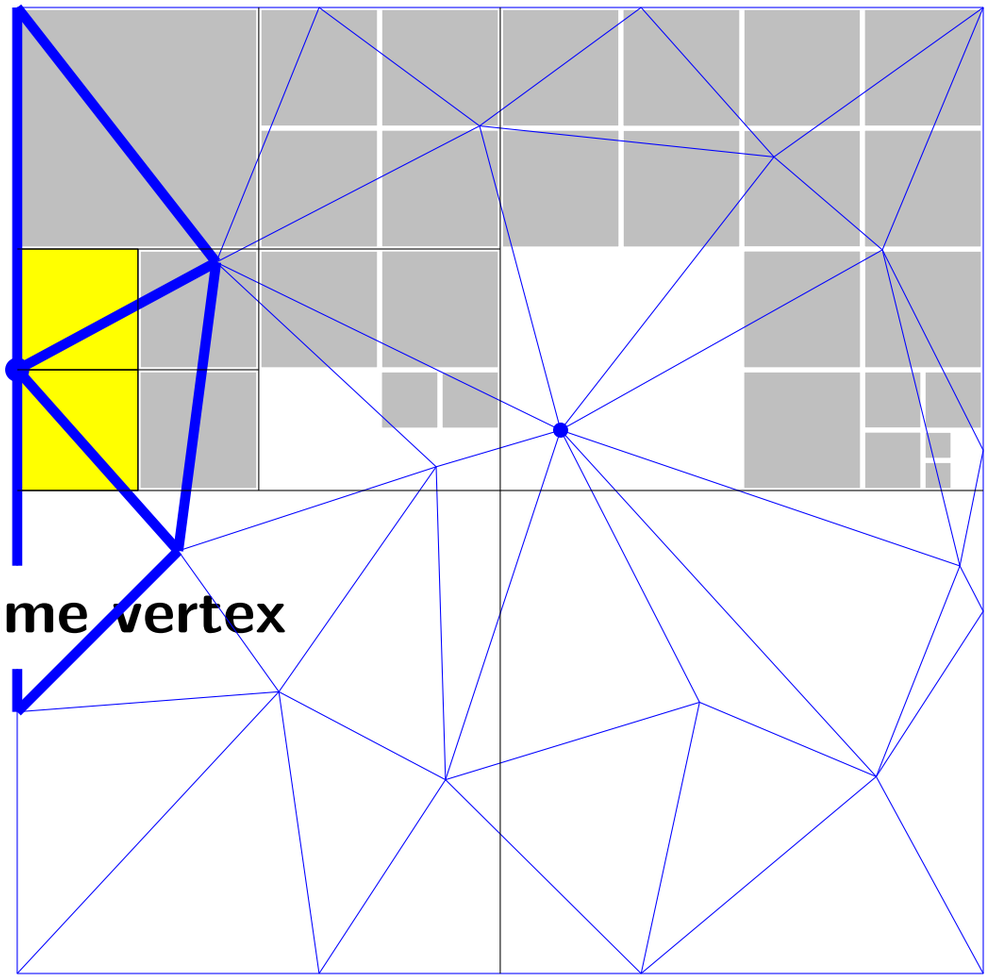
# How to get that quadtree in Z-order (for triangulations of unit square)

Input: file with for each vertex its adjacency list.

Algorithm:

1. For each vertex $v$:

   - load adjacency list in memory;
   - build quadtree on $star(v)$ with splitting criterion:

     **Stop splitting when all edges incident to same vertex**

   - output each cell that is completely inside $star(v)$