Author: Jiri Kolar
Structure of the program: SE_api

Main.cpp
- Load input cmds and arguments
- Call converter methods

Converter.hpp

Converter.cpp
- Load input file .geo
- Process the transformation to periodic structure
- Save surface evolver .fe file
- Save surface evolver .cmd file

Converter_generator.cpp
- Generate structure according to -g cmd
- Generate gnuplot output file

Can generate:
      Cubic structure
      Hexagonal structure
      Random strucure

Data structures
vector<Vertex> vertexListUnique;
vector<Edge> edgeList;
vector<Surface> surfaceList;
vector<Volume> volumeList;
vector<string> cmdFiles;

Structure.hpp
- Definition of used structures

      Wrapping = connection of two vertices across the periodic boundary, mirror like
      Vertex = containts only 3 coordinates
      Edge = indices on vertices and contains wrapping
      Surface = consists of vector of edges
      Volume = consists of vector of surfaces