How to compile:
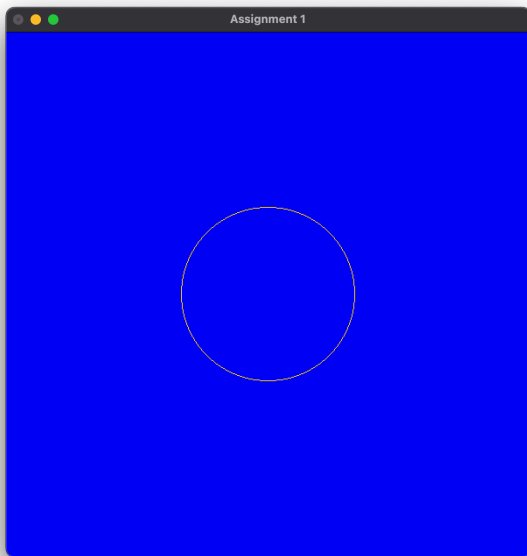1) Open terminal and go to the unzipped folder. (Assignment1 folder)
2) Run below commands to go to build folder and compile the program.
    $ cd build
    $ cmake ..
    $ make
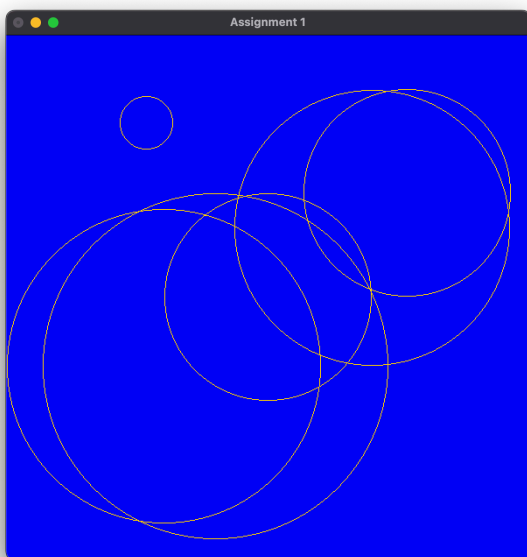4) Run Assignment1 with below command.
    $ ./Assignment1

How to run:
1) Draw a circle with 3 integers (x, y, radius)

Example:

```
ahhyunmoon@ahhyuns-mbp build % ./Assignment1
Draw a circle from integers or a file? (i/f):  i
X-coordinate: 300
Y-coordinate: 300
Radius: 100
```

2) Draw circles with an input file (with/without animation)

Example:

No Animation:

```
ahhyunmoon@ahhyuns-mbp build % ./Assignment1
Draw a circle from integers or a file? (i/f):  f
Enter your file name:  input_circles.txt
Add animation (y/n):   n
```

With Animation:

```
ahhyunmoon@ahhyuns-mbp build % ./Assignment1
Draw a circle from integers or a file? (i/f):  f
Enter your file name:  input_circles.txt
Add animation (y/n):   y
```