Feature implemented in Part 1

1. Liner spline
2. Cubic catmul-rom spline
   i. Berstein
   ii. De Casteljau
   iii. Matrix
   Note all three methods will give the same curve
3. Hermite Spline
   Clamped and natural end points are bot implemented and can be switch by checkbox "clamp" and "natural". Note the first clamp control points overlaps with the second key due to the first slop calculation.

4. Cubic B-Spline will be implemented in part 2.