

```

// Generation of the contour

// points to define the boundary
lc=0.5/((1.2)^(13)); // give approximatively the mesh size
Point(1) = {-0.1, 0.2, 0, lc};
Point(2) = {-0.1, -0.1, 0, lc};
Point(3) = {0.3, -0.2, 0, lc};
Point(4) = {0.8, -0.4, 0, lc};
Point(5) = {1.2, -0.1, 0, lc};
Point(6) = {1.7, 0.1, 0, lc};
Point(7) = {1.2, 0.7, 0, lc};
Point(8) = {0.8, 1.1, 0, lc};
Point(9) = {0.8, 1.1, 0, lc};
Point(10) = {0.4, 0.8, 0, lc};
Point(11) = {-0.6, 0.4, 0, lc};
Point(12) = {-0.9, 0.7, 0, lc};
Point(13) = {-1.2, 0.8, 0, lc};
Point(14) = {-1.4, 0.5, 0, lc};
Point(15) = {-1.5, 0.2, 0, lc};
Point(16) = {-1.4, -0.1, 0, lc};
Point(17) = {-1.1, -0.4, -0, lc};
Point(18) = {-0.8, -0.5, -0, lc};
Point(19) = {-0.4, -0.2, -0, lc};

// Boundary
Spline(1) = {13, 14, 15, 16, 17, 18, 19, 2, 3, 4, 5, 6, 7, 8, 10, 1, 11,
12,13};

Line Loop(1)={1};

// Generation of the surface
Plane Surface(1)={1};

// Delaunay mesh
Mesh.Algorithm=5;

```