```
# S: ECSpace
# T: SP<RealMatrix>::Default
+ BCurve3(S: const ECSpace&, data usage flag: GLenum = GL STATIC DRAW)
+ <<const>> blendingFunctionValues(u: GLdouble, values: RowMatrix<GLdouble>&): GLboolean
+ <<const>> calculateDerivatives (maximum order of derivatives: GLint, u: GLdouble,
                                 d: Derivatives&): GLboolean
+ <<const>> operator()(i: GLint, j: GLint, u: GLdouble): GLdouble
+ <<const>> performOrderElevation(a: GLdouble, b: GLdouble,
                                  multiplicity: GLint,
                                  check for ill conditioned matrices: bool = false,
                                  expected correct significant digits: GLint = 5):
                                  BCurve3*
+ << const >> performOrderElevation(zero: const CharacteristicPolynomial::Zero&,
                                  check for ill conditioned matrices: bool = false,
                                  expected correct significant digits: GLint = 5):
```

BCurve3: public LinearCombination3

+ <<const>> clone(): BCurve3*

expected_correct_significant_digits: GLint = 5):

RowMatrix<SP<BCurve3>::Default>*

+ setDefinitionDomain(alpha: GLdouble, beta: GLdouble,

check for ill conditioned matrices: bool = false.

+ setDerinitionDomain (alpha: GLacouble, beta: GLacouble, check_for_ill_conditioned_matrices: bool = false, expected_correct_significant_digits: GLint = 5): GLboolean + updateControlPointsForExactDescription(lambda: const RowMatrix<Cartesian3>4): GLboolean