

# Triangles

1.0.1

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# Chapter 1

## Namespace Index

### 1.1 Namespace List

Here is a list of all namespaces with brief descriptions:

<a href="#">geom</a>	<a href="#">Line.hh</a> <a href="#">Line</a> class implementation . . . . .	<a href="#">7</a>
<a href="#">geom::detail</a>	. . . . .	<a href="#">28</a>



## Chapter 2

# Class Index

### 2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<a href="#">geom::Line&lt; T &gt;</a>	
<a href="#">Line</a> class implementation . . . . .	<a href="#">33</a>
<a href="#">geom::Plane&lt; T &gt;</a>	
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<a href="#">geom::Vec2&lt; T &gt;</a>	
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## Chapter 3

# File Index

### 3.1 File List

Here is a list of all files with brief descriptions:

include/distance/ <a href="#">distance.hh</a> . . . . .	71
include/intersection/ <a href="#">intersection.hh</a> . . . . .	73
include/primitives/ <a href="#">common.hh</a> . . . . .	79
include/primitives/ <a href="#">line.hh</a> . . . . .	81
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include/primitives/ <a href="#">vec2.hh</a> . . . . .	94
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## Chapter 4

# Namespace Documentation

### 4.1 geom Namespace Reference

[line.hh](#) [Line](#) class implementation

#### Namespaces

- [detail](#)

#### Classes

- class [Line](#)  
*[Line](#) class implementation.*
- class [Plane](#)  
*[Plane](#) class realization.*
- class [Triangle](#)  
*[Triangle](#) class implementation.*
- class [Vec2](#)  
*[Vec2](#) class realization.*
- class [Vec3](#)  
*[Vec3](#) class realization.*

#### Typedefs

- using [Vec2D](#) = [Vec2](#)< double >
- using [Vec2F](#) = [Vec2](#)< float >
- using [Vec3D](#) = [Vec3](#)< double >
- using [Vec3F](#) = [Vec3](#)< float >

## Functions

- `template<std::floating_point T>`  
`T distance (const Plane< T > &pl, const Vec3< T > &pt)`  
*Calculates signed distance between point and plane.*
- `template<std::floating_point T>`  
`bool isIntersect (const Triangle< T > &tr1, const Triangle< T > &tr2)`  
*Checks intersection of 2 triangles.*
- `template<std::floating_point T>`  
`std::variant< std::monostate, Line< T >, Plane< T > > intersect (const Plane< T > &pl1, const Plane< T > &pl2)`  
*Intersect 2 planes and return result of intersection.*
- `template<std::floating_point T>`  
`std::ostream & operator<< (std::ostream &ost, const Line< T > &line)`  
*Line print operator.*
- `template<std::floating_point T>`  
`bool operator== (const Line< T > &lhs, const Line< T > &rhs)`  
*Line equality operator.*
- `template<std::floating_point T>`  
`bool operator== (const Plane< T > &lhs, const Plane< T > &rhs)`  
*Plane equality operator.*
- `template<std::floating_point T>`  
`std::ostream & operator<< (std::ostream &ost, const Plane< T > &pl)`  
*Plane print operator.*
- `template<std::floating_point T>`  
`std::ostream & operator<< (std::ostream &ost, const Triangle< T > &tr)`  
*Triangle print operator.*
- `template<std::floating_point T>`  
`std::istream & operator>> (std::istream &ist, Triangle< T > &tr)`
- `template<std::floating_point T>`  
`Vec2< T > operator+ (const Vec2< T > &lhs, const Vec2< T > &rhs)`  
*Overloaded + operator.*
- `template<std::floating_point T>`  
`Vec2< T > operator- (const Vec2< T > &lhs, const Vec2< T > &rhs)`  
*Overloaded - operator.*
- `template<Number nT, std::floating_point T>`  
`Vec2< T > operator* (const nT &val, const Vec2< T > &rhs)`  
*Overloaded multiple by value operator.*
- `template<Number nT, std::floating_point T>`  
`Vec2< T > operator* (const Vec2< T > &lhs, const nT &val)`  
*Overloaded multiple by value operator.*
- `template<Number nT, std::floating_point T>`  
`Vec2< T > operator/ (const Vec2< T > &lhs, const nT &val)`  
*Overloaded divide by value operator.*
- `template<std::floating_point T>`  
`T dot (const Vec2< T > &lhs, const Vec2< T > &rhs)`  
*Dot product function.*
- `template<std::floating_point T>`  
`bool operator== (const Vec2< T > &lhs, const Vec2< T > &rhs)`  
*Vec2 equality operator.*
- `template<std::floating_point T>`  
`bool operator!= (const Vec2< T > &lhs, const Vec2< T > &rhs)`  
*Vec2 inequality operator.*



- `template<std::floating_point T>`  
`std::ostream & operator<< (std::ostream &ost, const Vec2< T > &vec)`  
*Vec2 print operator.*
- `template<std::floating_point T>`  
`Vec3< T > operator+ (const Vec3< T > &lhs, const Vec3< T > &rhs)`  
*Overloaded + operator.*
- `template<std::floating_point T>`  
`Vec3< T > operator- (const Vec3< T > &lhs, const Vec3< T > &rhs)`  
*Overloaded - operator.*
- `template<Number nT, std::floating_point T>`  
`Vec3< T > operator* (const nT &val, const Vec3< T > &rhs)`  
*Overloaded multiple by value operator.*
- `template<Number nT, std::floating_point T>`  
`Vec3< T > operator* (const Vec3< T > &lhs, const nT &val)`  
*Overloaded multiple by value operator.*
- `template<Number nT, std::floating_point T>`  
`Vec3< T > operator/ (const Vec3< T > &lhs, const nT &val)`  
*Overloaded divide by value operator.*
- `template<std::floating_point T>`  
`T dot (const Vec3< T > &lhs, const Vec3< T > &rhs)`  
*Dot product function.*
- `template<std::floating_point T>`  
`Vec3< T > cross (const Vec3< T > &lhs, const Vec3< T > &rhs)`  
*Cross product function.*
- `template<std::floating_point T>`  
`bool operator== (const Vec3< T > &lhs, const Vec3< T > &rhs)`  
*Vec3 equality operator.*
- `template<std::floating_point T>`  
`bool operator!= (const Vec3< T > &lhs, const Vec3< T > &rhs)`  
*Vec3 inequality operator.*
- `template<std::floating_point T>`  
`std::ostream & operator<< (std::ostream &ost, const Vec3< T > &vec)`  
*Vec3 print operator.*
- `template<std::floating_point T>`  
`std::istream & operator>> (std::istream &ist, Vec3< T > &vec)`  
*Vec3 scan operator.*

## Variables

- `template<class T >`  
`concept Number = std::is_floating_point_v<T> || std::is_integral_v<T>`  
*Useful concept which represents floating point and integral types.*

### 4.1.1 Detailed Description

[line.hh](#) [Line](#) class implementation

[triangle.hh](#) [Triangle](#) class implementation

[Plane](#) class implementation.

## 4.1.2 Typedef Documentation

### 4.1.2.1 Vec2D

```
using geom::Vec2D = typedef Vec2<double>
```

Definition at line 368 of file [vec2.hh](#).

### 4.1.2.2 Vec2F

```
using geom::Vec2F = typedef Vec2<float>
```

Definition at line 369 of file [vec2.hh](#).

### 4.1.2.3 Vec3D

```
using geom::Vec3D = typedef Vec3<double>
```

Definition at line 399 of file [vec3.hh](#).

### 4.1.2.4 Vec3F

```
using geom::Vec3F = typedef Vec3<float>
```

Definition at line 400 of file [vec3.hh](#).

## 4.1.3 Function Documentation

### 4.1.3.1 distance()

```
template<std::floating_point T>
T geom::distance (
    const Plane< T > & pl,
    const Vec3< T > & pt )
```

Calculates signed distance between point and plane.

## Template Parameters

<i>T</i>	- floating point type of coordinates
----------	--------------------------------------

## Parameters

<i>pl</i>	plane
<i>pt</i>	point

## Returns

T signed distance between point and plane

Definition at line 26 of file [distance.hh](#).

References [geom::Plane< T >::dist\(\)](#), [dot\(\)](#), and [geom::Plane< T >::norm\(\)](#).

Referenced by [geom::detail::helperMollerHaines\(\)](#), and [geom::detail::isOnOneSide\(\)](#).

## 4.1.3.2 isIntersect()

```
template<std::floating_point T>
bool geom::isIntersect (
    const Triangle< T > & tr1,
    const Triangle< T > & tr2 )
```

Checks intersection of 2 triangles.

## Template Parameters

<i>T</i>	- floating point type of coordinates
----------	--------------------------------------

## Parameters

<i>tr1</i>	first triangle
<i>tr2</i>	second triangle

## Returns

true if triangles are intersect  
false if triangles are not intersect

Definition at line 150 of file [intersection.hh](#).

References [geom::Triangle< T >::getPlane\(\)](#), [geom::detail::isIntersect2D\(\)](#), [geom::detail::isIntersectBothInvalid\(\)](#), [geom::detail::isIntersectMollerHaines\(\)](#), [geom::detail::isIntersectValidInvalid\(\)](#), [geom::detail::isOnOneSide\(\)](#), and [geom::Triangle< T >::isValid\(\)](#).

#### 4.1.3.3 intersect()

```
template<std::floating_point T>
std::variant< std::monostate, Line< T >, Plane< T > > geom::intersect (
    const Plane< T > & pl1,
    const Plane< T > & pl2 )
```

Intersect 2 planes and return result of intersection.

Common intersection case (parallel planes case is trivial):

Let  $\vec{P}$  - point in space

$$pl_1 \text{ equation: } \vec{n}_1 \cdot \vec{P} = d_1$$

$$pl_2 \text{ equation: } \vec{n}_2 \cdot \vec{P} = d_2$$

$$\text{Intersection line direction: } \vec{dir} = \vec{n}_1 \times \vec{n}_2$$

Let origin of intersection line be a linear combination of  $\vec{n}_1$  and  $\vec{n}_2$ :

$$\vec{P} = a \cdot \vec{n}_1 + b \cdot \vec{n}_2$$

$\vec{P}$  must satisfy both  $pl_1$  and  $pl_2$  equations:

$$\vec{n}_1 \cdot \vec{P} = d_1 \Leftrightarrow \vec{n}_1 \cdot (a \cdot \vec{n}_1 + b \cdot \vec{n}_2) = d_1 \Leftrightarrow a + b \cdot \vec{n}_1 \cdot \vec{n}_2 = d_1$$

$$\vec{n}_2 \cdot \vec{P} = d_2 \Leftrightarrow \vec{n}_2 \cdot (a \cdot \vec{n}_1 + b \cdot \vec{n}_2) = d_2 \Leftrightarrow a \cdot \vec{n}_1 \cdot \vec{n}_2 + b = d_2$$

Let's find  $a$  and  $b$ :

$$a = \frac{d_2 \cdot \vec{n}_1 \cdot \vec{n}_2 - d_1}{(\vec{n}_1 \cdot \vec{n}_2)^2 - 1}$$

$$b = \frac{d_1 \cdot \vec{n}_1 \cdot \vec{n}_2 - d_2}{(\vec{n}_1 \cdot \vec{n}_2)^2 - 1}$$

Intersection line equation:

$$\vec{r}(t) = \vec{P} + t \cdot \vec{n}_1 \times \vec{n}_2 = (a \cdot \vec{n}_1 + b \cdot \vec{n}_2) + t \cdot \vec{n}_1 \times \vec{n}_2$$

#### Template Parameters

$T$	- floating point type of coordinates
-----	--------------------------------------

#### Parameters

$pl1$	first plane
$pl2$	second plane

#### Returns

`std::variant<std::monostate, Line<T>, Plane<T>>`

Definition at line 183 of file [intersection.hh](#).

References [cross\(\)](#), [geom::Plane< T >::dist\(\)](#), [dot\(\)](#), and [geom::Plane< T >::norm\(\)](#).

Referenced by [geom::detail::isIntersectMollerHaines\(\)](#).

#### 4.1.3.4 operator<<() [1/5]

```
template<std::floating_point T>
std::ostream& geom::operator<< (
    std::ostream & ost,
    const Line< T > & line )
```

[Line](#) print operator.

##### Template Parameters

<i>T</i>	- floating point type of coordinates
----------	--------------------------------------

##### Parameters

<i>in, out</i>	<i>ost</i>	output stream
<i>in</i>	<i>line</i>	<a href="#">Line</a> to print

##### Returns

std::ostream& modified ostream instance

Definition at line 89 of file [line.hh](#).

References [geom::Line< T >::dir\(\)](#), and [geom::Line< T >::org\(\)](#).

#### 4.1.3.5 operator==( ) [1/4]

```
template<std::floating_point T>
bool geom::operator== (
    const Line< T > & lhs,
    const Line< T > & rhs )
```

[Line](#) equality operator.

##### Template Parameters

<i>T</i>	- floating point type of coordinates
----------	--------------------------------------

**Parameters**

<i>in</i>	<i>lhs</i>	1st line
<i>in</i>	<i>rhs</i>	2nd line

**Returns**

true if lines are equal  
false if lines are not equal

Definition at line 105 of file [line.hh](#).

References [geom::Line< T >::isEqual\(\)](#).

**4.1.3.6 operator==( ) [2/4]**

```
template<std::floating_point T>
bool geom::operator== (
    const Plane< T > & lhs,
    const Plane< T > & rhs )
```

[Plane](#) equality operator.

**Template Parameters**

<i>T</i>	- floating point type of coordinates
----------	--------------------------------------

**Parameters**

<i>in</i>	<i>lhs</i>	1st plane
<i>in</i>	<i>rhs</i>	2nd plane

**Returns**

true if planes are equal  
false if planes are not equal

Definition at line 146 of file [plane.hh](#).

References [geom::Plane< T >::isEqual\(\)](#).

#### 4.1.3.7 operator<<() [2/5]

```
template<std::floating_point T>
std::ostream& geom::operator<< (
    std::ostream & ost,
    const Plane< T > & pl )
```

Plane print operator.

## Template Parameters

<i>T</i>	- floating point type of coordinates
----------	--------------------------------------

## Parameters

<i>in, out</i>	<i>ost</i>	output stream
<i>in</i>	<i>pl</i>	plane to print

## Returns

std::ostream& modified ostream instance

Definition at line 160 of file [plane.hh](#).

References [geom::Plane< T >::dist\(\)](#), and [geom::Plane< T >::norm\(\)](#).

## 4.1.3.8 operator&lt;&lt;() [3/5]

```
template<std::floating_point T>
std::ostream& geom::operator<< (
    std::ostream & ost,
    const Triangle< T > & tr )
```

[Triangle](#) print operator.

## Template Parameters

<i>T</i>	- floating point type of coordinates
----------	--------------------------------------

## Parameters

<i>in, out</i>	<i>ost</i>	output stream
<i>in</i>	<i>tr</i>	<a href="#">Triangle</a> to print

## Returns

std::ostream& modified ostream instance

Definition at line 89 of file [triangle.hh](#).

## 4.1.3.9 operator&gt;&gt;() [1/2]

```
template<std::floating_point T>
std::istream& geom::operator>> (
```



```
std::istream & ist,
Triangle< T > & tr )
```

Definition at line 101 of file [triangle.hh](#).

#### 4.1.3.10 operator+() [1/2]

```
template<std::floating_point T>
Vec2<T> geom::operator+ (
    const Vec2< T > & lhs,
    const Vec2< T > & rhs )
```

Overloaded + operator.

##### Template Parameters

<i>T</i>	vector template parameter
----------	---------------------------

##### Parameters

in	<i>lhs</i>	first vector
in	<i>rhs</i>	second vector

##### Returns

Vec2<T> sum of two vectors

Definition at line 235 of file [vec2.hh](#).

#### 4.1.3.11 operator-() [1/2]

```
template<std::floating_point T>
Vec2<T> geom::operator- (
    const Vec2< T > & lhs,
    const Vec2< T > & rhs )
```

Overloaded - operator.

##### Template Parameters

<i>T</i>	vector template parameter
----------	---------------------------

##### Parameters

in	<i>lhs</i>	first vector
in	<i>rhs</i>	second vector

**Returns**

`Vec2<T>` res of two vectors

Definition at line 251 of file [vec2.hh](#).

**4.1.3.12 operator\*() [1/4]**

```
template<Number nT, std::floating_point T>
Vec2<T> geom::operator* (
    const nT & val,
    const Vec2< T > & rhs )
```

Overloaded multiple by value operator.

**Template Parameters**

<i>nT</i>	type of value to multiply by
<i>T</i>	vector template parameter

**Parameters**

in	<i>val</i>	value to multiply by
in	<i>rhs</i>	vector to multiply by value

**Returns**

`Vec2<T>` result vector

Definition at line 268 of file [vec2.hh](#).

