**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".