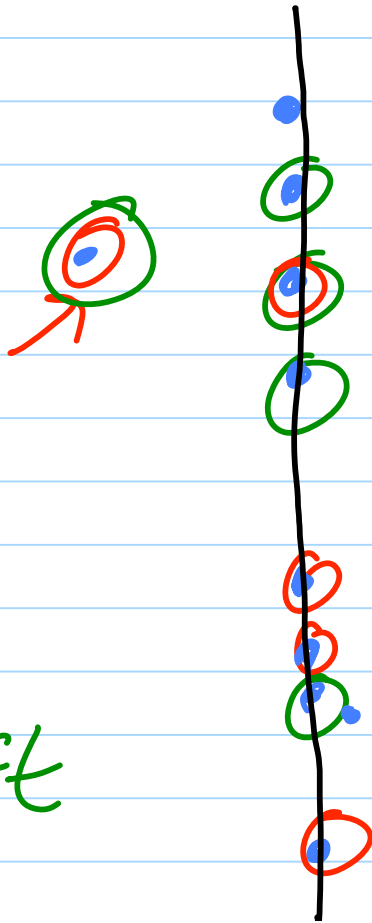


How can we handle points that have same x-coordinate?



ptsByXLeft

ptsByYLeft

Violated
that ptsByXLeft
& ptsByYLeft
are permutation
of the same
S points

We need a way to consistently define which points are on left & quickly determine this.