**4.1.3.13 operator\*() [2/4]**

```
template<Number nT, std::floating_point T>
Vec2<T> geom::operator* (
    const Vec2< T > & lhs,
    const nT & val )
```

Overloaded multiple by value operator.

**Template Parameters**

<i>nT</i>	type of value to multiply by
<i>T</i>	vector template parameter

## Parameters

in	<i>val</i>	value to multiply by
in	<i>lhs</i>	vector to multiply by value

## Returns

Vec2<T> result vector

Definition at line 285 of file [vec2.hh](#).

## 4.1.3.14 operator/() [1/2]

```
template<Number nT, std::floating_point T>
Vec2<T> geom::operator/ (
    const Vec2< T > & lhs,
    const nT & val )
```

Overloaded divide by value operator.

## Template Parameters

<i>nT</i>	type of value to divide by
<i>T</i>	vector template parameter

## Parameters

in	<i>val</i>	value to divide by
in	<i>lhs</i>	vector to divide by value

## Returns

Vec2<T> result vector

Definition at line 302 of file [vec2.hh](#).

## 4.1.3.15 dot() [1/2]

```
template<std::floating_point T>
T geom::dot (
    const Vec2< T > & lhs,
    const Vec2< T > & rhs )
```

Dot product function.

## Template Parameters

<i>T</i>	vector template parameter
----------	---------------------------

## Parameters

<i>in</i>	<i>lhs</i>	first vector
<i>in</i>	<i>rhs</i>	second vector

## Returns

T dot production

Definition at line 318 of file [vec2.hh](#).

References [geom::Vec2< T >::dot\(\)](#).

Referenced by [geom::detail::computeInterval\(\)](#), [distance\(\)](#), [geom::detail::helperMollerHaines\(\)](#), [intersect\(\)](#), [geom::Vec2< T >::isPerp\(\)](#), [geom::Vec3< T >::isPerp\(\)](#), [geom::Vec2< T >::length2\(\)](#), and [geom::Vec3< T >::length2\(\)](#).

4.1.3.16 **operator==()** [3/4]

```
template<std::floating_point T>
bool geom::operator== (
    const Vec2< T > & lhs,
    const Vec2< T > & rhs )
```

[Vec2](#) equality operator.

## Template Parameters

<i>T</i>	vector template parameter
----------	---------------------------

## Parameters

<i>in</i>	<i>lhs</i>	first vector
<i>in</i>	<i>rhs</i>	second vector

## Returns

true if vectors are equal  
false otherwise

Definition at line 333 of file [vec2.hh](#).

References [geom::Vec2< T >::isEqual\(\)](#).

**4.1.3.17 operator!=()** [1/2]

```
template<std::floating_point T>
bool geom::operator!= (
    const Vec2< T > & lhs,
    const Vec2< T > & rhs )
```

Vec2 inequality operator.

**Template Parameters**

<i>T</i>	vector template parameter
----------	---------------------------

**Parameters**

in	<i>lhs</i>	first vector
in	<i>rhs</i>	second vector

**Returns**

true if vectors are not equal  
false otherwise

Definition at line 348 of file [vec2.hh](#).

**4.1.3.18 operator<<()** [4/5]

```
template<std::floating_point T>
std::ostream& geom::operator<< (
    std::ostream & ost,
    const Vec2< T > & vec )
```

Vec2 print operator.

**Template Parameters**

<i>T</i>	vector template parameter
----------	---------------------------

**Parameters**

in, out	<i>ost</i>	output stream
in	<i>vec</i>	vector to print

**Returns**

std::ostream& modified stream instance

Definition at line 362 of file [vec2.hh](#).

References [geom::Vec2< T >::x](#), and [geom::Vec2< T >::y](#).

#### 4.1.3.19 operator+() [2/2]

```
template<std::floating_point T>
Vec3<T> geom::operator+ (
    const Vec3< T > & lhs,
    const Vec3< T > & rhs )
```

Overloaded + operator.

##### Template Parameters

<i>T</i>	vector template parameter
----------	---------------------------

##### Parameters

in	<i>lhs</i>	first vector
in	<i>rhs</i>	second vector

##### Returns

Vec3<T> sum of two vectors

Definition at line 237 of file [vec3.hh](#).

#### 4.1.3.20 operator-() [2/2]

```
template<std::floating_point T>
Vec3<T> geom::operator- (
    const Vec3< T > & lhs,
    const Vec3< T > & rhs )
```

Overloaded - operator.

##### Template Parameters

<i>T</i>	vector template parameter
----------	---------------------------

##### Parameters

in	<i>lhs</i>	first vector
in	<i>rhs</i>	second vector

## Returns

Vec3<T> res of two vectors

Definition at line 253 of file [vec3.hh](#).

## 4.1.3.21 operator\*() [3/4]

```
template<Number nT, std::floating_point T>
Vec3<T> geom::operator* (
    const nT & val,
    const Vec3< T > & rhs )
```

Overloaded multiple by value operator.

## Template Parameters

<i>nT</i>	type of value to multiply by
<i>T</i>	vector template parameter

## Parameters

in	<i>val</i>	value to multiply by
in	<i>rhs</i>	vector to multiply by value

## Returns

Vec3<T> result vector

Definition at line 270 of file [vec3.hh](#).

## 4.1.3.22 operator\*() [4/4]

```
template<Number nT, std::floating_point T>
Vec3<T> geom::operator* (
    const Vec3< T > & lhs,
    const nT & val )
```

Overloaded multiple by value operator.

## Template Parameters

<i>nT</i>	type of value to multiply by
<i>T</i>	vector template parameter

**Parameters**

in	<i>val</i>	value to multiply by
in	<i>lhs</i>	vector to multiply by value

**Returns**

`Vec3<T>` result vector

Definition at line 287 of file [vec3.hh](#).

**4.1.3.23 operator/() [2/2]**

```
template<Number nT, std::floating_point T>
Vec3<T> geom::operator/ (
    const Vec3< T > & lhs,
    const nT & val )
```

Overloaded divide by value operator.

**Template Parameters**

<i>nT</i>	type of value to divide by
<i>T</i>	vector template parameter

**Parameters**

in	<i>val</i>	value to divide by
in	<i>lhs</i>	vector to divide by value

**Returns**

`Vec3<T>` result vector

Definition at line 304 of file [vec3.hh](#).

**4.1.3.24 dot() [2/2]**

```
template<std::floating_point T>
T geom::dot (
    const Vec3< T > & lhs,
    const Vec3< T > & rhs )
```

Dot product function.



## Template Parameters

<i>T</i>	vector template parameter
----------	---------------------------

## Parameters

<i>in</i>	<i>lhs</i>	first vector
<i>in</i>	<i>rhs</i>	second vector

## Returns

T dot production

Definition at line 320 of file [vec3.hh](#).

References [geom::Vec3< T >::dot\(\)](#).

## 4.1.3.25 cross()

```
template<std::floating_point T>
Vec3<T> geom::cross (
    const Vec3< T > & lhs,
    const Vec3< T > & rhs )
```

Cross product function.

## Template Parameters

<i>T</i>	vector template parameter
----------	---------------------------

## Parameters

<i>in</i>	<i>lhs</i>	first vector
<i>in</i>	<i>rhs</i>	second vector

## Returns

T cross production

Definition at line 334 of file [vec3.hh](#).

References [geom::Vec3< T >::cross\(\)](#).

Referenced by [intersect\(\)](#), [geom::Vec3< T >::isPar\(\)](#), and [geom::Triangle< T >::isValid\(\)](#).

**4.1.3.26 operator==( ) [4/4]**

```
template<std::floating_point T>
bool geom::operator== (
    const Vec3< T > & lhs,
    const Vec3< T > & rhs )
```

[Vec3](#) equality operator.

**Template Parameters**

<i>T</i>	vector template parameter
----------	---------------------------

**Parameters**

in	<i>lhs</i>	first vector
in	<i>rhs</i>	second vector

**Returns**

true if vectors are equal

false otherwise

Definition at line 349 of file [vec3.hh](#).

References [geom::Vec3< T >::isEqual\(\)](#).

**4.1.3.27 operator!=( ) [2/2]**

```
template<std::floating_point T>
bool geom::operator!= (
    const Vec3< T > & lhs,
    const Vec3< T > & rhs )
```

[Vec3](#) inequality operator.

**Template Parameters**

<i>T</i>	vector template parameter
----------	---------------------------

**Parameters**

in	<i>lhs</i>	first vector
in	<i>rhs</i>	second vector

**Returns**

true if vectors are not equal  
false otherwise

Definition at line 364 of file [vec3.hh](#).

**4.1.3.28 operator<<() [5/5]**

```
template<std::floating_point T>
std::ostream& geom::operator<< (
    std::ostream & ost,
    const Vec3< T > & vec )
```

[Vec3](#) print operator.

**Template Parameters**

<i>T</i>	vector template parameter
----------	---------------------------

**Parameters**

<i>in, out</i>	<i>ost</i>	output stream
<i>in</i>	<i>vec</i>	vector to print

**Returns**

std::ostream& modified stream instance

Definition at line 378 of file [vec3.hh](#).

References [geom::Vec3< T >::x](#), [geom::Vec3< T >::y](#), and [geom::Vec3< T >::z](#).

**4.1.3.29 operator>>() [2/2]**

```
template<std::floating_point T>
std::istream& geom::operator>> (
    std::istream & ist,
    Vec3< T > & vec )
```

[Vec3](#) scan operator.

**Template Parameters**

<i>T</i>	vector template parameter
----------	---------------------------

**Parameters**

<i>in, out</i>	<i>ist</i>	input stram
<i>in, out</i>	<i>vec</i>	vector to scan

**Returns**

`std::istream&` modified stream instance

Definition at line 393 of file [vec3.hh](#).

References [geom::Vec3< T >::x](#), [geom::Vec3< T >::y](#), and [geom::Vec3< T >::z](#).

**4.1.4 Variable Documentation****4.1.4.1 Number**

```
template<class T >
concept geom::Number = std::is_floating_point_v<T> || std::is_integral_v<T>
```

Useful concept which represents floating point and integral types.

@concept Number

**Template Parameters**

<i>T</i>	
----------	--

Definition at line 15 of file [common.hh](#).

**4.2 geom::detail Namespace Reference****Typedefs**

- `template<typename T >`  
using [Segment](#) = `std::pair< T, T >`
- `template<std::floating_point T>`  
using [Trian2](#) = `std::array< Vec2< T >, 3 >`

**Functions**

- `template<std::floating_point T>`  
bool [isIntersect2D](#) (const [Triangle< T >](#) &tr1, const [Triangle< T >](#) &tr2)

- `template<std::floating_point T>`  
`bool isIntersectMollerHaines (const Triangle< T > &tr1, const Triangle< T > &tr2)`
- `template<std::floating_point T>`  
`Segment< T > helperMollerHaines (const Triangle< T > &tr, const Plane< T > &pl, const Line< T > &l)`
- `template<std::floating_point T>`  
`bool isIntersectBothInvalid (const Triangle< T > &tr1, const Triangle< T > &tr2)`
- `template<std::floating_point T>`  
`bool isIntersectValidInvalid (const Triangle< T > &tr1, const Triangle< T > &tr2)`
- `template<std::floating_point T>`  
`bool isOverlap (Segment< T > &segm1, Segment< T > &segm2)`
- `template<std::forward_iterator It>`  
`bool isSameSign (It begin, It end)`
- `template<std::floating_point T>`  
`bool isOnOneSide (const Plane< T > &pl, const Triangle< T > &tr)`
- `template<std::floating_point T>`  
`Trian2< T > getTrian2 (const Plane< T > &pl, const Triangle< T > &tr)`
- `template<std::floating_point T>`  
`bool isCounterClockwise (Trian2< T > &tr)`
- `template<std::floating_point T>`  
`Segment< T > computeInterval (const Trian2< T > &tr, const Vec2< T > &d)`

## 4.2.1 Typedef Documentation

### 4.2.1.1 Segment

```
template<typename T >
using geom::detail::Segment = typedef std::pair<T, T>
```

Definition at line 104 of file [intersection.hh](#).

### 4.2.1.2 Trian2

```
template<std::floating_point T>
using geom::detail::Trian2 = typedef std::array<Vec2<T>, 3>
```

Definition at line 107 of file [intersection.hh](#).

## 4.2.2 Function Documentation

#### 4.2.2.1 isIntersect2D()

```
template<std::floating_point T>
bool geom::detail::isIntersect2D (
    const Triangle< T > & tr1,
    const Triangle< T > & tr2 )
```

Definition at line 214 of file [intersection.hh](#).

References [computeInterval\(\)](#), [geom::Triangle< T >::getPlane\(\)](#), and [getTrian2\(\)](#).

Referenced by [geom::isIntersect\(\)](#).

#### 4.2.2.2 isIntersectMollerHaines()

```
template<std::floating_point T>
bool geom::detail::isIntersectMollerHaines (
    const Triangle< T > & tr1,
    const Triangle< T > & tr2 )
```

Definition at line 239 of file [intersection.hh](#).

References [geom::Triangle< T >::getPlane\(\)](#), [helperMollerHaines\(\)](#), [geom::intersect\(\)](#), and [isOverlap\(\)](#).

Referenced by [geom::isIntersect\(\)](#).

#### 4.2.2.3 helperMollerHaines()

```
template<std::floating_point T>
Segment< T > geom::detail::helperMollerHaines (
    const Triangle< T > & tr,
    const Plane< T > & pl,
    const Line< T > & l )
```

Definition at line 253 of file [intersection.hh](#).

References [geom::Line< T >::dir\(\)](#), [geom::distance\(\)](#), [geom::dot\(\)](#), and [geom::Line< T >::org\(\)](#).

Referenced by [isIntersectMollerHaines\(\)](#).

#### 4.2.2.4 isIntersectBothInvalid()

```
template<std::floating_point T>
bool geom::detail::isIntersectBothInvalid (
    const Triangle< T > & tr1,
    const Triangle< T > & tr2 )
```

Definition at line 289 of file [intersection.hh](#).

Referenced by [geom::isIntersect\(\)](#).

#### 4.2.2.5 isIntersectValidInvalid()

```
template<std::floating_point T>
bool geom::detail::isIntersectValidInvalid (
    const Triangle< T > & tr1,
    const Triangle< T > & tr2 )
```

Definition at line 298 of file [intersection.hh](#).

Referenced by [geom::isIntersect\(\)](#).

#### 4.2.2.6 isOverlap()

```
template<std::floating_point T>
bool geom::detail::isOverlap (
    Segment< T > & segm1,
    Segment< T > & segm2 )
```

Definition at line 307 of file [intersection.hh](#).

Referenced by [isIntersectMollerHaines\(\)](#).

#### 4.2.2.7 isSameSign()

```
template<std::forward_iterator It>
bool geom::detail::isSameSign (
    It begin,
    It end )
```

Definition at line 313 of file [intersection.hh](#).

Referenced by [isOnOneSide\(\)](#).

#### 4.2.2.8 isOnOneSide()

```
template<std::floating_point T>
bool geom::detail::isOnOneSide (
    const Plane< T > & pl,
    const Triangle< T > & tr )
```

Definition at line 326 of file [intersection.hh](#).

References [geom::distance\(\)](#), and [isSameSign\(\)](#).

Referenced by [geom::isIntersect\(\)](#).

#### 4.2.2.9 getTrian2()

```
template<std::floating_point T>
Trian2< T > geom::detail::getTrian2 (
    const Plane< T > & pl,
    const Triangle< T > & tr )
```

Definition at line 339 of file [intersection.hh](#).

References [isCounterClockwise\(\)](#), and [geom::Plane< T >::norm\(\)](#).

Referenced by [isIntersect2D\(\)](#).

#### 4.2.2.10 isCounterClockwise()

```
template<std::floating_point T>
bool geom::detail::isCounterClockwise (
    Trian2< T > & tr )
```

Definition at line 373 of file [intersection.hh](#).

Referenced by [getTrian2\(\)](#).

#### 4.2.2.11 computeInterval()

```
template<std::floating_point T>
Segment< T > geom::detail::computeInterval (
    const Trian2< T > & tr,
    const Vec2< T > & d )
```

Definition at line 393 of file [intersection.hh](#).

References [geom::dot\(\)](#).

Referenced by [isIntersect2D\(\)](#).



