How to compile and run the program:

Step 1:
Open the terminal and go to the unzipped folder (zy2298_Assignment1)

Step 2:
Run the commands below to generate the Makefile ($ stands for the terminal prompt).
Note that the folder already had the build file and input_circles.txt in it, so you may skip the previous step and go to the build folder directly.

$mkdir build
$cd build
$make

Step 3:
To run the program in the command line:
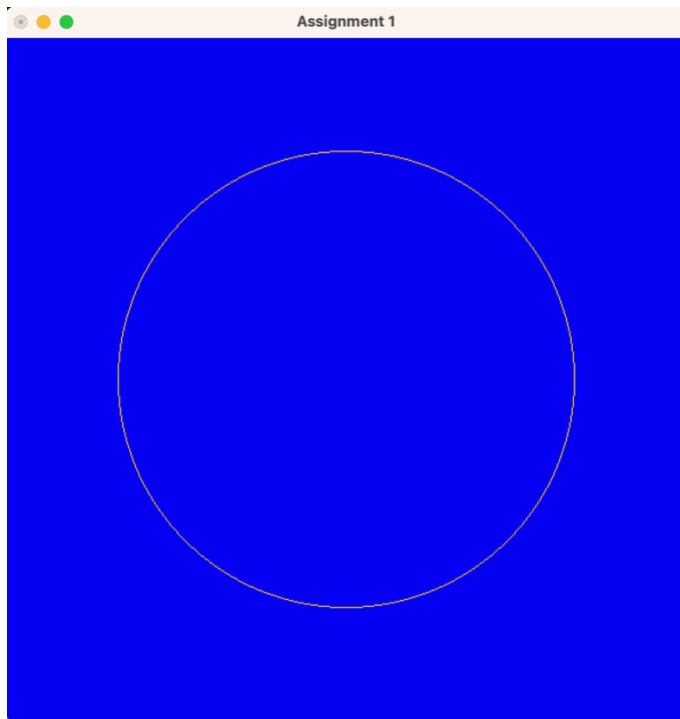$./Assignment1

```
[(base) zijing@MacBook-Pro ~ % cd /Users/zijing/Desktop/Graphics/zy2298_Assignment1
 (base) zijing@MacBook-Pro zy2298_Assignment1 % mkdir build
[(base) zijing@MacBook-Pro zy2298_Assignment1 % cd build
[(base) zijing@MacBook-Pro build % cmake ..
 (base) zijing@MacBook-Pro build % make
[ 50%] Building CXX object CMakeFiles/Assignment1.dir/Assignment1.cpp.o
[[100%] Linking CXX executable Assignment1
 [100%] Built target Assignment1
[(base) zijing@MacBook-Pro build % ./Assignment1
```

Different cases:
1) Enter three integers from keyboard and draw a circle without animation.

The sample command is given below. (You may enter different integers to get a different circle)
```
(base) zijing@MacBook-Pro build % ./Assignment1
Draw a circle from integers or file? (i/f): i
Animate circles? (y/n): n
Enter x-coordinate: 300
Enter y-coordinate: 300
Enter radius: 200
```

Also, if you want to see an animation on this circle, enter 'y' when asked 'Animate circles? (y/n):'.

2) Draw the n circles specifies by the input file without animation.

```
(base) zijing@MacBook-Pro build % ./Assignment1
Draw a circle from integers or file? (i/f): f
Animate circles? (y/n): n
what filename? input_circles.txt
```
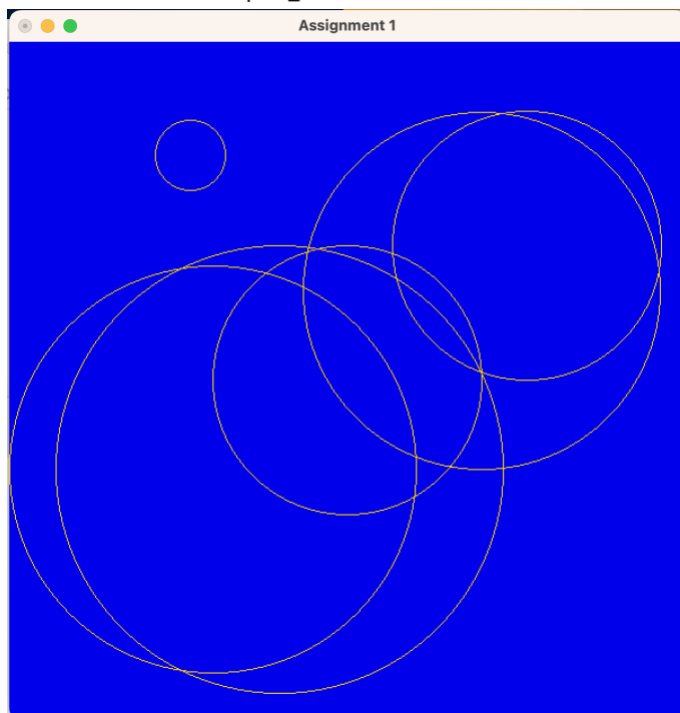
If you want to add animation to the circles, enter 'y' when asked 'Animate circles? (y/n):'.
The screen shot below is one of the results.

```
(base) zijing@MacBook-Pro build % ./Assignment1
Draw a circle from integers or file? (i/f): f
Animate circles? (y/n): y
what filename? input_circles.txt
```