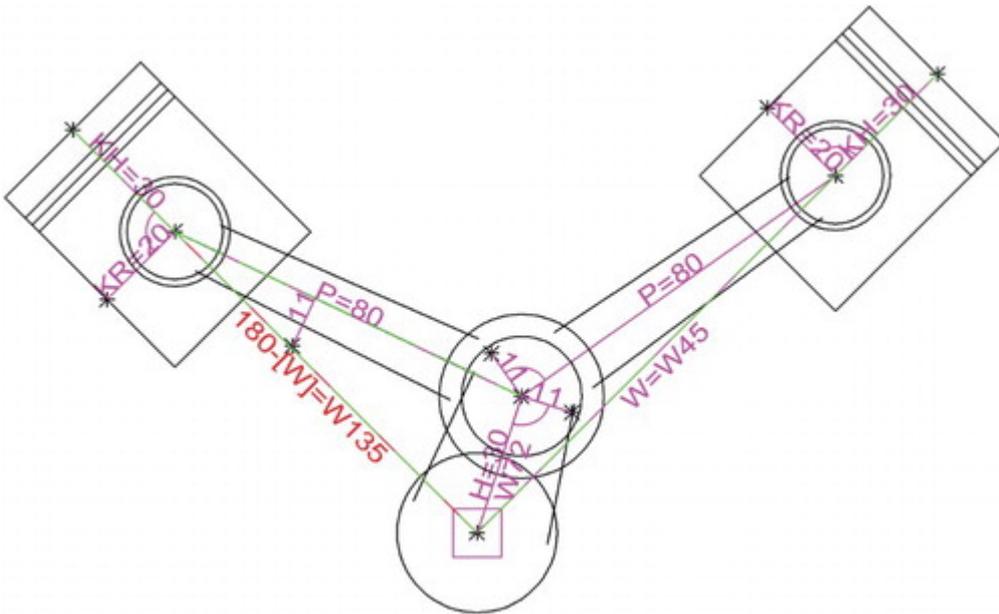# Constraint representation of 2-dimensional models with respect to avoiding cycles

ABSTRACT

A geometric constraint system which models 2-dimensional geometries in a form that often no multidimensional equation systems are necessary, when solving a given constraint system, is described. This is achieved because not only constraints between points are used, but also circles and lines are introduced as objects.

KEYWORDS: <u>Modeling geometric constraints in 2D</u>, <u>graph-oriented declarative modeling</u>