- Voronoi diagram (no construction algorithm)
  - definition
  - sizes
  - Voronoi polygon of a point
  - time for constr. of VD of n points

- Voronoi diagram applications: (no lower bounds)
  - Delaunay triang.
    * sizes
    * definition
    * how to obtain from VD
    * time to compute from VD

  - nearest neighbor from a point
    * how
    * complexity

  - closest pair (nearest pair)
    * how
    * complexity

  - all nearest neighbors
    * how
    * complexity

  - nearest neighbor search
    * how
    * complexity

  - EMST
    * how
    * complexity

  - CH(S) from VD
    * how
    * complexity

  - ETSP from EMST
    * how
    * complexity
    * approximation ratio (no proof)

  - smallest enclosing circle
    * how
    * complexity
- Largest empty circle
  * how
  * complexity

- Topologies for Wireless ad-hoc networks
  - RNG
  - GG
  - Yao

- Routing strategies
  - Compass
  - Greedy
    - Most forwarding
      - Nearest Neighbor
      - Farthest Neighbor
  * how to choose a neighbor to pass a message towards destination.

- Intersections
  - two convex polygons (construction)
  - intersections among \( n \) segments
    * all intersections
    * sweep-line algorithm
    * if there is one-detection
  * consequences for problems
    * Polygons intersection test
    * simplicity of polygon test