TSP algorithm

* Point class
* Point array
* Quad tree class (multithreading 4X)
* Main Class variables
* Create random points function
* Create UI graphics
* Loop through all the points and find the turning points(multithreading 4x)
* Use quad tree to find the out most points between them and connect them.

1. Then for loop through each of the dots(multithreading anyX)
2. Check if it’s not connected
3. Quad tree search the smallest area and find the shortest distance
4. Update the smallest area with the sides of the squad to be the addition of the 2 sides that will be added to make the connection
5. Repeat until all dots are connected

* Update graphics along the way
* Separate thread that will update the UI to a certain FPS.