## Chapter 5

# Class Documentation

### 5.1 geom::Line< T > Class Template Reference

[Line](#) class implementation.

```
#include <line.hh>
```

#### Public Member Functions

- [Line](#) (const [Vec3](#)< T > &[org](#), const [Vec3](#)< T > &[dir](#))  
*Construct a new [Line](#) object.*
- const [Vec3](#)< T > & [org](#) () const  
*Getter for origin vector.*
- const [Vec3](#)< T > & [dir](#) () const  
*Getter for direction vector.*
- bool [belongs](#) (const [Vec3](#)< T > &point) const  
*Checks is point belongs to line.*
- bool [isEqual](#) (const [Line](#) &line) const  
*Checks is \*this equals to another line.*

#### Static Public Member Functions

- static [Line](#) [getBy2Points](#) (const [Vec3](#)< T > &p1, const [Vec3](#)< T > &p2)  
*Get line by 2 points.*

#### 5.1.1 Detailed Description

```
template<std::floating_point T>  
class geom::Line< T >
```

[Line](#) class implementation.

### Template Parameters

<i>T</i>	- floating point type of coordinates
----------	--------------------------------------

Definition at line 21 of file [line.hh](#).

## 5.1.2 Constructor & Destructor Documentation

### 5.1.2.1 Line()

```
template<std::floating_point T>
geom::Line< T >::Line (
    const Vec3< T > & org,
    const Vec3< T > & dir )
```

Construct a new [Line](#) object.

#### Parameters

in	<i>org</i>	origin vector
in	<i>dir</i>	direction vector

Definition at line 111 of file [line.hh](#).

References [geom::Line< T >::org\(\)](#).

## 5.1.3 Member Function Documentation

### 5.1.3.1 org()

```
template<std::floating_point T>
const Vec3< T > & geom::Line< T >::org
```

Getter for origin vector.

#### Returns

const Vec3<T>& const reference to origin vector

Definition at line 118 of file [line.hh](#).

Referenced by [geom::Plane< T >::belongs\(\)](#), [geom::detail::helperMollerHaines\(\)](#), [geom::Line< T >::Line\(\)](#), and [geom::operator<<\(\)](#).

## 5.1.3.2 dir()

```
template<std::floating_point T>
const Vec3< T > & geom::Line< T >::dir
```

Getter for direction vector.

## Returns

const Vec3<T>& const reference to direction vector

Definition at line 124 of file [line.hh](#).

Referenced by [geom::Plane< T >::belongs\(\)](#), [geom::detail::helperMollerHaines\(\)](#), and [geom::operator<<\(\)](#).

## 5.1.3.3 belongs()

```
template<std::floating_point T>
bool geom::Line< T >::belongs (
    const Vec3< T > & point ) const
```

Checks is point belongs to line.

## Parameters

in	<i>point</i>	const reference to point vector
----	--------------	---------------------------------

## Returns

true if point belongs to line  
false if point doesn't belong to line

Definition at line 130 of file [line.hh](#).

## 5.1.3.4 isEqual()

```
template<std::floating_point T>
bool geom::Line< T >::isEqual (
    const Line< T > & line ) const
```

Checks is \*this equals to another line.

## Parameters

in	<i>line</i>	const reference to another line
----	-------------	---------------------------------

**Returns**

true if lines are equal  
false if lines are not equal

Definition at line 136 of file [line.hh](#).

Referenced by [geom::operator==\(\)](#).

**5.1.3.5 getBy2Points()**

```
template<std::floating_point T>
Line< T > geom::Line< T >::getBy2Points (
    const Vec3< T > & p1,
    const Vec3< T > & p2 ) [static]
```

Get line by 2 points.

**Parameters**

in	<i>p1</i>	1st point
in	<i>p2</i>	2nd point

**Returns**

[Line](#) passing through two points

Definition at line 142 of file [line.hh](#).

The documentation for this class was generated from the following file:

- include/primitives/[line.hh](#)

**5.2 geom::Plane< T > Class Template Reference**

[Plane](#) class realization.

```
#include <plane.hh>
```

**Public Member Functions**

- T [dist](#) () const  
*Getter for distance.*
- const [Vec3](#)< T > & [norm](#) () const  
*Getter for normal vector.*
- bool [belongs](#) (const [Vec3](#)< T > &point) const  
*Checks if point belongs to plane.*
- bool [belongs](#) (const [Line](#)< T > &line) const  
*Checks if line belongs to plane.*
- bool [isEqual](#) (const [Plane](#) &rhs) const  
*Checks is \*this equals to another plane.*
- bool [isPar](#) (const [Plane](#) &rhs) const  
*Checks is \*this is parallel to another plane.*

## Static Public Member Functions

- static [Plane getBy3Points](#) (const [Vec3](#)< T > &pt1, const [Vec3](#)< T > &pt2, const [Vec3](#)< T > &pt3)  
*Get plane by 3 points.*
- static [Plane getParametric](#) (const [Vec3](#)< T > &org, const [Vec3](#)< T > &dir1, const [Vec3](#)< T > &dir2)  
*Get plane from parametric plane equation.*
- static [Plane getNormalPoint](#) (const [Vec3](#)< T > &norm, const [Vec3](#)< T > &point)  
*Get plane from normal point plane equation.*
- static [Plane getNormalDist](#) (const [Vec3](#)< T > &norm, T constant)  
*Get plane form normal const plane equation.*

### 5.2.1 Detailed Description

```
template<std::floating_point T>
class geom::Plane< T >
```

[Plane](#) class realization.

Template Parameters

<a href="#">T</a>	- floating point type of coordinates
-------------------	--------------------------------------

Definition at line 24 of file [plane.hh](#).

### 5.2.2 Member Function Documentation

#### 5.2.2.1 dist()

```
template<std::floating_point T>
T geom::Plane< T >::dist
```

Getter for distance.

Returns

T value of distance

Definition at line 174 of file [plane.hh](#).

Referenced by [geom::distance\(\)](#), [geom::intersect\(\)](#), and [geom::operator<<\(\)](#).

### 5.2.2.2 norm()

```
template<std::floating_point T>
const Vec3< T > & geom::Plane< T >::norm
```

Getter for normal vector.

#### Returns

const Vec3<T>& const reference to normal vector

Definition at line 180 of file [plane.hh](#).

Referenced by [geom::distance\(\)](#), [geom::detail::getTrian2\(\)](#), [geom::intersect\(\)](#), and [geom::operator<<\(\)](#).

### 5.2.2.3 belongs() [1/2]

```
template<std::floating_point T>
bool geom::Plane< T >::belongs (
    const Vec3< T > & point ) const
```

Checks if point belongs to plane.

#### Parameters

in	<i>point</i>	const referene to point vector
----	--------------	--------------------------------

#### Returns

true if point belongs to plane

false if point doesn't belong to plane

Definition at line 186 of file [plane.hh](#).

### 5.2.2.4 belongs() [2/2]

```
template<std::floating_point T>
bool geom::Plane< T >::belongs (
    const Line< T > & line ) const
```

Checks if line belongs to plane.

#### Parameters

in	<i>line</i>	const referene to line
----	-------------	------------------------

**Returns**

true if line belongs to plane  
false if line doesn't belong to plane

Definition at line 192 of file [plane.hh](#).

References [geom::Line< T >::dir\(\)](#), and [geom::Line< T >::org\(\)](#).

**5.2.2.5 isEqual()**

```
template<std::floating_point T>
bool geom::Plane< T >::isEqual (
    const Plane< T > & rhs ) const
```

Checks is \*this equals to another plane.

**Parameters**

<code>in</code>	<code>rhs</code>	const reference to another plane
-----------------	------------------	----------------------------------

**Returns**

true if planes are equal  
false if planes are not equal

Definition at line 198 of file [plane.hh](#).

Referenced by [geom::operator==\(\)](#).

**5.2.2.6 isPar()**

```
template<std::floating_point T>
bool geom::Plane< T >::isPar (
    const Plane< T > & rhs ) const
```

Checks is \*this is parallel to another plane.

**Parameters**

<code>in</code>	<code>rhs</code>	const reference to another plane
-----------------	------------------	----------------------------------

**Returns**

true if planes are parallel  
false if planes are not parallel

Definition at line 204 of file [plane.hh](#).

References [geom::Plane< T >::isPar\(\)](#).

Referenced by [geom::Plane< T >::isPar\(\)](#).

### 5.2.2.7 getBy3Points()

```
template<std::floating_point T>
Plane< T > geom::Plane< T >::getBy3Points (
    const Vec3< T > & pt1,
    const Vec3< T > & pt2,
    const Vec3< T > & pt3 ) [static]
```

Get plane by 3 points.

#### Parameters

in	<i>pt1</i>	1st point
in	<i>pt2</i>	2nd point
in	<i>pt3</i>	3rd point

#### Returns

[Plane](#) passing through three points

Definition at line 210 of file [plane.hh](#).

Referenced by [geom::Triangle< T >::getPlane\(\)](#).

### 5.2.2.8 getParametric()

```
template<std::floating_point T>
Plane< T > geom::Plane< T >::getParametric (
    const Vec3< T > & org,
    const Vec3< T > & dir1,
    const Vec3< T > & dir2 ) [static]
```

Get plane from parametric plane equation.

#### Parameters

in	<i>org</i>	origin vector
in	<i>dir1</i>	1st direction vector
in	<i>dir2</i>	2nd direction vector



## Returns

[Plane](#)Definition at line 217 of file [plane.hh](#).References [geom::Vec3< T >::cross\(\)](#).**5.2.2.9 getNormalPoint()**

```
template<std::floating_point T>
Plane< T > geom::Plane< T >::getNormalPoint (
    const Vec3< T > & norm,
    const Vec3< T > & point ) [static]
```

Get plane from normal point plane equation.

## Parameters

in	<i>norm</i>	normal vector
in	<i>point</i>	point lying on the plane

## Returns

[Plane](#)Definition at line 225 of file [plane.hh](#).References [geom::Vec3< T >::normalized\(\)](#).**5.2.2.10 getNormalDist()**

```
template<std::floating_point T>
Plane< T > geom::Plane< T >::getNormalDist (
    const Vec3< T > & norm,
    T constant ) [static]
```

Get plane form normal const plane equation.

## Parameters

in	<i>norm</i>	normal vector
in	<i>constant</i>	distance

Returns

[Plane](#)

Definition at line 232 of file [plane.hh](#).

References [geom::Vec3< T >::normalized\(\)](#).

The documentation for this class was generated from the following file:

- [include/primitives/plane.hh](#)

## 5.3 [geom::Triangle< T >](#) Class Template Reference

[Triangle](#) class implementation.

```
#include <triangle.hh>
```

### Public Member Functions

- [Triangle](#) ()  
*Construct a new [Triangle](#) object.*
- [Triangle](#) (const [Vec3](#)< T > &p1, const [Vec3](#)< T > &p2, const [Vec3](#)< T > &p3)  
*Construct a new [Triangle](#) object from 3 points.*
- const [Vec3](#)< T > & [operator\[\]](#) (std::size\_t idx) const  
*Overloaded operator[] to get access to vertices.*
- [Vec3](#)< T > & [operator\[\]](#) (std::size\_t idx)  
*Overloaded operator[] to get access to vertices.*
- [Plane](#)< T > [getPlane](#) () const  
*Get triangle's plane.*
- bool [isValid](#) () const  
*Check is triangle valid.*

### 5.3.1 Detailed Description

```
template<std::floating_point T>
class geom::Triangle< T >
```

[Triangle](#) class implementation.

Template Parameters

<a href="#">T</a>	- floating point type of coordinates
-------------------	--------------------------------------

Definition at line 25 of file [triangle.hh](#).

## 5.3.2 Constructor & Destructor Documentation

### 5.3.2.1 Triangle() [1/2]

```
template<std::floating_point T>
geom::Triangle< T >::Triangle
```

Construct a new [Triangle](#) object.

Definition at line 108 of file [triangle.hh](#).

### 5.3.2.2 Triangle() [2/2]

```
template<std::floating_point T>
geom::Triangle< T >::Triangle (
    const Vec3< T > & p1,
    const Vec3< T > & p2,
    const Vec3< T > & p3 )
```

Construct a new [Triangle](#) object from 3 points.

#### Parameters

in	<i>p1</i>	1st point
in	<i>p2</i>	2nd point
in	<i>p3</i>	3rd point

Definition at line 112 of file [triangle.hh](#).

## 5.3.3 Member Function Documentation

### 5.3.3.1 operator[]() [1/2]

```
template<std::floating_point T>
const Vec3< T > & geom::Triangle< T >::operator[] (
    std::size_t idx ) const
```

Overloaded operator[] to get access to vertices.

#### Parameters

in	<i>idx</i>	index of vertex
----	------------	-----------------

**Returns**

const Vec3<T>& const reference to vertex

Definition at line 117 of file [triangle.hh](#).

**5.3.3.2 operator[]() [2/2]**

```
template<std::floating_point T>
Vec3< T > & geom::Triangle< T >::operator[] (
    std::size_t idx )
```

Overloaded operator[] to get access to vertices.

**Parameters**

<i>in</i>	<i>idx</i>	index of vertex
-----------	------------	-----------------

**Returns**

Vec3<T>& reference to vertex

Definition at line 123 of file [triangle.hh](#).

**5.3.3.3 getPlane()**

```
template<std::floating_point T>
Plane< T > geom::Triangle< T >::getPlane
```

Get triangle's plane.

**Returns**

Plane<T>

Definition at line 129 of file [triangle.hh](#).

References [geom::Plane< T >::getBy3Points\(\)](#).

Referenced by [geom::isIntersect\(\)](#), [geom::detail::isIntersect2D\(\)](#), and [geom::detail::isIntersectMollerHaines\(\)](#).

## 5.3.3.4 isValid()

```
template<std::floating_point T>
bool geom::Triangle< T >::isValid
```

Check is triangle valid.

## Returns

true if triangle is valid  
false if triangle is invalid

Definition at line 135 of file [triangle.hh](#).

References [geom::cross\(\)](#).

Referenced by [geom::isIntersect\(\)](#).

The documentation for this class was generated from the following file:

- include/primitives/[triangle.hh](#)

## 5.4 geom::Vec2&lt; T &gt; Class Template Reference

[Vec2](#) class realization.

```
#include <vec2.hh>
```

## Public Member Functions

- [Vec2](#) (T coordX, T coordY)  
*Construct a new [Vec2](#) object from 3 coordinates.*
- [Vec2](#) (T coordX={})  
*Construct a new [Vec2](#) object with equals coordinates.*
- [Vec2](#) & [operator+=](#) (const [Vec2](#) &vec)  
*Overloaded += operator Increments vector coordinates by corresponding coordinates of vec.*
- [Vec2](#) & [operator-=](#) (const [Vec2](#) &vec)  
*Overloaded -= operator Decrements vector coordinates by corresponding coordinates of vec.*
- [Vec2](#) [operator-](#) () const  
*Unary - operator.*
- template<Number nType>  
[Vec2](#) & [operator\\*=](#) (nType val)  
*Overloaded \*= by number operator.*
- template<Number nType>  
[Vec2](#) & [operator/=](#) (nType val)  
*Overloaded /= by number operator.*
- T [dot](#) (const [Vec2](#) &rhs) const  
*Dot product function.*
- T [length2](#) () const  
*Calculate squared length of a vector function.*

- `T length () const`  
*Calculate length of a vector function.*
- `Vec2 getPerp () const`  
*Get the perpendicular to this vector.*
- `Vec2 normalized () const`  
*Get normalized vector function.*
- `Vec2 & normalize ()`  
*Normalize vector function.*
- `T & operator[] (size_t i)`  
*Overloaded operator [] (non-const version) To get access to coordinates.*
- `T operator[] (size_t i) const`  
*Overloaded operator [] (const version) To get access to coordinates.*
- `bool isPar (const Vec2 &rhs) const`  
*Check if vector is parallel to another.*
- `bool isPerp (const Vec2 &rhs) const`  
*Check if vector is perpendicular to another.*
- `bool isEqual (const Vec2 &rhs) const`  
*Check if vector is equal to another.*
- `template<Number nType>`  
`Vec2< T > & operator*= (nType val)`
- `template<Number nType>`  
`Vec2< T > & operator/= (nType val)`

## Static Public Member Functions

- `static bool isNumEq (T lhs, T rhs)`  
*Check equality (with threshold) of two floating point numbers function.*
- `static void setThreshold (T thres)`  
*Set new threshold value.*
- `static T getThreshold ()`  
*Get current threshold value.*
- `static void setDefThreshold ()`  
*Set threshold to default value.*

## Public Attributes

- `T x {}`  
*Vec2 coordinates.*
- `T y {}`

### 5.4.1 Detailed Description

```
template<std::floating_point T>
class geom::Vec2< T >
```

`Vec2` class realization.

## Template Parameters

<i>T</i>	- floating point type of coordinates
----------	--------------------------------------

Definition at line 27 of file [vec2.hh](#).

## 5.4.2 Constructor &amp; Destructor Documentation

## 5.4.2.1 Vec2() [1/2]

```
template<std::floating_point T>
geom::Vec2< T >::Vec2 (
    T coordX,
    T coordY ) [inline]
```

Construct a new [Vec2](#) object from 3 coordinates.

