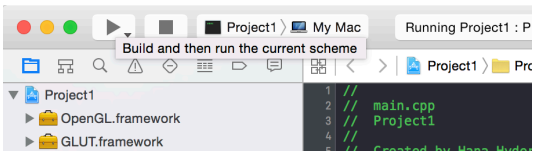
To run with Xcode:
Open the .xcodeproj file and click the play button up in the top bar as shown in the diagram to the right.



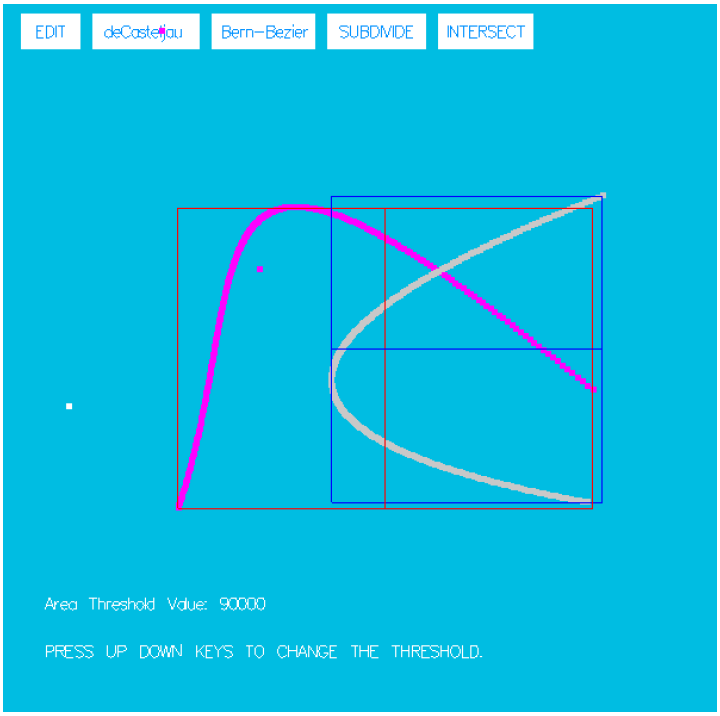
To run in terminal:
Using the makefile, type “make” then run the executable with “./a.out”

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) deCasteljau or Part (b) Bern-Bezier:
After entering points, click any of the menu icons labeled ‘deCasteljau’ or ‘Bern-Bezier’ to run Part (a) or Part (b) respectively.

Run Part (c) Subdivide:
Click the ‘SUBDIVIDE’ icon after entering points. Press the right and left arrows on the keyboard to increase or decrease the t value for splitting the curve.

Run Part (d) Intersect:
If points were already selected, that original curve will be the first curve in Intersect mode. Click ‘DONE’ to make the second curve. Once done plotting the second curve points, click ‘DONE’ again. This will run the algorithm for intersection with an area threshold value (defaulted to 90000). To lower or increase the threshold value, press the up or down arrows on the keyboard.
Note: Part (d) uses the Bern-Bezier curve from Part (b); however, Part (b) does not work as well with points above 10~12 control points.



Intersect mode results shown to the left.

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