

My Project

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Chapter 1

Basix C++ documentation

Welcome to the Basix C++ documentation.

Basix is a finite element definition and tabulation runtime library. It is part of [FEniCSx](#), alongside [UFL](#), [FFCx](#) and [DOLFINx](#) ([C++ docs](#), [Python docs](#)).

Basix can create finite elements on intervals, triangles, quadrilaterals, tetrahedra, hexahedra, prisms, and pyramids.

1.0.1 Using Basix

A Basix element can be created using the function `basix::create_element()`. This function will return a `basix::FiniteElement` object.

The element can be tabulated using the function `basix::FiniteElement::tabulate()`.

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