## Parameters

in	<i>coordX</i>	x coordinate
in	<i>coordY</i>	y coordinate

Definition at line 47 of file [vec2.hh](#).

## 5.4.2.2 Vec2() [2/2]

```
template<std::floating_point T>
geom::Vec2< T >::Vec2 (
    T coordX = {} ) [inline], [explicit]
```

Construct a new [Vec2](#) object with equals coordinates.

## Parameters

in	<i>coordX</i>	coordinate (default to {})
----	---------------	----------------------------

Definition at line 55 of file [vec2.hh](#).

## 5.4.3 Member Function Documentation

### 5.4.3.1 operator+=()

```
template<std::floating_point T>
Vec2< T > & geom::Vec2< T >::operator+= (
    const Vec2< T > & vec )
```

Overloaded += operator Increments vector coordinates by corresponding coordinates of vec.

#### Parameters

in	vec	vector to incremented with
----	-----	----------------------------

#### Returns

Vec2& reference to current instance

Definition at line 372 of file [vec2.hh](#).

References [geom::Vec2< T >::x](#), and [geom::Vec2< T >::y](#).

### 5.4.3.2 operator-=()

```
template<std::floating_point T>
Vec2< T > & geom::Vec2< T >::operator-= (
    const Vec2< T > & vec )
```

Overloaded -= operator Decrements vector coordinates by corresponding coordinates of vec.

#### Parameters

in	vec	vector to decremented with
----	-----	----------------------------

#### Returns

Vec2& reference to current instance

Definition at line 381 of file [vec2.hh](#).

References [geom::Vec2< T >::x](#), and [geom::Vec2< T >::y](#).

### 5.4.3.3 operator-()

```
template<std::floating_point T>
Vec2< T > geom::Vec2< T >::operator-
```

Unary - operator.



**Returns**

[Vec2](#) negated [Vec2](#) instance

Definition at line 390 of file [vec2.hh](#).

**5.4.3.4 operator\*=( ) [1/2]**

```
template<std::floating_point T>
template<Number nType>
Vec2& geom::Vec2< T >::operator*= (
    nType val )
```

Overloaded \*= by number operator.

**Template Parameters**

<i>nType</i>	numeric type of value to multiply by
--------------	--------------------------------------

**Parameters**

in	<i>val</i>	value to multiply by
----	------------	----------------------

**Returns**

[Vec2&](#) reference to vector instance

**5.4.3.5 operator/=( ) [1/2]**

```
template<std::floating_point T>
template<Number nType>
Vec2& geom::Vec2< T >::operator/= (
    nType val )
```

Overloaded /= by number operator.

**Template Parameters**

<i>nType</i>	numeric type of value to divide by
--------------	------------------------------------

**Parameters**

in	<i>val</i>	value to divide by
----	------------	--------------------

**Returns**

[Vec2](#)& reference to vector instance

**Warning**

Does not check if val equals 0

**5.4.3.6 dot()**

```
template<std::floating_point T>
T geom::Vec2< T >::dot (
    const Vec2< T > & rhs ) const
```

Dot product function.

**Parameters**

<i>rhs</i>	vector to dot product with
------------	----------------------------

**Returns**

T dot product of two vectors

Definition at line 416 of file [vec2.hh](#).

References [geom::Vec2< T >::x](#), and [geom::Vec2< T >::y](#).

Referenced by [geom::dot\(\)](#).

**5.4.3.7 length2()**

```
template<std::floating_point T>
T geom::Vec2< T >::length2
```

Calculate squared length of a vector function.

**Returns**

T length<sup>2</sup>

Definition at line 422 of file [vec2.hh](#).

References [geom::dot\(\)](#).

#### 5.4.3.8 length()

```
template<std::floating_point T>
T geom::Vec2< T >::length
```

Calculate length of a vector function.

##### Returns

T length

Definition at line 428 of file [vec2.hh](#).

#### 5.4.3.9 getPerp()

```
template<std::floating_point T>
Vec2< T > geom::Vec2< T >::getPerp
```

Get the perpendicular to this vector.

##### Returns

[Vec2](#) perpendicular vector

Definition at line 434 of file [vec2.hh](#).

#### 5.4.3.10 normalized()

```
template<std::floating_point T>
Vec2< T > geom::Vec2< T >::normalized
```

Get normalized vector function.

##### Returns

[Vec2](#) normalized vector

Definition at line 440 of file [vec2.hh](#).

References [geom::Vec2< T >::normalize\(\)](#).

#### 5.4.3.11 normalize()

```
template<std::floating_point T>
Vec2< T > & geom::Vec2< T >::normalize
```

Normalize vector function.

##### Returns

[Vec2](#)& reference to instance

Definition at line 448 of file [vec2.hh](#).

Referenced by [geom::Vec2< T >::normalized\(\)](#).

#### 5.4.3.12 operator[]() [1/2]

```
template<std::floating_point T>
T & geom::Vec2< T >::operator[] (
    size_t i )
```

Overloaded operator [] (non-const version) To get access to coordinates.

##### Parameters

<i>i</i>	index of coordinate (0 - x, 1 - y)
----------	------------------------------------

##### Returns

T& reference to coordinate value

##### Note

Coordinates calculated by mod 2

Definition at line 457 of file [vec2.hh](#).

#### 5.4.3.13 operator[]() [2/2]

```
template<std::floating_point T>
T geom::Vec2< T >::operator[] (
    size_t i ) const
```

Overloaded operator [] (const version) To get access to coordinates.

## Parameters

<i>i</i>	index of coordinate (0 - x, 1 - y)
----------	------------------------------------

## Returns

T coordinate value

## Note

Coordinates calculated by mod 2

Definition at line 471 of file [vec2.hh](#).

## 5.4.3.14 isPar()

```
template<std::floating_point T>
bool geom::Vec2< T >::isPar (
    const Vec2< T > & rhs ) const
```

Check if vector is parallel to another.

## Parameters

<i>in</i>	<i>rhs</i>	vector to check parallelism with
-----------	------------	----------------------------------

## Returns

true if vector is parallel  
false otherwise

Definition at line 485 of file [vec2.hh](#).

References [geom::Vec2< T >::x](#), and [geom::Vec2< T >::y](#).

## 5.4.3.15 isPerp()

```
template<std::floating_point T>
bool geom::Vec2< T >::isPerp (
    const Vec2< T > & rhs ) const
```

Check if vector is perpendicular to another.

## Parameters

<i>in</i>	<i>rhs</i>	vector to check perpendicularity with
-----------	------------	---------------------------------------

## Returns

true if vector is perpendicular  
false otherwise

Definition at line 492 of file [vec2.hh](#).

References [geom::dot\(\)](#).

**5.4.3.16 isEqual()**

```
template<std::floating_point T>
bool geom::Vec2< T >::isEqual (
    const Vec2< T > & rhs ) const
```

Check if vector is equal to another.

## Parameters

<i>in</i>	<i>rhs</i>	vector to check equality with
-----------	------------	-------------------------------

## Returns

true if vector is equal  
false otherwise

## Note

Equality check performs using [isNumEq\(T lhs, T rhs\)](#) function

Definition at line 498 of file [vec2.hh](#).

References [geom::Vec2< T >::x](#), and [geom::Vec2< T >::y](#).

Referenced by [geom::operator==\(\)](#).

**5.4.3.17 isNumEq()**

```
template<std::floating_point T>
bool geom::Vec2< T >::isNumEq (
    T lhs,
    T rhs ) [static]
```

Check equality (with threshold) of two floating point numbers function.

## Parameters

in	<i>lhs</i>	first number
in	<i>rhs</i>	second number

## Returns

true if numbers equals with threshold ( $|lhs - rhs| < threshold$ )  
false otherwise

## Note

Threshold defined by `threshold_` static member

Definition at line 504 of file [vec2.hh](#).

**5.4.3.18 setThreshold()**

```
template<std::floating_point T>
void geom::Vec2< T >::setThreshold (
    T thres ) [static]
```

Set new threshold value.

## Parameters

in	<i>thres</i>	value to set
----	--------------	--------------

Definition at line 510 of file [vec2.hh](#).

**5.4.3.19 getThreshold()**

```
template<std::floating_point T>
T geom::Vec2< T >::getThreshold [static]
```

Get current threshold value.

Definition at line 516 of file [vec2.hh](#).

#### 5.4.3.20 setDefThreshold()

```
template<std::floating_point T>
void geom::Vec2< T >::setDefThreshold [static]
```

Set threshold to default value.

##### Note

default value equals float point epsilon

Definition at line 522 of file [vec2.hh](#).

#### 5.4.3.21 operator\*=( ) [2/2]

```
template<std::floating_point T>
template<Number nType>
Vec2<T>& geom::Vec2< T >::operator*= (
    nType val )
```

Definition at line 397 of file [vec2.hh](#).

#### 5.4.3.22 operator/=( ) [2/2]

```
template<std::floating_point T>
template<Number nType>
Vec2<T>& geom::Vec2< T >::operator/= (
    nType val )
```

Definition at line 407 of file [vec2.hh](#).

### 5.4.4 Member Data Documentation

#### 5.4.4.1 x

```
template<std::floating_point T>
T geom::Vec2< T >::x {}
```

[Vec2](#) coordinates.

Definition at line 39 of file [vec2.hh](#).

Referenced by [geom::Vec2< T >::dot\(\)](#), [geom::Vec2< T >::isEqual\(\)](#), [geom::Vec2< T >::isPar\(\)](#), [geom::Vec2< T >::operator+=\( \)](#), [geom::Vec2< T >::operator-=\( \)](#), and [geom::operator<<\(\)](#).



## 5.4.4.2 y

```
template<std::floating_point T>
T geom::Vec2< T >::y {}
```

Definition at line 39 of file [vec2.hh](#).

Referenced by [geom::Vec2< T >::dot\(\)](#), [geom::Vec2< T >::isEqual\(\)](#), [geom::Vec2< T >::isPar\(\)](#), [geom::Vec2< T >::operator+=\(\)](#), [geom::Vec2< T >::operator-=\(\)](#), and [geom::operator<<\(\)](#).

The documentation for this class was generated from the following file:

- include/primitives/[vec2.hh](#)

## 5.5 geom::Vec3&lt; T &gt; Class Template Reference

[Vec3](#) class realization.

```
#include <vec3.hh>
```

## Public Member Functions

- [Vec3](#) (T coordX, T coordY, T coordZ)  
*Construct a new [Vec3](#) object from 3 coordinates.*
- [Vec3](#) (T coordX={})  
*Construct a new [Vec3](#) object with equals coordinates.*
- [Vec3](#) & [operator+=](#) (const [Vec3](#) &vec)  
*Overloaded += operator Increments vector coordinates by corresponding coordinates of vec.*
- [Vec3](#) & [operator-=](#) (const [Vec3](#) &vec)  
*Overloaded -= operator Decrements vector coordinates by corresponding coordinates of vec.*
- [Vec3](#) [operator-](#) () const  
*Unary - operator.*
- template<Number nType>  
[Vec3](#) & [operator\\*=](#) (nType val)  
*Overloaded \*= by number operator.*
- template<Number nType>  
[Vec3](#) & [operator/=](#) (nType val)  
*Overloaded /= by number operator.*
- T [dot](#) (const [Vec3](#) &rhs) const  
*Dot product function.*
- [Vec3](#) [cross](#) (const [Vec3](#) &rhs) const  
*Cross product function.*
- T [length2](#) () const  
*Calculate squared length of a vector function.*
- T [length](#) () const  
*Calculate length of a vector function.*
- [Vec3](#) [normalized](#) () const  
*Get normalized vector function.*
- [Vec3](#) & [normalize](#) ()

- *Normalize vector function.*
- `T & operator[] (size_t i)`  
*Overloaded operator [] (non-const version) To get access to coordinates.*
- `T operator[] (size_t i) const`  
*Overloaded operator [] (const version) To get access to coordinates.*
- `bool isPar (const Vec3 &rhs) const`  
*Check if vector is parallel to another.*
- `bool isPerp (const Vec3 &rhs) const`  
*Check if vector is perpendicular to another.*
- `bool isEqual (const Vec3 &rhs) const`  
*Check if vector is equal to another.*
- `template<Number nType>`  
`Vec3< T > & operator*=( nType val)`
- `template<Number nType>`  
`Vec3< T > & operator/=( nType val)`

## Static Public Member Functions

- `static bool isNumEq (T lhs, T rhs)`  
*Check equality (with threshold) of two floating point numbers function.*
- `static void setThreshold (T thres)`  
*Set new threshold value.*
- `static T getThreshold ()`  
*Get current threshold value.*
- `static void setDefThreshold ()`  
*Set threshold to default value.*

## Public Attributes

- `T x {}`  
*Vec3 coordinates.*
- `T y {}`
- `T z {}`

### 5.5.1 Detailed Description

```
template<std::floating_point T>
class geom::Vec3< T >
```

`Vec3` class realization.

#### Template Parameters

<code>T</code>	- floating point type of coordinates
----------------	--------------------------------------

Definition at line 27 of file `vec3.hh`.

## 5.5.2 Constructor & Destructor Documentation

### 5.5.2.1 Vec3() [1/2]

```
template<std::floating_point T>
geom::Vec3< T >::Vec3 (
    T coordX,
    T coordY,
    T coordZ ) [inline]
```

Construct a new [Vec3](#) object from 3 coordinates.

#### Parameters

in	<i>coordX</i>	x coordinate
in	<i>coordY</i>	y coordinate
in	<i>coordZ</i>	z coordinate

Definition at line 48 of file [vec3.hh](#).

### 5.5.2.2 Vec3() [2/2]

```
template<std::floating_point T>
geom::Vec3< T >::Vec3 (
    T coordX = {} ) [inline], [explicit]
```

Construct a new [Vec3](#) object with equals coordinates.

#### Parameters

in	<i>coordX</i>	coordinate (default to {})
----	---------------	----------------------------

Definition at line 56 of file [vec3.hh](#).

## 5.5.3 Member Function Documentation

### 5.5.3.1 operator+=()

```
template<std::floating_point T>
Vec3< T > & geom::Vec3< T >::operator+= (
    const Vec3< T > & vec )
```

Overloaded += operator Increments vector coordinates by corresponding coordinates of vec.

## Parameters

in	vec	vector to incremented with
----	-----	----------------------------

## Returns

[Vec3](#)& reference to current instance

Definition at line 403 of file [vec3.hh](#).

References [geom::Vec3< T >::x](#), [geom::Vec3< T >::y](#), and [geom::Vec3< T >::z](#).

### 5.5.3.2 operator-=()

```
template<std::floating_point T>
Vec3< T > & geom::Vec3< T >::operator-= (
    const Vec3< T > & vec )
```

Overloaded -= operator Decrements vector coordinates by corresponding coordinates of vec.

## Parameters

in	vec	vector to decremented with
----	-----	----------------------------

## Returns

[Vec3](#)& reference to current instance

Definition at line 413 of file [vec3.hh](#).

References [geom::Vec3< T >::x](#), [geom::Vec3< T >::y](#), and [geom::Vec3< T >::z](#).

### 5.5.3.3 operator-()

```
template<std::floating_point T>
Vec3< T > geom::Vec3< T >::operator-
```

Unary - operator.

## Returns

[Vec3](#) negated [Vec3](#) instance

Definition at line 423 of file [vec3.hh](#).

**5.5.3.4 operator\*=( ) [1/2]**

```
template<std::floating_point T>
template<Number nType>
Vec3& geom::Vec3< T >::operator*= (
    nType val )
```

Overloaded \*= by number operator.

**Template Parameters**

<i>nType</i>	numeric type of value to multiply by
--------------	--------------------------------------

**Parameters**

in	<i>val</i>	value to multiply by
----	------------	----------------------

**Returns**

Vec3& reference to vector instance

**5.5.3.5 operator/=( ) [1/2]**

```
template<std::floating_point T>
template<Number nType>
Vec3& geom::Vec3< T >::operator/= (
    nType val )
```

Overloaded /= by number operator.

**Template Parameters**

<i>nType</i>	numeric type of value to divide by
--------------	------------------------------------

**Parameters**

in	<i>val</i>	value to divide by
----	------------	--------------------

**Returns**

Vec3& reference to vector instance

**Warning**

Does not check if val equals 0

### 5.5.3.6 dot()

```
template<std::floating_point T>
T geom::Vec3< T >::dot (
    const Vec3< T > & rhs ) const
```

Dot product function.

#### Parameters

<i>rhs</i>	vector to dot product with
------------	----------------------------

#### Returns

T dot product of two vectors

Definition at line 451 of file [vec3.hh](#).

References [geom::Vec3< T >::x](#), [geom::Vec3< T >::y](#), and [geom::Vec3< T >::z](#).

Referenced by [geom::dot\(\)](#).

