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#include "BernsteinBasisPolynomial.h"
```

```
#include <cmath>
```

```
BernsteinBasisPolynomial::BernsteinBasisPolynomial(unsigned int aV, unsigned int aN)  ➤
```

```
    : fFactor(aN, aV) // Combination(n, k) để là b(v, n)
{
}
```

```
double BernsteinBasisPolynomial::operator()(double aX) const
```

```
{
    unsigned long long comb = fFactor(); // C(n, v)
    unsigned int v = fFactor.getK();
    unsigned int n = fFactor.getN();

    return comb * pow(aX, v) * pow(1 - aX, n - v);
}
```