

I recommend you to do this process with wide marker pen, in case you draw by hand.

1. The curve starts at one of the corners of the page; in this case, upper left corner.
2. This line goes right for specific length, in this case x pixels initially, along the shorter edge of the page.
3. Then it turns perpendicularly and go down for specific length as same as the width of the curve itself; it is assumed y pixels in this description.
4. Next, it turns 90 degrees again and go opposite direction which the line initially went. The line stops at where is y pixels short from existing line, or along the edge of the page if there's no lines exist.
5. Then, it turns -90 degrees and go down for x pixels, turn -90 degrees, go right for y pixels again and go up.

This is the basic routine to generate a curve. However, since second time, there are some lines already generated beside of the corner it starts. Thus, the length of lines, which is initially x pixels are actually $(x + y * \text{times of routine})$ pixels. Also, the length of lines that originally y pixels are defined as $(y + y * \text{times of routine})$ pixels.

Additionally, there should be a "if" function to percept edges which is opposite side of the corner the curve started. If there are any edges not further than y pixels from the tip of the newest line, the next step of the routine is skipped, turns perpendicularly and go along the edge facing for y pixels, turn perpendicularly again and start the routine from 2 steps later than which it stopped temporarily.