Do Matrix Assembly

- For getting easy started a matrix data type is provided in util_coo_matrix.h header file and for working with GLUE the header file glue_matrix_assembly.h makes it easy to transform a element matrix array into a global matrix

  - bool interlaced = true;

  - util::COOMatrix<double> A = glue::matrix_assembly<double>(omega, Es,interlaced)

- The last argument controls how the memory layout is generated. That is how x and y coordinates are mapped to global matrix indices.

How to design a flexible simulation loop

For example code see liquid or elasticity demos