### 5.5.3.7 cross()

```
template<std::floating_point T>
Vec3< T > geom::Vec3< T >::cross (
    const Vec3< T > & rhs ) const
```

Cross product function.

#### Parameters

<i>rhs</i>	vector to cross product with
------------	------------------------------

#### Returns

[Vec3](#) cross product of two vectors

Definition at line 457 of file [vec3.hh](#).

References [geom::Vec3< T >::x](#), [geom::Vec3< T >::y](#), and [geom::Vec3< T >::z](#).

Referenced by [geom::cross\(\)](#), and [geom::Plane< T >::getParametric\(\)](#).

#### 5.5.3.8 length2()

```
template<std::floating_point T>
T geom::Vec3< T >::length2
```

Calculate squared length of a vector function.

##### Returns

$T \text{ length}^2$

Definition at line 463 of file [vec3.hh](#).

References [geom::dot\(\)](#).

#### 5.5.3.9 length()

```
template<std::floating_point T>
T geom::Vec3< T >::length
```

Calculate length of a vector function.

##### Returns

$T \text{ length}$

Definition at line 469 of file [vec3.hh](#).

#### 5.5.3.10 normalized()

```
template<std::floating_point T>
Vec3< T > geom::Vec3< T >::normalized
```

Get normalized vector function.

##### Returns

[Vec3](#) normalized vector

Definition at line 475 of file [vec3.hh](#).

References [geom::Vec3< T >::normalize\(\)](#).

Referenced by [geom::Plane< T >::getNormalDist\(\)](#), and [geom::Plane< T >::getNormalPoint\(\)](#).

### 5.5.3.11 normalize()

```
template<std::floating_point T>
Vec3< T > & geom::Vec3< T >::normalize
```

Normalize vector function.

#### Returns

Vec3& reference to instance

Definition at line 483 of file [vec3.hh](#).

Referenced by [geom::Vec3< T >::normalized\(\)](#).

### 5.5.3.12 operator[]() [1/2]

```
template<std::floating_point T>
T & geom::Vec3< T >::operator[] (
    size_t i )
```

Overloaded operator [] (non-const version) To get access to coordinates.

#### Parameters

<i>i</i>	index of coordinate (0 - x, 1 - y, 2 - z)
----------	---

#### Returns

T& reference to coordinate value

#### Note

Coordinates calculated by mod 3

Definition at line 492 of file [vec3.hh](#).

### 5.5.3.13 operator[]() [2/2]

```
template<std::floating_point T>
T geom::Vec3< T >::operator[] (
    size_t i ) const
```

Overloaded operator [] (const version) To get access to coordinates.



## Parameters

<i>i</i>	index of coordinate (0 - x, 1 - y, 2 - z)
----------	---

## Returns

T coordinate value

## Note

Coordinates calculated by mod 3

Definition at line 508 of file [vec3.hh](#).

## 5.5.3.14 isPar()

```
template<std::floating_point T>
bool geom::Vec3< T >::isPar (
    const Vec3< T > & rhs ) const
```

Check if vector is parallel to another.

## Parameters

<i>in</i>	<i>rhs</i>	vector to check parallelism with
-----------	------------	----------------------------------

## Returns

true if vector is parallel  
false otherwise

Definition at line 524 of file [vec3.hh](#).

References [geom::cross\(\)](#).

## 5.5.3.15 isPerp()

```
template<std::floating_point T>
bool geom::Vec3< T >::isPerp (
    const Vec3< T > & rhs ) const
```

Check if vector is perpendicular to another.

**Parameters**

<code>in</code>	<code>rhs</code>	vector to check perpendicularity with
-----------------	------------------	---------------------------------------

**Returns**

true if vector is perpendicular  
false otherwise

Definition at line 530 of file [vec3.hh](#).

References [geom::dot\(\)](#).

**5.5.3.16 isEqual()**

```
template<std::floating_point T>
bool geom::Vec3< T >::isEqual (
    const Vec3< T > & rhs ) const
```

Check if vector is equal to another.

**Parameters**

<code>in</code>	<code>rhs</code>	vector to check equality with
-----------------	------------------	-------------------------------

**Returns**

true if vector is equal  
false otherwise

**Note**

Equality check performs using [isNumEq\(T lhs, T rhs\)](#) function

Definition at line 536 of file [vec3.hh](#).

References [geom::Vec3< T >::x](#), [geom::Vec3< T >::y](#), and [geom::Vec3< T >::z](#).

Referenced by [geom::operator==\(\)](#).

**5.5.3.17 isNumEq()**

```
template<std::floating_point T>
bool geom::Vec3< T >::isNumEq (
    T lhs,
    T rhs ) [static]
```

Check equality (with threshold) of two floating point numbers function.

## Parameters

in	<i>lhs</i>	first number
in	<i>rhs</i>	second number

## Returns

true if numbers equals with threshold ( $|lhs - rhs| < threshold$ )  
false otherwise

## Note

Threshold defined by `threshold_` static member

Definition at line 542 of file [vec3.hh](#).

**5.5.3.18 setThreshold()**

```
template<std::floating_point T>
void geom::Vec3< T >::setThreshold (
    T thres ) [static]
```

Set new threshold value.

## Parameters

in	<i>thres</i>	value to set
----	--------------	--------------

Definition at line 548 of file [vec3.hh](#).

**5.5.3.19 getThreshold()**

```
template<std::floating_point T>
T geom::Vec3< T >::getThreshold [static]
```

Get current threshold value.

Definition at line 554 of file [vec3.hh](#).

### 5.5.3.20 setDefThreshold()

```
template<std::floating_point T>
void geom::Vec3< T >::setDefThreshold [static]
```

Set threshold to default value.

#### Note

default value equals float point epsilon

Definition at line 560 of file [vec3.hh](#).

### 5.5.3.21 operator\*=( ) [2/2]

```
template<std::floating_point T>
template<Number nType>
Vec3<T>& geom::Vec3< T >::operator*= (
    nType val )
```

Definition at line 430 of file [vec3.hh](#).

### 5.5.3.22 operator/=( ) [2/2]

```
template<std::floating_point T>
template<Number nType>
Vec3<T>& geom::Vec3< T >::operator/= (
    nType val )
```

Definition at line 441 of file [vec3.hh](#).

## 5.5.4 Member Data Documentation

### 5.5.4.1 x

```
template<std::floating_point T>
T geom::Vec3< T >::x {}
```

[Vec3](#) coordinates.

Definition at line 39 of file [vec3.hh](#).

Referenced by [geom::Vec3< T >::cross\(\)](#), [geom::Vec3< T >::dot\(\)](#), [geom::Vec3< T >::isEqual\(\)](#), [geom::Vec3< T >::operator+=\( \)](#), [geom::Vec3< T >::operator-=\( \)](#), [geom::operator<<\(\)](#), and [geom::operator>>\(\)](#).

### 5.5.4.2 y

```
template<std::floating_point T>
T geom::Vec3< T >::y {}
```

Definition at line 39 of file [vec3.hh](#).

Referenced by [geom::Vec3< T >::cross\(\)](#), [geom::Vec3< T >::dot\(\)](#), [geom::Vec3< T >::isEqual\(\)](#), [geom::Vec3< T >::operator+=\(\)](#), [geom::Vec3< T >::operator-=\(\)](#), [geom::operator<<\(\)](#), and [geom::operator>>\(\)](#).

### 5.5.4.3 z

```
template<std::floating_point T>
T geom::Vec3< T >::z {}
```

Definition at line 39 of file [vec3.hh](#).

Referenced by [geom::Vec3< T >::cross\(\)](#), [geom::Vec3< T >::dot\(\)](#), [geom::Vec3< T >::isEqual\(\)](#), [geom::Vec3< T >::operator+=\(\)](#), [geom::Vec3< T >::operator-=\(\)](#), [geom::operator<<\(\)](#), and [geom::operator>>\(\)](#).

The documentation for this class was generated from the following file:

- [include/primitives/vec3.hh](#)



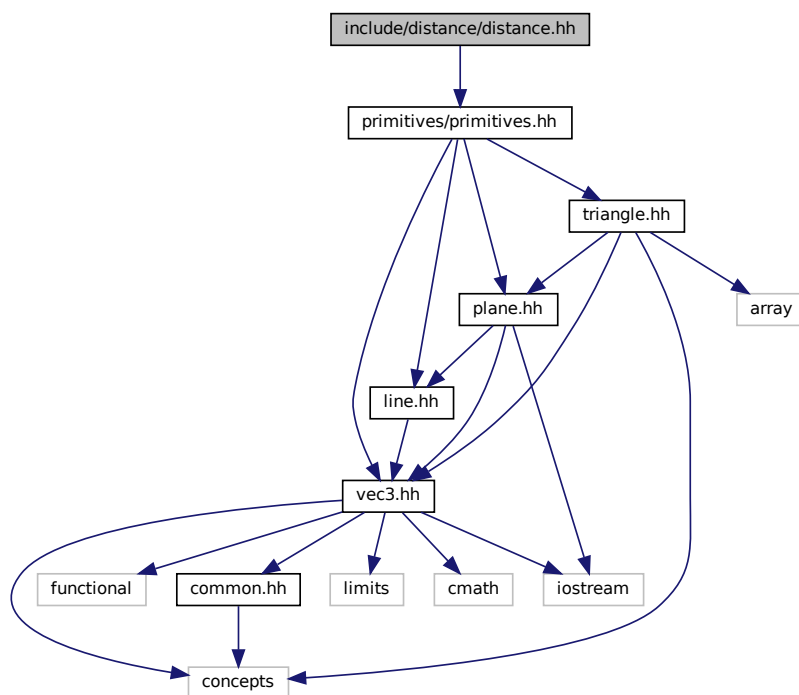
## Chapter 6

# File Documentation

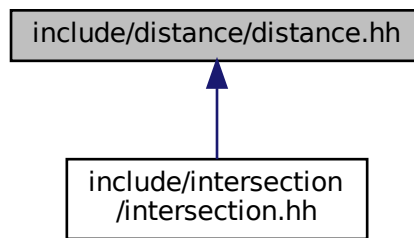
### 6.1 include/distance/distance.hh File Reference

```
#include "primitives/primitives.hh"
```

Include dependency graph for distance.hh:



This graph shows which files directly or indirectly include this file:



## Namespaces

- [geom](#)  
*line.hh Line class implementation*

## Functions

- `template<std::floating_point T>`  
`T geom::distance (const Plane< T > &pl, const Vec3< T > &pt)`  
*Calculates signed distance between point and plane.*

## 6.2 distance.hh

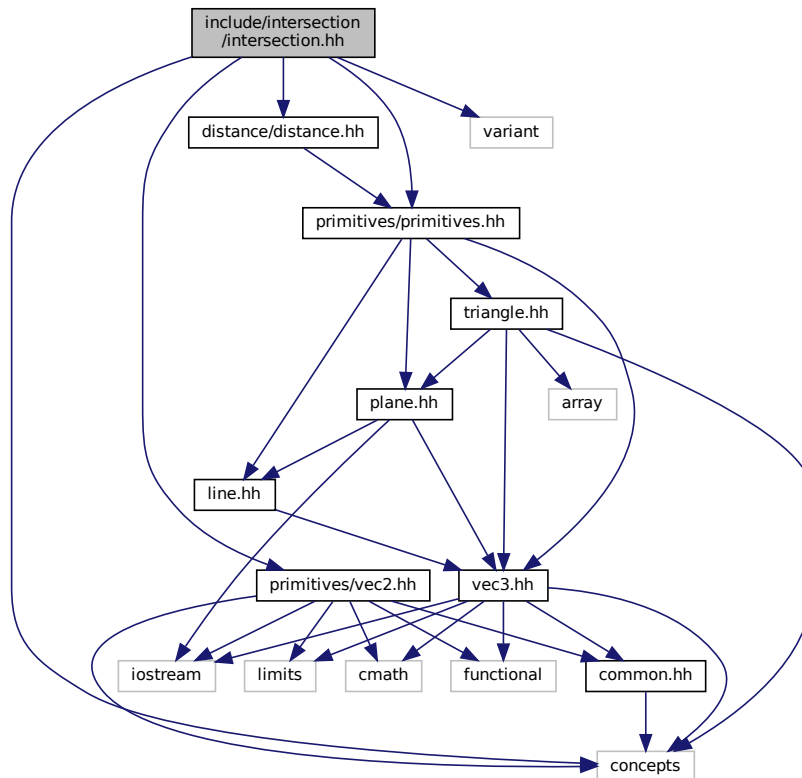
```

00001 #ifndef __INCLUDE_DISTANCE_DISTANCE_HH__
00002 #define __INCLUDE_DISTANCE_DISTANCE_HH__
00003
00004 #include "primitives/primitives.hh"
00005
00006 namespace geom
00007 {
00008
00009 /**
00010  * @brief Calculates signed distance between point and plane
00011  *
00012  * @tparam T - floating point type of coordinates
00013  * @param pl plane
00014  * @param pt point
00015  * @return T signed distance between point and plane
00016  */
00017 template <std::floating_point T>
00018 T distance(const Plane<T> &pl, const Vec3<T> &pt);
00019
00020 } // namespace geom
00021
00022 namespace geom
00023 {
00024
00025 template <std::floating_point T>
00026 T distance(const Plane<T> &pl, const Vec3<T> &pt)
00027 {
00028     return dot(pt, pl.norm()) - pl.dist();
00029 }
00030
00031 } // namespace geom
00032
00033 #endif // __INCLUDE_DISTANCE_DISTANCE_HH__
  
```



## 6.3 include/intersection/intersection.hh File Reference

```
#include <concepts>
#include <variant>
#include "distance/distance.hh"
#include "primitives/primitives.hh"
#include "primitives/vec2.hh"
Include dependency graph for intersection.hh:
```



## Namespaces

- [geom](#)  
     [line.hh](#) *Line* class implementation
- [geom::detail](#)

## Typedefs

- `template<typename T>`  
   using [geom::detail::Segment](#) = `std::pair< T, T >`
- `template<std::floating_point T>`  
   using [geom::detail::Trian2](#) = `std::array< Vec2< T >, 3 >`

## Functions

- `template<std::floating_point T>`  
`bool geom::isIntersect (const Triangle< T > &tr1, const Triangle< T > &tr2)`  
*Checks intersection of 2 triangles.*
- `template<std::floating_point T>`  
`std::variant< std::monostate, Line< T >, Plane< T > > geom::intersect (const Plane< T > &pl1, const Plane< T > &pl2)`  
*Intersect 2 planes and return result of intersection.*
- `template<std::floating_point T>`  
`bool geom::detail::isIntersect2D (const Triangle< T > &tr1, const Triangle< T > &tr2)`
- `template<std::floating_point T>`  
`bool geom::detail::isIntersectMollerHaines (const Triangle< T > &tr1, const Triangle< T > &tr2)`
- `template<std::floating_point T>`  
`Segment< T > geom::detail::helperMollerHaines (const Triangle< T > &tr, const Plane< T > &pl, const Line< T > &l)`
- `template<std::floating_point T>`  
`bool geom::detail::isIntersectBothInvalid (const Triangle< T > &tr1, const Triangle< T > &tr2)`
- `template<std::floating_point T>`  
`bool geom::detail::isIntersectValidInvalid (const Triangle< T > &tr1, const Triangle< T > &tr2)`
- `template<std::floating_point T>`  
`bool geom::detail::isOverlap (Segment< T > &segm1, Segment< T > &segm2)`
- `template<std::forward_iterator It>`  
`bool geom::detail::isSameSign (It begin, It end)`
- `template<std::floating_point T>`  
`bool geom::detail::isOnOneSide (const Plane< T > &pl, const Triangle< T > &tr)`
- `template<std::floating_point T>`  
`Trian2< T > geom::detail::getTrian2 (const Plane< T > &pl, const Triangle< T > &tr)`
- `template<std::floating_point T>`  
`bool geom::detail::isCounterClockwise (Trian2< T > &tr)`
- `template<std::floating_point T>`  
`Segment< T > geom::detail::computeInterval (const Trian2< T > &tr, const Vec2< T > &d)`

## 6.4 intersection.hh

```

00001 #ifndef __INCLUDE_INTERSECTION_INTERSECTION_HH__
00002 #define __INCLUDE_INTERSECTION_INTERSECTION_HH__
00003
00004 #include <concepts>
00005 #include <variant>
00006
00007 #include "distance/distance.hh"
00008 #include "primitives/primitives.hh"
00009 #include "primitives/vec2.hh"
00010
00011 namespace geom
00012 {
00013
00014 /**
00015  * @brief Checks intersection of 2 triangles
00016  *
00017  * @tparam T - floating point type of coordinates
00018  * @param tr1 first triangle
00019  * @param tr2 second triangle
00020  * @return true if triangles are intersect
00021  * @return false if triangles are not intersect
00022  */
00023 template <std::floating_point T>
00024 bool isIntersect(const Triangle<T> &tr1, const Triangle<T> &tr2);
00025
00026 /**
00027  * @brief Intersect 2 planes and return result of intersection
00028  * @details
00029  * Common intersection case (parallel planes case is trivial):
00030  *
00031  * Let  $\vec{P}$  - point in space

