
```
function [b2] = b2t(t)
%B2T Simply solves for the value of b2 at a given t to make code cleaner.
    if t < -1.5
        b2 = 0;
    elseif t < -0.5
        b2 = (t +1.5)^2 / 2;
    elseif t < 0.5
        b2 = -(t)^2 + 0.75;
    elseif (t) < 1.5
        b2 = (t-1.5)^2 / 2;
    else
        b2 = 0;
    end
end
```