

Function #1

- **Syntax:** `close_path (points_set)`
 - **Purpose:** Returns a new point set with the first point appended to the end.
 - **Input:**
 - `points_set`: A list of 2D points `[[x, y], [x, y], ...]`
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Function #2

- **Syntax:** `show_points (points_set, radius, fragments, col)`
 - **Purpose:** Displays each point as a sphere.
 - **Input:**
 - `points_set`: A list of 2D points.
 - `radius`: Radius of the sphere at each point.
 - `fragments`: Controls smoothness of the sphere (number of fragments).
 - `col`: Color of the spheres (string name or RGB list).
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Function #3

- **Syntax:** `create_polygon (points_set)`
 - **Purpose:** Draws a filled 2D polygon using the provided point set.
 - **Input:**
 - `points_set`: A list of 2D points in the order of polygon vertices.
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Function #4

- **Syntax:** extrude_polygon (points_set, height)
 - **Purpose:** Extrudes a 2D polygon.
 - **Inputs:**
 - points_set: A list of 2D points in the order of polygon vertices.
 - height: Extrusion height.
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Function #5

- **Syntax:** create_2d_path (points_set, width, fragments, shape)
 - **Purpose:** Creates a 2D path using hulls between either circles or squares.
 - **Inputs:**
 - points_set: A list of 2D points.
 - width: Diameter (for circle) or side length (for square).
 - fragments: Controls smoothness (used only if shape is "circle").
 - shape: Shape type for drawing hull — "circle" or "square".
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Function #6

- **Syntax:** extrude_2d_path (points_set, width, fragments, height, shape)
- **Purpose:** Extrudes a 2D path based on either circles or squares.
- **Inputs:**
 - points_set: A list of 2D points.

- width: Diameter (for circle) or side length (for square).
- fragments: Controls smoothness (used only if shape is "circle").
- height: Extrusion height.
- shape: Shape type for drawing hull — "circle" or "square".