```

```

00032 *
00033 * \f$ pl_1 \f$ equation: \f$ \overrightarrow{n}_1 \cdot \overrightarrow{P} = d_1 \f$
00034 *
00035 * \f$ pl_2 \f$ equation: \f$ \overrightarrow{n}_2 \cdot \overrightarrow{P} = d_2 \f$
00036 *
00037 * Intersection line direction: \f$ \overrightarrow{dir} = \overrightarrow{n}_1 \times
00038 * \overrightarrow{n}_2 \f$
00039 *
00040 * Let origin of intersection line be a linear combination of \f$ \overrightarrow{n}_1 \f$
00041 * and \f$ \overrightarrow{n}_2 \f$: \f[ \overrightarrow{P} = a \cdot \overrightarrow{n}_1
00042 * + b \cdot \overrightarrow{n}_2 \f]
00043 *
00044 * \f$ \overrightarrow{P} \f$ must satisfy both \f$ pl_1 \f$ and \f$ pl_2 \f$ equations:
00045 * \f[
00046 * \overrightarrow{n}_1 \cdot \overrightarrow{P} = d_1
00047 * \Leftrightarrow
00048 * \overrightarrow{n}_1
00049 * \cdot
00050 * \left(
00051 * a \cdot \overrightarrow{n}_1 + b \cdot \overrightarrow{n}_2
00052 * \right)
00053 * = d_1
00054 * \Leftrightarrow
00055 * a + b \cdot \overrightarrow{n}_1 \cdot \overrightarrow{n}_2 = d_1
00056 * \f]
00057 * \f[
00058 * \overrightarrow{n}_2 \cdot \overrightarrow{P} = d_2
00059 * \Leftrightarrow
00060 * \overrightarrow{n}_2
00061 * \cdot
00062 * \left(
00063 * a \cdot \overrightarrow{n}_1 + b \cdot \overrightarrow{n}_2
00064 * \right) = d_2
00065 * \Leftrightarrow
00066 * a \cdot \overrightarrow{n}_1 \cdot \overrightarrow{n}_2 + b = d_2
00067 * \f]
00068 *
00069 * Let's find \f$a\f$ and \f$b\f$:
00070 * \f[
00071 * a = \frac{
00072 * d_2 \cdot \overrightarrow{n}_1 \cdot \overrightarrow{n}_2 - d_1
00073 * }{
00074 * \left( \overrightarrow{n}_1 \cdot \overrightarrow{n}_2 \right)^2 - 1
00075 * }
00076 * \f]
00077 * \f[
00078 * b = \frac{
00079 * d_1 \cdot \overrightarrow{n}_1 \cdot \overrightarrow{n}_2 - d_2
00080 * }{
00081 * \left( \overrightarrow{n}_1 \cdot \overrightarrow{n}_2 \right)^2 - 1
00082 * }
00083 * \f]
00084 *
00085 * Intersection line equation:
00086 * \f[
00087 * \overrightarrow{r}(t) = \overrightarrow{P} + t \cdot \overrightarrow{n}_1 \times
00088 * \overrightarrow{n}_2 = (a \cdot \overrightarrow{n}_1 + b \cdot \overrightarrow{n}_2) +
00089 * t \cdot \overrightarrow{n}_1 \times \overrightarrow{n}_2 \f]
00090 *
00091 * @tparam T - floating point type of coordinates
00092 * @param pl1 first plane
00093 * @param pl2 second plane
00094 * @return std::variant<std::monostate, Line<T>, Plane<T>
00095 */
00096 template <std::floating_point T>
00097 std::variant<std::monostate, Line<T>, Plane<T> intersect(const Plane<T> &pl1,
00098                                                         const Plane<T> &pl2);
00099
00100 namespace detail
00101 {
00102
00103 template <typename T>
00104 using Segment = std::pair<T, T>;
00105
00106 template <std::floating_point T>
00107 using Trian2 = std::array<Vec2<T>, 3>;
00108
00109 template <std::floating_point T>
00110 bool isIntersect2D(const Triangle<T> &tr1, const Triangle<T> &tr2);
00111
00112 template <std::floating_point T>
00113 bool isIntersectMollerHaines(const Triangle<T> &tr1, const Triangle<T> &tr2);
00114
00115 template <std::floating_point T>
00116 Segment<T> helperMollerHaines(const Triangle<T> &tr, const Plane<T> &pl,
00117                               const Line<T> &l);
00118

```

```

00119 template <std::floating_point T>
00120 bool isIntersectBothInvalid(const Triangle<T> &tr1, const Triangle<T> &tr2);
00121
00122 template <std::floating_point T>
00123 bool isIntersectValidInvalid(const Triangle<T> &tr1, const Triangle<T> &tr2);
00124
00125 template <std::floating_point T>
00126 bool isOverlap(Segment<T> &segm1, Segment<T> &segm2);
00127
00128 template <std::forward_iterator It>
00129 bool isSameSign(It begin, It end);
00130
00131 template <std::floating_point T>
00132 bool isOnOneSide(const Plane<T> &p1, const Triangle<T> &tr);
00133
00134 template <std::floating_point T>
00135 Trian2<T> getTrian2(const Plane<T> &p1, const Triangle<T> &tr);
00136
00137 template <std::floating_point T>
00138 bool isCounterClockwise(Trian2<T> &tr);
00139
00140 template <std::floating_point T>
00141 Segment<T> computeInterval(const Trian2<T> &tr, const Vec2<T> &d);
00142
00143 } // namespace detail
00144 } // namespace geom
00145
00146 namespace geom
00147 {
00148
00149 template <std::floating_point T>
00150 bool isIntersect(const Triangle<T> &tr1, const Triangle<T> &tr2)
00151 {
00152     /* TODO: handle invalid triangles case */
00153     auto isInv1 = !tr1.isValid();
00154     auto isInv2 = !tr2.isValid();
00155
00156     if (isInv1 && isInv2)
00157         return detail::isIntersectBothInvalid(tr1, tr2);
00158
00159     if (isInv1)
00160         return detail::isIntersectValidInvalid(tr2, tr1);
00161
00162     if (isInv2)
00163         return detail::isIntersectValidInvalid(tr1, tr2);
00164
00165     auto p11 = tr1.getPlane();
00166     if (detail::isOnOneSide(p11, tr2))
00167         return false;
00168
00169     auto p12 = tr2.getPlane();
00170     if (p11 == p12)
00171         return detail::isIntersect2D(tr1, tr2);
00172
00173     if (p11.isPar(p12))
00174         return false;
00175
00176     if (detail::isOnOneSide(p12, tr1))
00177         return false;
00178
00179     return detail::isIntersectMollerHaines(tr1, tr2);
00180 }
00181
00182 template <std::floating_point T>
00183 std::variant<std::monostate, Line<T>, Plane<T>> intersect(const Plane<T> &p11,
00184                                                         const Plane<T> &p12)
00185 {
00186     const auto &n1 = p11.norm();
00187     const auto &n2 = p12.norm();
00188
00189     auto dir = cross(n1, n2);
00190
00191     /* if planes are parallel */
00192     if (Vec3<T>{0} == dir)
00193     {
00194         if (p11 == p12)
00195             return p11;
00196
00197         return std::monostate{};
00198     }
00199
00200     auto n1n2 = dot(n1, n2);
00201     auto d1 = p11.dist();
00202     auto d2 = p12.dist();
00203
00204     auto a = (d2 * n1n2 - d1) / (n1n2 * n1n2 - 1);
00205     auto b = (d1 * n1n2 - d2) / (n1n2 * n1n2 - 1);

```

```

00206
00207     return Line<T>{(a * n1) + (b * n2), dir};
00208 }
00209
00210 namespace detail
00211 {
00212
00213 template <std::floating_point T>
00214 bool isIntersect2D(const Triangle<T> &tr1, const Triangle<T> &tr2)
00215 {
00216     auto pl = tr1.getPlane();
00217
00218     auto trian1 = getTrian2(pl, tr1);
00219     auto trian2 = getTrian2(pl, tr2);
00220
00221     for (auto trian : {trian1, trian2})
00222     {
00223         for (size_t i0 = 0, i1 = 2; i0 < 3; i1 = i0, ++i0)
00224         {
00225             auto d = (trian[i0] - trian[i1]).getPerp();
00226
00227             auto s1 = computeInterval(trian1, d);
00228             auto s2 = computeInterval(trian2, d);
00229
00230             if (s2.second < s1.first || s1.second < s2.first)
00231                 return false;
00232         }
00233     }
00234
00235     return true;
00236 }
00237
00238 template <std::floating_point T>
00239 bool isIntersectMollerHaines(const Triangle<T> &tr1, const Triangle<T> &tr2)
00240 {
00241     auto pl1 = tr1.getPlane();
00242     auto pl2 = tr2.getPlane();
00243
00244     auto l = std::get<Line<T>>(intersect(pl1, pl2));
00245
00246     auto params1 = helperMollerHaines(tr1, pl2, l);
00247     auto params2 = helperMollerHaines(tr2, pl1, l);
00248
00249     return isOverlap(params1, params2);
00250 }
00251
00252 template <std::floating_point T>
00253 Segment<T> helperMollerHaines(const Triangle<T> &tr, const Plane<T> &pl, const Line<T> &l)
00254 {
00255     /* Project the triangle vertices onto line */
00256     std::array<T, 3> vert{};
00257     for (size_t i = 0; i < 3; ++i)
00258         vert[i] = dot(l.dir(), tr[i] - l.org());
00259
00260     std::array<T, 3> sdist{};
00261     for (size_t i = 0; i < 3; ++i)
00262         sdist[i] = distance(pl, tr[i]);
00263
00264     std::array<bool, 3> isOneSide{};
00265     for (size_t i = 0; i < 3; ++i)
00266         isOneSide[i] = (sdist[i] * sdist[(i + 1) % 3] > 0);
00267
00268     /* Looking for vertex which is alone on it's side */
00269     size_t rogue = 0;
00270     for (size_t i = 0; i < 3; ++i)
00271         if (isOneSide[i])
00272             rogue = (i + 2) % 3;
00273
00274     std::vector<T> segm{};
00275     std::array<size_t, 2> arr{(rogue + 1) % 3, (rogue + 2) % 3};
00276
00277     for (size_t i : arr)
00278         segm.push_back(vert[i] +
00279             (vert[rogue] - vert[i]) * sdist[i] / (sdist[i] - sdist[rogue]));
00280
00281     /* Sort segment's ends */
00282     if (segm[0] > segm[1])
00283         std::swap(segm[0], segm[1]);
00284
00285     return {segm[0], segm[1]};
00286 }
00287
00288 template <std::floating_point T>
00289 bool isIntersectBothInvalid(const Triangle<T> &tr1, const Triangle<T> &tr2)
00290 {
00291     std::cout << "both invalid" << std::endl;
00292     std::cout << "tr1: " << tr1 << std::endl;

```

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00293     std::cout << "tr2: " << tr2 << std::endl;
00294     return false;
00295 }
00296
00297 template <std::floating_point T>
00298 bool isIntersectValidInvalid(const Triangle<T> &tr1, const Triangle<T> &tr2)
00299 {
00300     std::cout << "one invalid" << std::endl;
00301     std::cout << "tr1: " << tr1 << std::endl;
00302     std::cout << "tr2: " << tr2 << std::endl;
00303     return false;
00304 }
00305
00306 template <std::floating_point T>
00307 bool isOverlap(Segment<T> &segm1, Segment<T> &segm2)
00308 {
00309     return (segm2.first <= segm1.second) && (segm2.second >= segm1.first);
00310 }
00311
00312 template <std::forward_iterator It>
00313 bool isSameSign(It begin, It end)
00314 {
00315     auto cur = begin;
00316     auto prev = begin;
00317
00318     for (++cur; cur != end; ++cur)
00319         if ((*cur) * (*prev) <= 0)
00320             return false;
00321
00322     return true;
00323 }
00324
00325 template <std::floating_point T>
00326 bool isOnOneSide(const Plane<T> &pl, const Triangle<T> &tr)
00327 {
00328     std::array<T, 3> sdist{};
00329     for (size_t i = 0; i < 3; ++i)
00330         sdist[i] = distance(pl, tr[i]);
00331
00332     if (detail::isSameSign(sdist.begin(), sdist.end()))
00333         return true;
00334
00335     return false;
00336 }
00337
00338 template <std::floating_point T>
00339 Trian2<T> getTrian2(const Plane<T> &pl, const Triangle<T> &tr)
00340 {
00341     auto norm = pl.norm();
00342
00343     const Vec3<T> x{1, 0, 0};
00344     const Vec3<T> y{0, 1, 0};
00345     const Vec3<T> z{0, 0, 1};
00346
00347     std::array<Vec3<T>, 3> xyz{x, y, z};
00348     std::array<T, 3> xyzDot;
00349
00350     std::transform(xyz.begin(), xyz.end(), xyzDot.begin(),
00351         [&norm](const auto &axis) { return std::abs(dot(axis, norm)); });
00352
00353     auto maxIt = std::max_element(xyzDot.begin(), xyzDot.end());
00354     auto maxIdx = static_cast<size_t>(maxIt - xyzDot.begin());
00355
00356     Trian2<T> res;
00357     for (size_t i = 0; i < 3; ++i)
00358         for (size_t j = 0, k = 0; j < 2; ++j, ++k)
00359             {
00360                 if (k == maxIdx)
00361                     ++k;
00362
00363                 res[i][j] = tr[i][k];
00364             }
00365
00366     if (!isCounterClockwise(res))
00367         std::swap(res[0], res[1]);
00368
00369     return res;
00370 }
00371
00372 template <std::floating_point T>
00373 bool isCounterClockwise(Trian2<T> &tr)
00374 {
00375     /**
00376      * The triangle is counterclockwise ordered if  $\Delta > 0$ 
00377      * and clockwise ordered if  $\Delta < 0$ .
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01
```

```

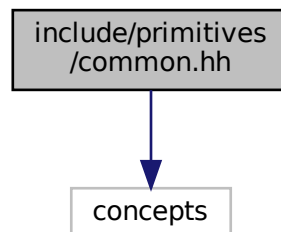
00380     * \delta = det | x0 x1 x2 | = (x1 * y2 - x2 * y1) - (x0 * y2 - x2 * y0)
00381     *               + y0 y1 y2 +               + (x0 * y1 - x1 * y0)
00382     *
00383     */
00384
00385     auto x0 = tr[0][0], x1 = tr[1][0], x2 = tr[2][0];
00386     auto y0 = tr[0][1], y1 = tr[1][1], y2 = tr[2][1];
00387
00388     auto delta = (x1 * y2 - x2 * y1) - (x0 * y2 - x2 * y0) + (x0 * y1 - x1 * y0);
00389     return (delta > 0);
00390 }
00391
00392 template <std::floating_point T>
00393 Segment<T> computeInterval(const Trian2<T> &tr, const Vec2<T> &d)
00394 {
00395     auto init = dot(d, tr[0]);
00396     auto min = init;
00397     auto max = init;
00398
00399     for (size_t i = 1; i < 3; ++i)
00400         if (auto val = dot(d, tr[i]); val < min)
00401             min = val;
00402         else if (val > max)
00403             max = val;
00404
00405     return {min, max};
00406 }
00407
00408 } // namespace detail
00409 } // namespace geom
00410
00411 #endif // __INCLUDE_INTERSECTION_INTERSECTION_HH__

```

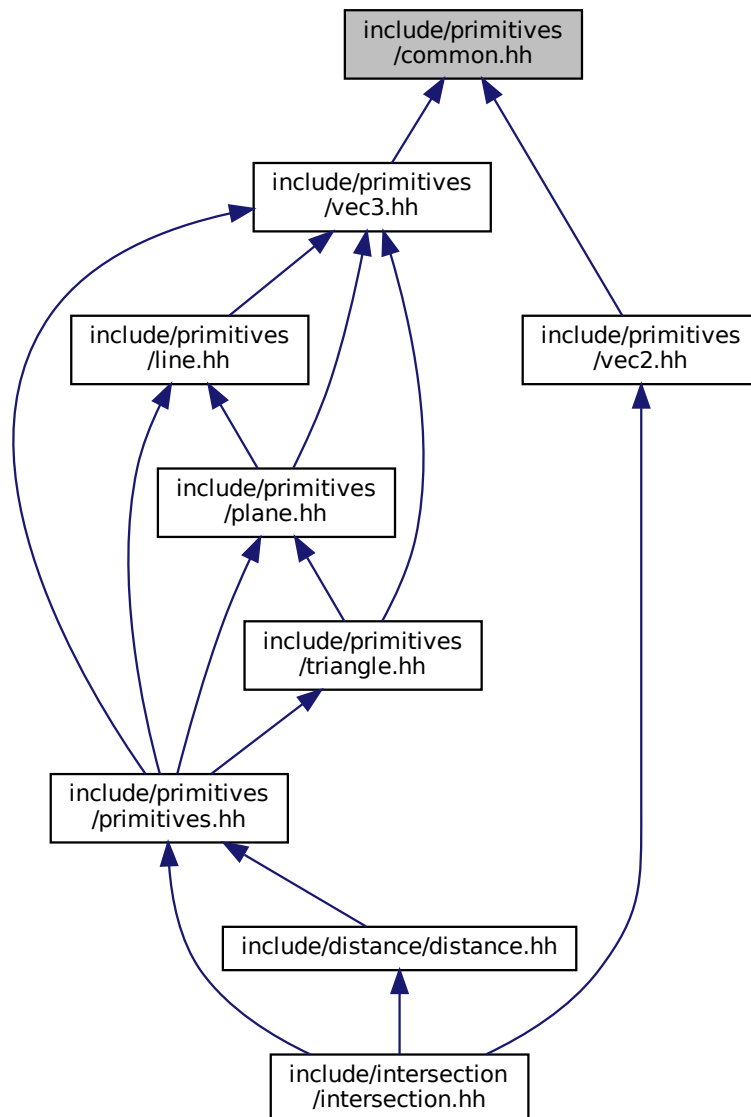
## 6.5 include/primitives/common.hh File Reference

#include <concepts>

Include dependency graph for common.hh:



This graph shows which files directly or indirectly include this file:



## Namespaces

- [geom](#)  
*line.hh Line class implementation*

## Variables

- `template<class T>`  
concept [geom::Number](#) = `std::is_floating_point_v<T> || std::is_integral_v<T>`  
*Useful concept which represents floating point and integral types.*



## 6.6 common.hh

