Bezier curves

<https://stackoverflow.com/questions/785097/how-do-i-implement-a-b%c3%a9zier-curve-in-c/11435243#11435243>

<https://stackoverflow.com/questions/785097/how-do-i-implement-a-b%C3%A9zier-curve-in-c>

<https://stackoverflow.com/questions/37642168/how-to-convert-quadratic-bezier-curve-code-into-cubic-bezier-curve/37642695#37642695>

<https://jsfiddle.net/fQYsU/>

<https://stackoverflow.com/questions/16227300/how-to-draw-bezier-curves-with-native-javascript-code-without-ctx-beziercurveto>

<https://www.moshplant.com/direct-or/bezier/math.html>

**1.**

Question 1

Outline your project and which extensions you are building on to the template. (400 words)

Your answer should include:

* Which of the templates you are extending and why have you chosen to do it.
* What extensions have you chosen to do. You should include in your answer: any complex coding techniques you will need to use, (such as arrays of objects, constructor functions, nested looping); the complexity of the extension; and any expected challenges you will have implementing it.

I am extending the drawing app because I am more familiar with this kind of application. I am a GIMP and Inkscape user and I know some of the features that are missing or that would be ideal they had. Another reason why I chose the drawing application is because I emigrated from my country and there have been challenges that I have had to face that did not allow me to complete my work as I intended. In fact, I wanted to make a radar graph extension in the data visualisation app, but due to the reasons previously explained I considered that extending the drawing app was a better and safer idea.

Firstly, I will develop the stamp tool and the editable shapes extensions. I will modify the latter so that it has a “close shape” option, that allows the user to join the start and the end of the shape with a straight line. For these extensions I will use arrays.

Secondly, I will create an eye dropper tool