Quadratic Curve Derivation (Hermite Approach)

* You need four points to draw the curve
  + Start – End (x,y)
  + Slope of Start – Slope of End (u,v)
* Combine the four equations

We can make function get coefficient which takes firstPoint, firstSlope,secondPoint,secondSlope ,t and returns

Clipping Algorithm

* Before calling SetPixel check whether the point is inside the circle or outside by substituting in