```

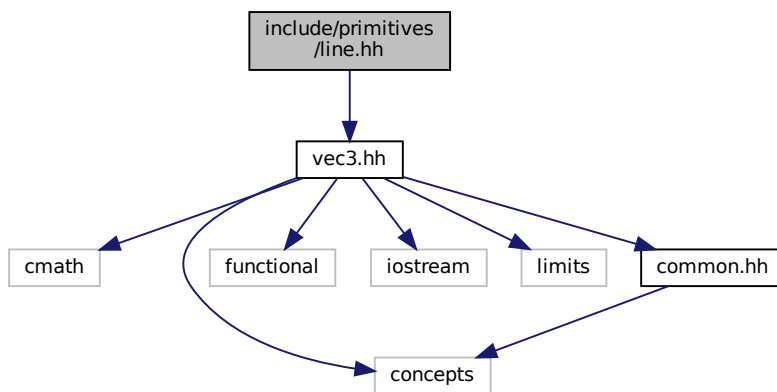
00001 #ifndef __INCLUDE_PRIMITIVES_COMMON_HH__
00002 #define __INCLUDE_PRIMITIVES_COMMON_HH__
00003
00004 #include <concepts>
00005
00006 namespace geom
00007 {
00008 /**
00009  * @concept Number
00010  * @brief Useful concept which represents floating point and integral types
00011  *
00012  * @tparam T
00013  */
00014 template <class T>
00015 concept Number = std::is_floating_point_v<T> || std::is_integral_v<T>;
00016
00017 } // namespace geom
00018
00019 #endif // __INCLUDE_PRIMITIVES_COMMON_HH__

```

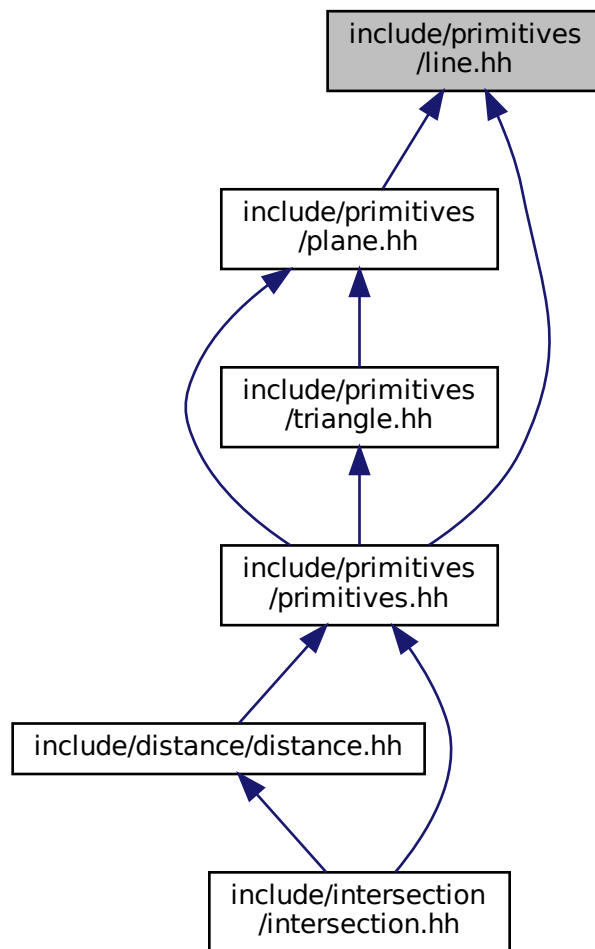
## 6.7 include/primitives/line.hh File Reference

```
#include "vec3.hh"
```

Include dependency graph for line.hh:



This graph shows which files directly or indirectly include this file:



## Classes

- class [geom::Line< T >](#)  
*[Line](#) class implementation.*

## Namespaces

- [geom](#)  
*[line.hh](#) [Line](#) class implementation*

## Functions

- template<std::floating\_point T>  
std::ostream & [geom::operator<<](#) (std::ostream &ost, const Line< T > &line)

*Line print operator.*

- `template<std::floating_point T>`  
`bool geom::operator== (const Line< T > &lhs, const Line< T > &rhs)`

*Line equality operator.*

## 6.8 line.hh

```

00001 #ifndef __INCLUDE_PRIMITIVES_LINE_HH__
00002 #define __INCLUDE_PRIMITIVES_LINE_HH__
00003
00004 #include "vec3.hh"
00005
00006 /**
00007  * @brief line.hh
00008  * Line class implementation
00009  */
00010
00011 namespace geom
00012 {
00013
00014 /**
00015  * @class Line
00016  * @brief Line class implementation
00017  *
00018  * @tparam T - floating point type of coordinates
00019  */
00020 template <std::floating_point T>
00021 class Line final
00022 {
00023 private:
00024 /**
00025  * @brief Origin and direction vectors
00026  */
00027 Vec3<T> org_{}, dir_{};
00028
00029 public:
00030 /**
00031  * @brief Construct a new Line object
00032  *
00033  * @param[in] org origin vector
00034  * @param[in] dir direction vector
00035  */
00036 Line(const Vec3<T> &org, const Vec3<T> &dir);
00037
00038 /**
00039  * @brief Getter for origin vector
00040  *
00041  * @return const Vec3<T>& const reference to origin vector
00042  */
00043 const Vec3<T> &org() const;
00044
00045 /**
00046  * @brief Getter for direction vector
00047  *
00048  * @return const Vec3<T>& const reference to direction vector
00049  */
00050 const Vec3<T> &dir() const;
00051
00052 /**
00053  * @brief Checks is point belongs to line
00054  *
00055  * @param[in] point const reference to point vector
00056  * @return true if point belongs to line
00057  * @return false if point doesn't belong to line
00058  */
00059 bool belongs(const Vec3<T> &point) const;
00060
00061 /**
00062  * @brief Checks is *this equals to another line
00063  *
00064  * @param[in] line const reference to another line
00065  * @return true if lines are equal
00066  * @return false if lines are not equal
00067  */
00068 bool isEqual(const Line &line) const;
00069
00070 /**
00071  * @brief Get line by 2 points
00072  *
00073  * @param[in] p1 1st point
00074  * @param[in] p2 2nd point

```

```

00075     * @return Line passing through two points
00076     */
00077     static Line getBy2Points(const Vec3<T> &p1, const Vec3<T> &p2);
00078 };
00079
00080 /**
00081  * @brief Line print operator
00082  *
00083  * @tparam T - floating point type of coordinates
00084  * @param[in, out] ost output stream
00085  * @param[in] line Line to print
00086  * @return std::ostream& modified ostream instance
00087  */
00088 template <std::floating_point T>
00089 std::ostream &operator<<(std::ostream &ost, const Line<T> &line)
00090 {
00091     ost << line.org() << " + " << line.dir() << " * t";
00092     return ost;
00093 }
00094
00095 /**
00096  * @brief Line equality operator
00097  *
00098  * @tparam T - floating point type of coordinates
00099  * @param[in] lhs 1st line
00100  * @param[in] rhs 2nd line
00101  * @return true if lines are equal
00102  * @return false if lines are not equal
00103  */
00104 template <std::floating_point T>
00105 bool operator==(const Line<T> &lhs, const Line<T> &rhs)
00106 {
00107     return lhs.isEqual(rhs);
00108 }
00109
00110 template <std::floating_point T>
00111 Line<T>::Line(const Vec3<T> &org, const Vec3<T> &dir) : org_{org}, dir_{dir}
00112 {
00113     if (dir_ == Vec3<T>{0})
00114         throw std::logic_error{"Direction vector equals zero."};
00115 }
00116
00117 template <std::floating_point T>
00118 const Vec3<T> &Line<T>::org() const
00119 {
00120     return org_;
00121 }
00122
00123 template <std::floating_point T>
00124 const Vec3<T> &Line<T>::dir() const
00125 {
00126     return dir_;
00127 }
00128
00129 template <std::floating_point T>
00130 bool Line<T>::belongs(const Vec3<T> &point) const
00131 {
00132     return dir_.cross(point - org_) == Vec3<T>{0};
00133 }
00134
00135 template <std::floating_point T>
00136 bool Line<T>::isEqual(const Line<T> &line) const
00137 {
00138     return belongs(line.org_) && dir_.isPar(line.dir_);
00139 }
00140
00141 template <std::floating_point T>
00142 Line<T> Line<T>::getBy2Points(const Vec3<T> &p1, const Vec3<T> &p2)
00143 {
00144     return Line<T>{p1, p2 - p1};
00145 }
00146
00147 } // namespace geom
00148
00149 #endif // __INCLUDE_PRIMITIVES_LINE_HH__

```

## 6.9 include/primitives/plane.hh File Reference

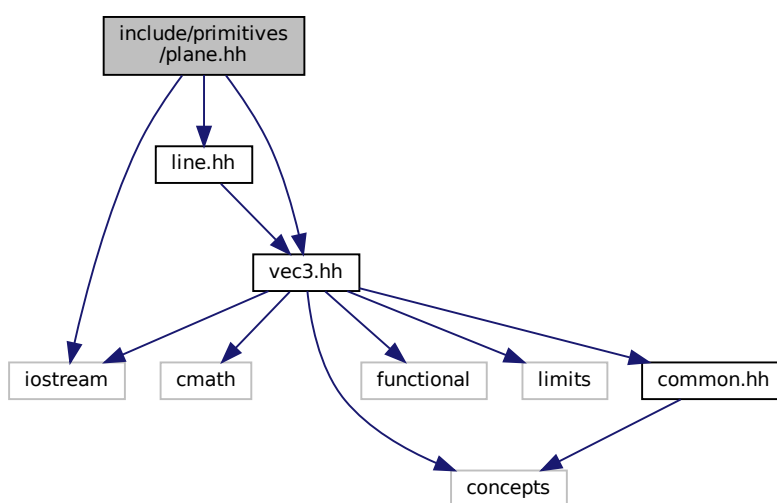
```

#include <iostream>
#include "line.hh"

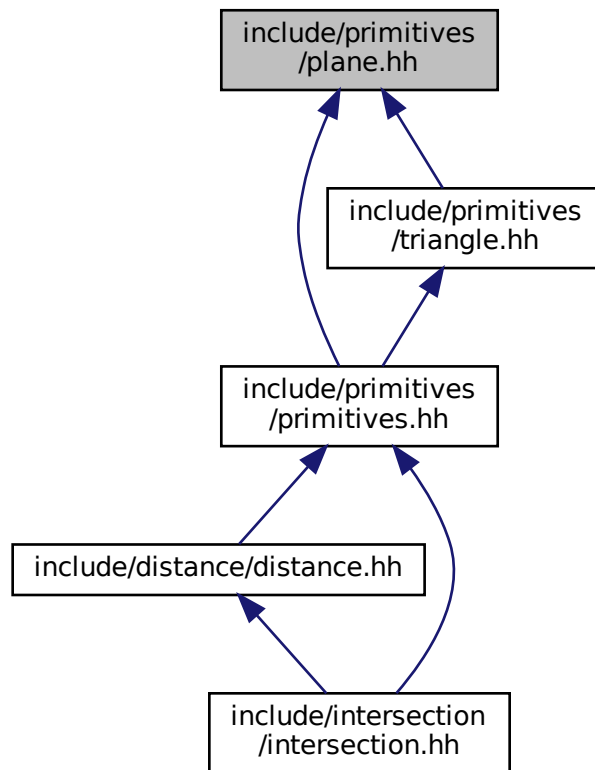
```

```
#include "vec3.hh"
```

Include dependency graph for plane.hh:



This graph shows which files directly or indirectly include this file:



## Classes

- class [geom::Plane< T >](#)  
*Plane* class realization.

## Namespaces

- [geom](#)  
*line.hh* *Line* class implementation

## Functions

- `template<std::floating_point T>`  
`bool geom::operator== (const Plane< T > &lhs, const Plane< T > &rhs)`  
*Plane* equality operator.
- `template<std::floating_point T>`  
`std::ostream & geom::operator<< (std::ostream &ost, const Plane< T > &pl)`  
*Plane* print operator.

## 6.10 plane.hh

```

00001 #ifndef __INCLUDE_PRIMITIVES_PLANE_HH__
00002 #define __INCLUDE_PRIMITIVES_PLANE_HH__
00003
00004 #include <iostream>
00005
00006 #include "line.hh"
00007 #include "vec3.hh"
00008
00009 /**
00010  * @brief
00011  * Plane class implementation
00012  */
00013
00014 namespace geom
00015 {
00016
00017 /**
00018  * @class Plane
00019  * @brief Plane class realization
00020  *
00021  * @tparam T - floating point type of coordinates
00022  */
00023 template <std::floating_point T>
00024 class Plane final
00025 {
00026 private:
00027     /**
00028      * @brief Normal vector, length equals to 1
00029      */
00030     Vec3<T> norm_{};
00031
00032     /**
00033      * @brief Distance from zero to plane
00034      */
00035     T dist_{};
00036
00037     /**
00038      * @brief Construct a new Plane object from normal vector and distance
00039      *
00040      * @param[in] norm normal vector
00041      * @param[in] dist distance from plane to zero
00042      */
00043     Plane(const Vec3<T> &norm, T dist);
00044
00045 public:
00046     /**
00047      * @brief Getter for distance
00048      *
00049      * @return T value of distance
00050      */
00051     T dist() const;
00052
00053     /**
00054      * @brief Getter for normal vector
00055      *
00056      * @return const Vec3<T>& const reference to normal vector
00057      */
00058     const Vec3<T> &norm() const;
00059
00060     /**
00061      * @brief Checks if point belongs to plane
00062      *
00063      * @param[in] point const referene to point vector
00064      * @return true if point belongs to plane
00065      * @return false if point doesn't belong to plane
00066      */
00067     bool belongs(const Vec3<T> &point) const;
00068
00069     /**
00070      * @brief Checks if line belongs to plane
00071      *
00072      * @param[in] line const referene to line
00073      * @return true if line belongs to plane
00074      * @return false if line doesn't belong to plane
00075      */
00076     bool belongs(const Line<T> &line) const;
00077
00078     /**
00079      * @brief Checks is *this equals to another plane
00080      *
00081      * @param[in] rhs const reference to another plane
00082      * @return true if planes are equal
00083      * @return false if planes are not equal
00084      */
00085     bool isEqual(const Plane &rhs) const;

```

