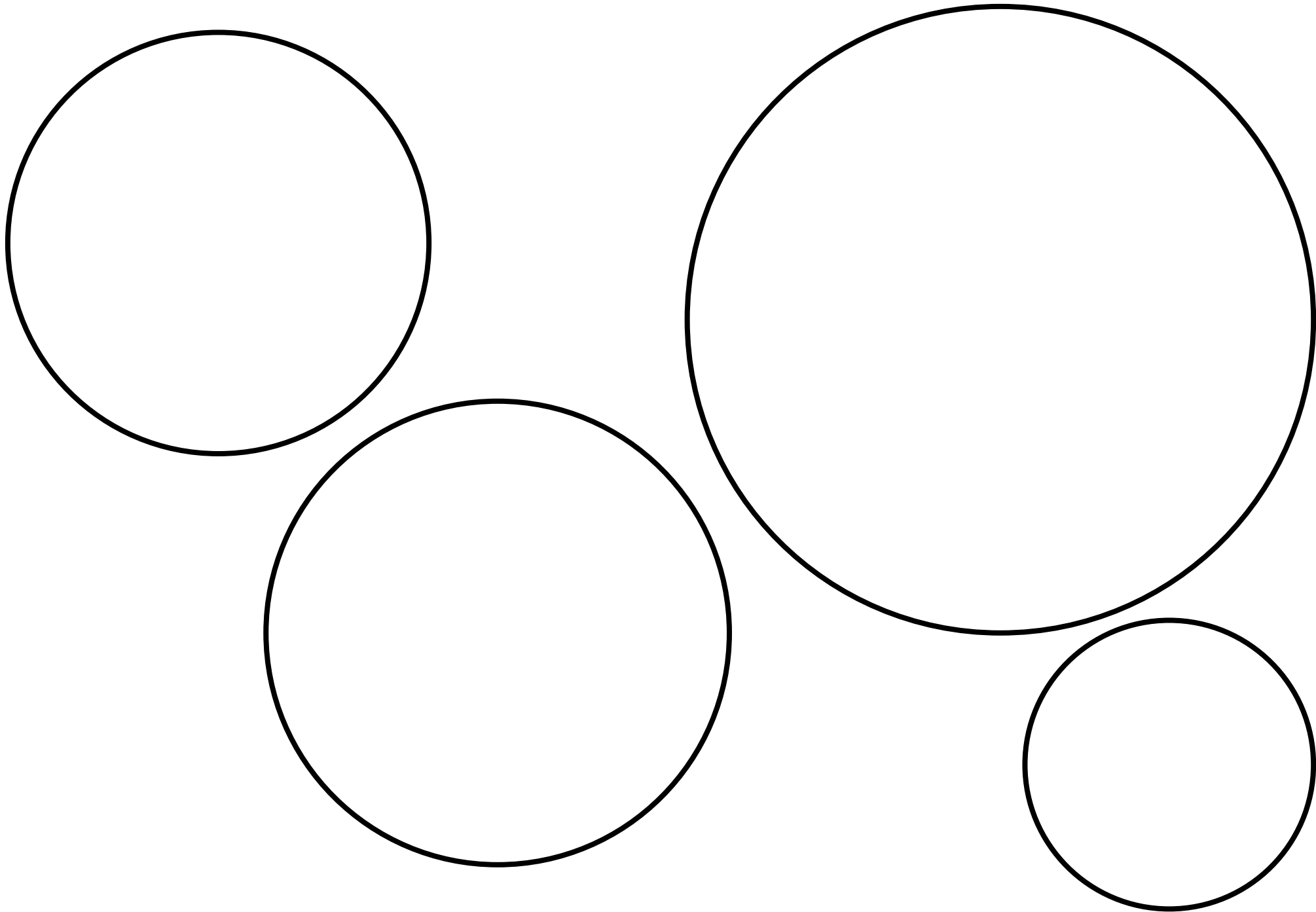








1

2

3

4

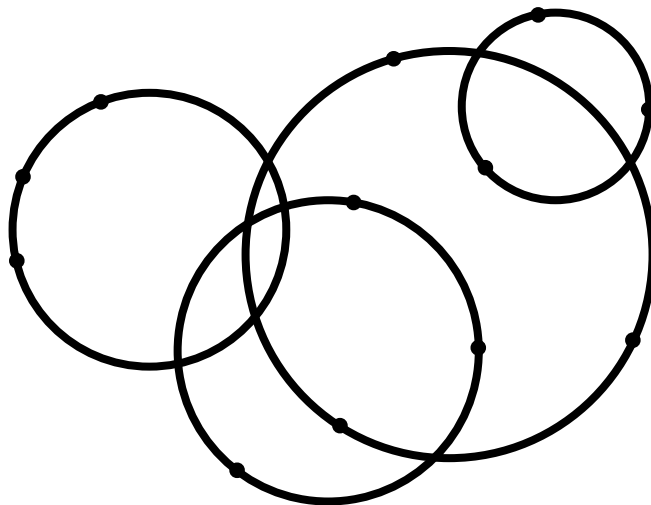
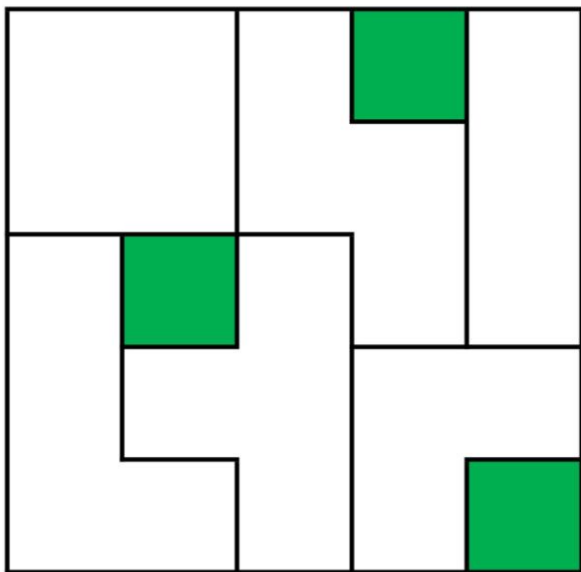
5

6

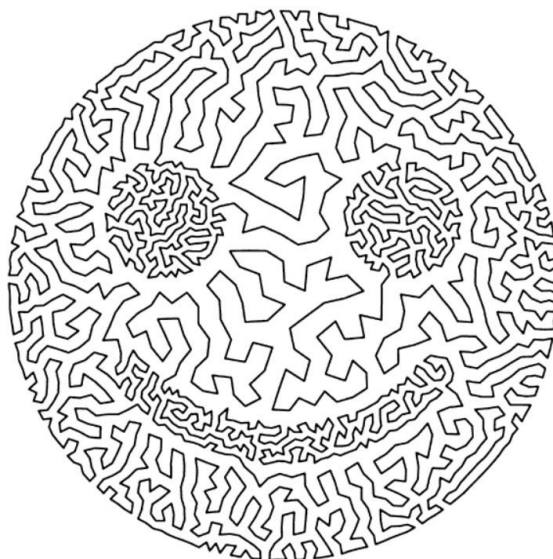
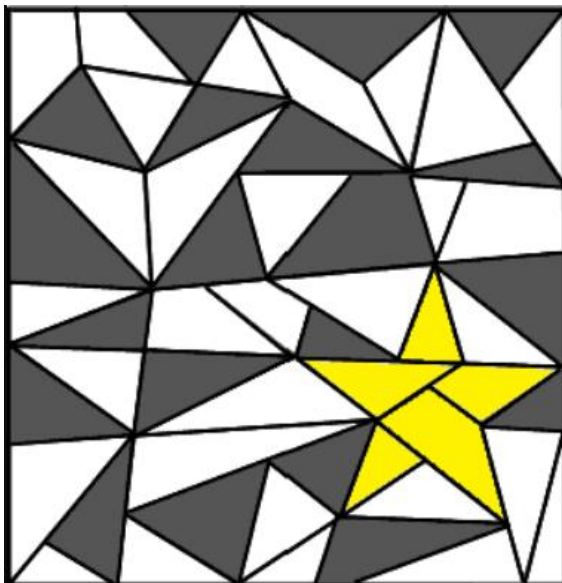
7

8

9



8	1	6
3	5	7
4	9	2



Si sceglie un punto qualsiasi: il punto è collegato all'esterno tramite un filo o un righello (dipende dalle dimensioni della stampa). Si contano le intersezioni con il contorno del poligono: se sono in numero pari, il punto è all'esterno.