**Bezier Curve Documentation**

Alvin Resmana – M10509809  
  
To Compile :  
OS = MAC OS X  
Software = XCode  
  
To use :  
OS = iOS  
Variables :iPad and iPhone

UDID  
  
How to Compile :  
  
1. Download and Install XCode on your Mac

2. Open zip file and search for folder named Bezier Curve

3. Open BezierCurve-iPad.xcodeproj inside BezierCurve-iPad  
4. Run using XCode  
  
How to Use :  
1. Give me your iPhone’s or iPad UDID  
2. Connect your device to iTunes  
3. Drag and Drop the BezierCurve-iPad.ipa to the iTunes  
4. Install it using iTunes to your device  
  
I will include a short video when using the app on my iPad.