
```
%Obtain the world coordinates of the chessboard pattern
world_coordinates = worldcoordinates();

%Read the 4 images provided of the grid
img1 = imread("images2.png");
img2 = imread("images9.png");
img3 = imread("images12.png");
img4 = imread("images20.png");

%Manually accept the grid corners from the user
imshow(img1), [x1,y1] = ginput(4);
imshow(img2), [x2,y2] = ginput(4);
imshow(img3), [x3,y3] = ginput(4);
imshow(img4), [x4,y4] = ginput(4);

0      0      270    270
0     210     210      0
1       1       1       1
```

