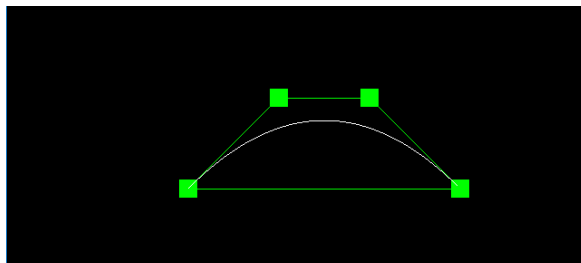# Daily Assignment 24

- Start from the solution of *Daily Assignment 23*, modify this program to draw a **Bezier curve** instead of a Hermite curve

- Control points p0, p1, p2, p3 should be draggable and rendered in green

- Draw the edges of the control polygon in green as well


```
# initial values
p0 = np.array([200.,200.])
p1 = np.array([300.,350.])
p2 = np.array([500.,550.])
p3 = np.array([400.,400.])
```

- You can use any method to compute & draw the Bezier curve

How to Submit

- What you have to submit:
  - Only **one** .py file: *main.py*

- Write down all your code to *main.py*

- `> py -3 main.py` or `$ python3 main.py` should show your glfw window.

How to Submit

- Submit your assignment **only through the Assignment (과제) menu of the lecture home** at portal.hanyang.ac.kr.

- **Recommended due date: Today's lecture end time**

- (Hard due date: 23:59 Today)