```
Curve
+ ~Curve()
+ position()
+ derivation()
+ xyMinMax()
   Bezier3
- p0
- p1
- p2
- p3
- a
- b
- C
- d
- tx1
- tx2
and 6 more...
+ Bezier3()
+ position()
+ derivation()
+ xyMinMax()
```

mix()