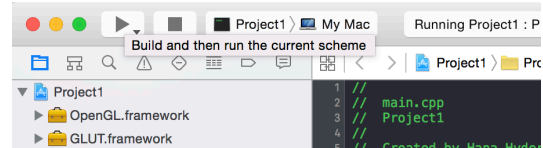To run with Xcode:
Open the .xcodeproj file and click the play button up in the top bar as shown in the diagram to the right.

I also used the Eigen library for matrix calculations. (Available at: http://eigen.tuxfamily.org/index.php?title=Main_Page)
Update this path ("/usr/local/include/Eigen/") to where the Eigen folder is stored on your local desktop:

```
#include <ctime>
#include "/usr/local/include/Eigen/Dense"
```

To run in terminal:
Using the makefile, type "make" then run the executable with "./a.out" Also update the aforementioned path name.

Entering points:
The landing screen is in the point entry mode. Simply click on the screen to create points. Once done entering points, click "Done." This would enter edit mode–there is an 'ADD' and 'TRASH' button located at the bottom right corner. If a point is click, drag to the desired location and release. The point will have moved. Clicking 'ADD' will to go back to point entry mode. To delete a point, drag the point to the 'TRASH' button. This information is also provided in the instructions at the bottom left of the screen.

Run Part (a) Degree Elevation/Reduction (b) Aitken Algorithm:
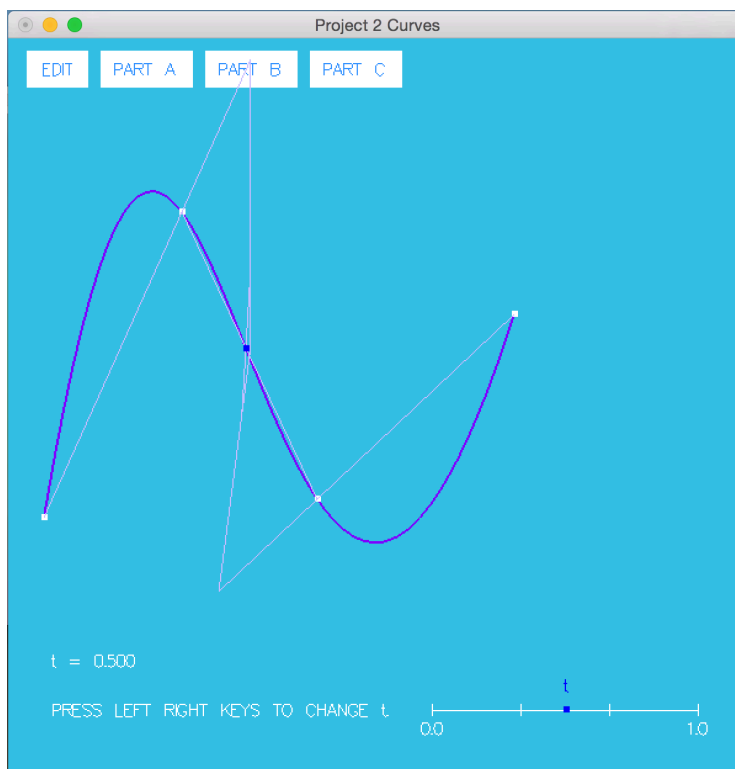
After entering points, click any of the menu icons labeled 'PART A' or 'PART B' to run Part (a) or Part (b) respectively.

Run Part (c) C1 Continuity for Piecewise Cubic Curves:
Click the 'PART C' icon after entering points. Select 'AUTO' for computer generated vectors and 'MANUAL' to enter the vectors. While this may look like C1 continuity does not exist, it does (the cusps are hard to show with large points)!

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