

```
function [vertices] = getVerticesCoordinates(numVertices)
%calculates the (x,y) coordinates of a polygon
% Input: numVertices - integer for the nuber of vertices of a polygon
% Return: vertices - the (x,y) coordinates of the vertices of the polygon
%          -1 if a polygon is not possible.

%a polygon must have more than 2 sides
if numVertices <=2
    vertices = -1;
else
    p = nsidedpoly(numVertices);
    vertices = p.Vertices;
end
end
```