Programming Assignment

□ **Implement 2D curve editing interfaces**

■ Natural cubic splines

1) Add 10 data points (a key)

2) Select/remove 3 data points (r key)

3) Select/drag 2 data points (d key)

4) Select edges and insert 2 data points (i key)

■ B-splines

5) Add 10 data points (a key)

6) Select/remove 3 data points (r key)

7) Select/drag 2 data points (d key)

8) Select edges and insert 2 data points (i key)

■ You need to find the closest point/edge from a given point.