```cpp
1  #include "BernsteinBasisPolynomial.h"
2  BernsteinBasisPolynomial::BernsteinBasisPolynomial(unsigned int aV, unsigned ⮐
     int aN)
3  {
4  }
5
6  double BernsteinBasisPolynomial::operator()(double aX) const
7  {
8      double cube = (1 - aX) * (1 - aX) * (1 - aX);
9      double xSquared = aX * aX;
10     return (10 * xSquared) * cube;
11 }
12
```