Project Phase II

Sample Input

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`0000: DY 2`	*After this, each step of the instruction will be delayed for 2 seconds. (For visualization and debug purposes)*
`0001: AP 0 100`	*Add a point (0,100) (index = 1)*
`0002: AP 200 100`	*Add a point (200,100) (index = 2)*
`0003: AP 100 200`	*Add a point (100,200) (index = 3)*
`0004: AP 100 0`	*Add a point (100,0) (index = 4)*
`0005: OT 1 2 3`	*Construct a triangle with vertices 1,2,3*
`0006: OT 2 1 4`	*Construct a triangle with vertices 1,2,3*
`0007: IP 150 150`	*Add a point (150,150) (index = 5) and insert it into a triangle (assume it is always in some triangle) and split that triangle into three*

`AP ........`
`IP ........`
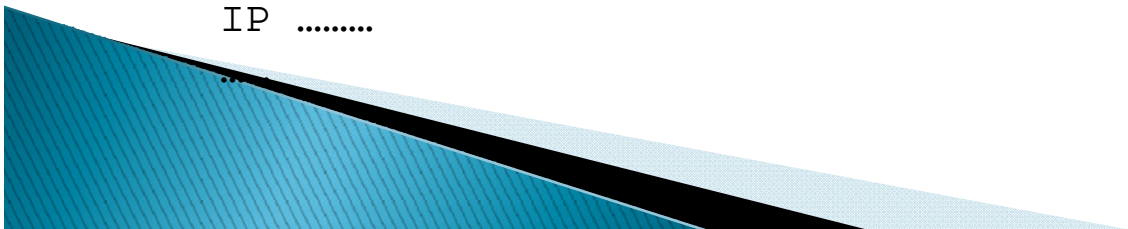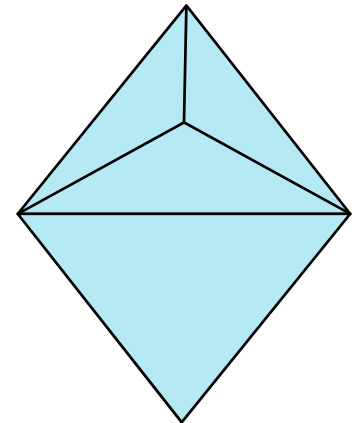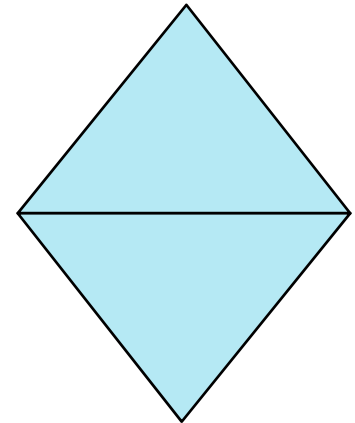
Project Phase II

- C++ and OpenGL
- Read in a file "input.txt"
- Simple zoom in and out
- Simple navigation, e.g. panning the view
- Insert a point ("IP") by a **right click**
  ◦ If the point is not in a triangle, ignore it
- Saving the final triangulation as "savefile.txt" by "s" or "S"
  ◦ By only "AP" and "OT" commands
- Improvise (wisely) with any "unexpected" cases, and write them in a readme file