

```

int main()
{
    typedef DSt=1::Sp=naND<2, DSt=1::int32_t> MySp=na;
    typedef MySp=na::Point MyPoint;
    typedef HyperRect.Domain<MySp=na> MyDomain;
    MyPoint p1(-3,-4);
    MyPoint p2(10,4);
    MyPoint p3(5,1);
    MyDomain domain{p1,p2};
    DSt=1Board board; // for 2D display
    board << domain;
    board << p1 << p2 << p3;
    board.saveSVG('demo-kernel-1.svg');
    board.saveEPS('demo-kernel-1.eps');
    return 0;
}

```