

C++ code 2.7.4: Implementation of a `lengthOfBoundary()` → [GitLab](#)

```
2 double lengthOfBoundary(const std::shared_ptr<lf::mesh::Mesh> mesh_p) {
3     double length = 0.0;
4     // Obtain an array of boolean flags for the vertices of the mesh:
5     // 'true' indicates that the vertex lies on the boundary.
6     auto bd_flags{lf::mesh::utils::flagEntitiesOnBoundary(mesh_p, 1)};
7
8     // iterate over all edges (co-dimension = 1)
9     for (const lf::mesh::Entity *cell : mesh_p->Entities(1)) {
10        // check if edge is part of the boundary
11        if (bd_flags(*cell)) {
12            const lf::geometry::Geometry *geo_p = cell->Geometry();
13            length += lf::geometry::Volume(*geo_p);
14        }
15    }
16
17    return length;
18 }
```