```

00086
00087 /**
00088  * @brief Checks if this is parallel to another plane
00089  *
00090  * @param[in] rhs const reference to another plane
00091  * @return true if planes are parallel
00092  * @return false if planes are not parallel
00093  */
00094 bool isPar(const Plane &rhs) const;
00095
00096 /**
00097  * @brief Get plane by 3 points
00098  *
00099  * @param[in] pt1 1st point
00100  * @param[in] pt2 2nd point
00101  * @param[in] pt3 3rd point
00102  * @return Plane passing through three points
00103  */
00104 static Plane getBy3Points(const Vec3<T> &pt1, const Vec3<T> &pt2, const Vec3<T> &pt3);
00105
00106 /**
00107  * @brief Get plane from parametric plane equation
00108  *
00109  * @param[in] org origin vector
00110  * @param[in] dir1 1st direction vector
00111  * @param[in] dir2 2nd direction vector
00112  * @return Plane
00113  */
00114 static Plane getParametric(const Vec3<T> &org, const Vec3<T> &dir1,
00115                           const Vec3<T> &dir2);
00116
00117 /**
00118  * @brief Get plane from normal point plane equation
00119  *
00120  * @param[in] norm normal vector
00121  * @param[in] point point lying on the plane
00122  * @return Plane
00123  */
00124 static Plane getNormalPoint(const Vec3<T> &norm, const Vec3<T> &point);
00125
00126 /**
00127  * @brief Get plane from normal const plane equation
00128  *
00129  * @param[in] norm normal vector
00130  * @param[in] constant distance
00131  * @return Plane
00132  */
00133 static Plane getNormalDist(const Vec3<T> &norm, T constant);
00134 };
00135
00136 /**
00137  * @brief Plane equality operator
00138  *
00139  * @tparam T - floating point type of coordinates
00140  * @param[in] lhs 1st plane
00141  * @param[in] rhs 2nd plane
00142  * @return true if planes are equal
00143  * @return false if planes are not equal
00144  */
00145 template <std::floating_point T>
00146 bool operator==(const Plane<T> &lhs, const Plane<T> &rhs)
00147 {
00148     return lhs.isEqual(rhs);
00149 }
00150
00151 /**
00152  * @brief Plane print operator
00153  *
00154  * @tparam T - floating point type of coordinates
00155  * @param[in, out] ost output stream
00156  * @param[in] pl plane to print
00157  * @return std::ostream& modified ostream instance
00158  */
00159 template <std::floating_point T>
00160 std::ostream &operator<<(std::ostream &ost, const Plane<T> &pl)
00161 {
00162     ost << pl.norm() << " * X = " << pl.dist();
00163     return ost;
00164 }
00165
00166 template <std::floating_point T>
00167 Plane<T>::Plane(const Vec3<T> &norm, T dist) : norm_(norm), dist_(dist)
00168 {
00169     if (norm == Vec3<T>{0})
00170         throw std::logic_error{"normal vector equals to zero"};
00171 }
00172

```



```

00173 template <std::floating_point T>
00174 T Plane<T>::dist() const
00175 {
00176     return dist_;
00177 }
00178
00179 template <std::floating_point T>
00180 const Vec3<T> &Plane<T>::norm() const
00181 {
00182     return norm_;
00183 }
00184
00185 template <std::floating_point T>
00186 bool Plane<T>::belongs(const Vec3<T> &pt) const
00187 {
00188     return Vec3<T>::isNumEq(norm_.dot(pt), dist_);
00189 }
00190
00191 template <std::floating_point T>
00192 bool Plane<T>::belongs(const Line<T> &line) const
00193 {
00194     return norm_.isPerp(line.dir()) && belongs(line.org());
00195 }
00196
00197 template <std::floating_point T>
00198 bool Plane<T>::isEqual(const Plane &rhs) const
00199 {
00200     return (norm_ * dist_ == rhs.norm_ * rhs.dist_) && (norm_.isPar(rhs.norm_));
00201 }
00202
00203 template <std::floating_point T>
00204 bool Plane<T>::isPar(const Plane &rhs) const
00205 {
00206     return norm_.isPar(rhs.norm_);
00207 }
00208
00209 template <std::floating_point T>
00210 Plane<T> Plane<T>::getBy3Points(const Vec3<T> &pt1, const Vec3<T> &pt2,
00211                               const Vec3<T> &pt3)
00212 {
00213     return getParametric(pt1, pt2 - pt1, pt3 - pt1);
00214 }
00215
00216 template <std::floating_point T>
00217 Plane<T> Plane<T>::getParametric(const Vec3<T> &org, const Vec3<T> &dir1,
00218                                 const Vec3<T> &dir2)
00219 {
00220     auto norm = dir1.cross(dir2);
00221     return getNormalPoint(norm, org);
00222 }
00223
00224 template <std::floating_point T>
00225 Plane<T> Plane<T>::getNormalPoint(const Vec3<T> &norm, const Vec3<T> &pt)
00226 {
00227     auto normalized = norm.normalized();
00228     return Plane(normalized, normalized.dot(pt));
00229 }
00230
00231 template <std::floating_point T>
00232 Plane<T> Plane<T>::getNormalDist(const Vec3<T> &norm, T dist)
00233 {
00234     auto normalized = norm.normalized();
00235     return Plane(normalized, dist);
00236 }
00237
00238 } // namespace geom
00239
00240 #endif // __INCLUDE_PRIMITIVES_PLANE_HH__

```

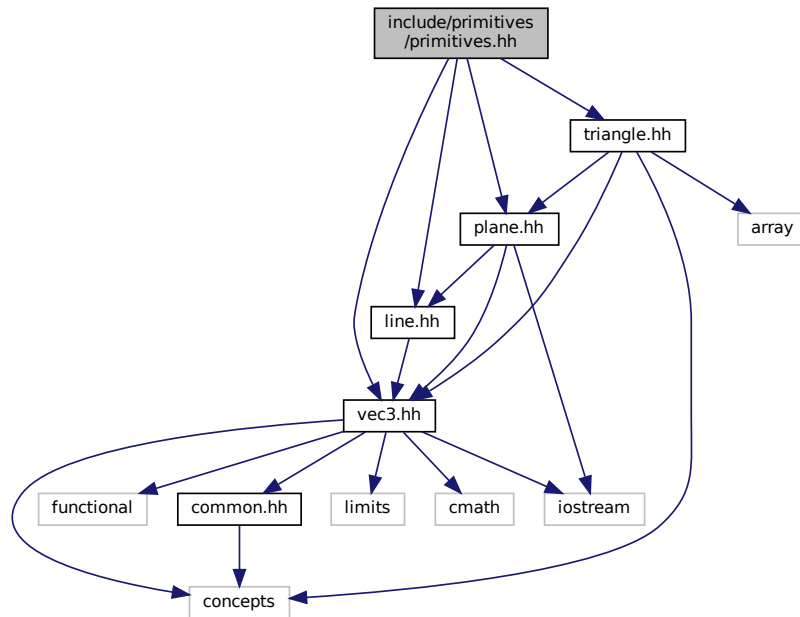
## 6.11 include/primitives/primitives.hh File Reference

```

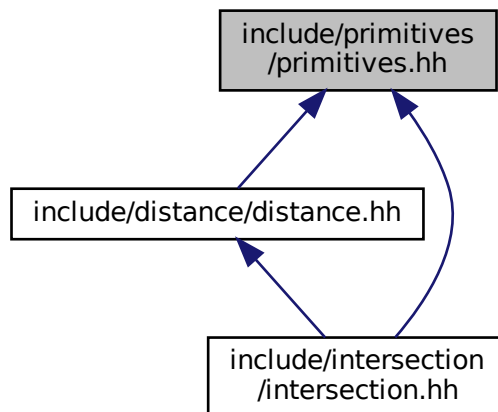
#include "line.hh"
#include "plane.hh"
#include "triangle.hh"
#include "vec3.hh"

```

Include dependency graph for primitives.hh:



This graph shows which files directly or indirectly include this file:



## 6.12 primitives.hh

```

00001 #ifndef __INCLUDE_PRIMITIVES_PRIMITIVES_HH__
00002 #define __INCLUDE_PRIMITIVES_PRIMITIVES_HH__
00003
00004 #include "line.hh"

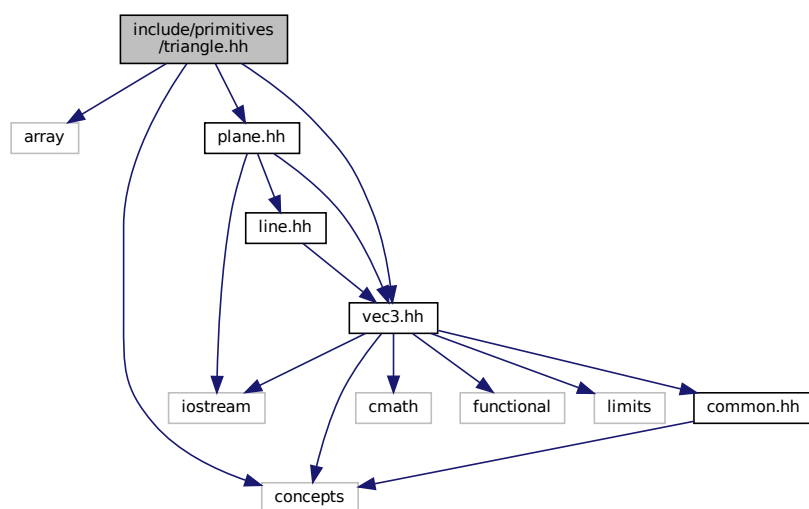
```

```
00005 #include "plane.hh"
00006 #include "triangle.hh"
00007 #include "vec3.hh"
00008
00009 #endif // __INCLUDE_PRIMITIVES_PRIMITIVES_HH__
```

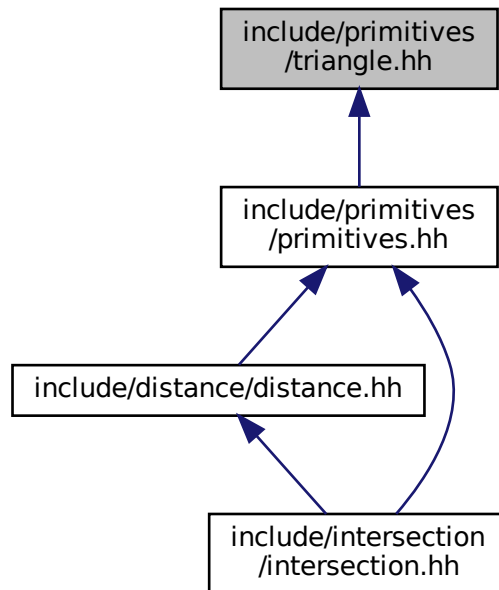
## 6.13 include/primitives/triangle.hh File Reference

```
#include <array>
#include <concepts>
#include "plane.hh"
#include "vec3.hh"
```

Include dependency graph for triangle.hh:



This graph shows which files directly or indirectly include this file:



## Classes

- class [geom::Triangle< T >](#)  
*Triangle class implementation.*

## Namespaces

- [geom](#)  
*line.hh Line class implementation*

## Functions

- template<std::floating\_point T>  
std::ostream & [geom::operator<<](#) (std::ostream &ost, const Triangle< T > &tr)  
*Triangle print operator.*
- template<std::floating\_point T>  
std::istream & [geom::operator>>](#) (std::istream &ist, Triangle< T > &tr)

## 6.14 triangle.hh

```

00001 #ifndef __INCLUDE_PRIMITIVES_TRIANGLE_HH__
00002 #define __INCLUDE_PRIMITIVES_TRIANGLE_HH__
00003
00004 #include <array>
00005 #include <concepts>
00006
00007 #include "plane.hh"
00008 #include "vec3.hh"
00009
00010 /**
00011  * @brief triangle.hh
00012  * Triangle class implementation
00013  */
00014
00015 namespace geom
00016 {
00017
00018 /**
00019  * @class Triangle
00020  * @brief Triangle class implementation
00021  *
00022  * @tparam T - floating point type of coordinates
00023  */
00024 template <std::floating_point T>
00025 class Triangle final
00026 {
00027 private:
00028     /**
00029      * @brief Vertices of triangle
00030      */
00031     std::array<Vec3<T>, 3> vertices_;
00032
00033 public:
00034     /**
00035      * @brief Construct a new Triangle object
00036      */
00037     Triangle();
00038
00039     /**
00040      * @brief Construct a new Triangle object from 3 points
00041      *
00042      * @param[in] p1 1st point
00043      * @param[in] p2 2nd point
00044      * @param[in] p3 3rd point
00045      */
00046     Triangle(const Vec3<T> &p1, const Vec3<T> &p2, const Vec3<T> &p3);
00047
00048     /**
00049      * @brief Overloaded operator[] to get access to vertices
00050      *
00051      * @param[in] idx index of vertex
00052      * @return const Vec3<T>& const reference to vertex
00053      */
00054     const Vec3<T> &operator[](std::size_t idx) const;
00055
00056     /**
00057      * @brief Overloaded operator[] to get access to vertices
00058      *
00059      * @param[in] idx index of vertex
00060      * @return Vec3<T>& reference to vertex
00061      */
00062     Vec3<T> &operator[](std::size_t idx);
00063
00064     /**
00065      * @brief Get triangle's plane
00066      *
00067      * @return Plane<T>
00068      */
00069     Plane<T> getPlane() const;
00070
00071     /**
00072      * @brief Check is triangle valid
00073      *
00074      * @return true if triangle is valid
00075      * @return false if triangle is invalid
00076      */
00077     bool isValid() const;
00078 };
00079
00080 /**
00081  * @brief Triangle print operator
00082  *
00083  * @tparam T - floating point type of coordinates
00084  * @param[in, out] ost output stream
00085  * @param[in] tr Triangle to print

```

```

00086  * @return std::ostream& modified ostream instance
00087  */
00088  template <std::floating_point T>
00089  std::ostream &operator<<(std::ostream &ost, const Triangle<T> &tr)
00090  {
00091      ost << "Triangle: {";
00092      for (auto i : {0, 1, 2})
00093          ost << tr[i] << (i == 2 ? "" : ", ");
00094
00095      ost << "}";
00096
00097      return ost;
00098  }
00099
00100  template <std::floating_point T>
00101  std::istream &operator>>(std::istream &ist, Triangle<T> &tr)
00102  {
00103      ist >> tr[0] >> tr[1] >> tr[2];
00104      return ist;
00105  }
00106
00107  template <std::floating_point T>
00108  Triangle<T>::Triangle() : vertices_()
00109  {}
00110
00111  template <std::floating_point T>
00112  Triangle<T>::Triangle(const Vec3<T> &p1, const Vec3<T> &p2, const Vec3<T> &p3)
00113      : vertices_{p1, p2, p3}
00114  {}
00115
00116  template <std::floating_point T>
00117  const Vec3<T> &Triangle<T>::operator[](std::size_t idx) const
00118  {
00119      return vertices_[idx % 3];
00120  }
00121
00122  template <std::floating_point T>
00123  Vec3<T> &Triangle<T>::operator[](std::size_t idx)
00124  {
00125      return vertices_[idx % 3];
00126  }
00127
00128  template <std::floating_point T>
00129  Plane<T> Triangle<T>::getPlane() const
00130  {
00131      return Plane<T>::getBy3Points(vertices_[0], vertices_[1], vertices_[2]);
00132  }
00133
00134  template <std::floating_point T>
00135  bool Triangle<T>::isValid() const
00136  {
00137      auto edge1 = vertices_[1] - vertices_[0];
00138      auto edge2 = vertices_[2] - vertices_[0];
00139
00140      auto cross12 = cross(edge1, edge2);
00141      return (cross12 != Vec3<T>{});
00142  }
00143
00144  } // namespace geom
00145
00146  #endif // __INCLUDE_PRIMITIVES_TRIANGLE_HH__

```

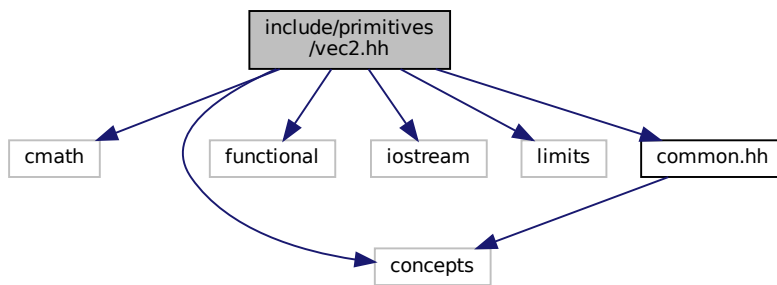
## 6.15 include/primitives/vec2.hh File Reference

```

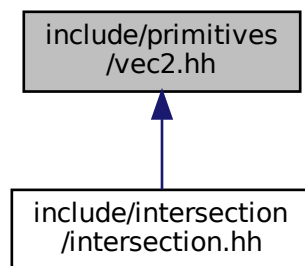
#include <cmath>
#include <concepts>
#include <functional>
#include <iostream>
#include <limits>
#include "common.hh"

```

Include dependency graph for vec2.hh:



This graph shows which files directly or indirectly include this file:



## Classes

- class `geom::Vec2< T >`  
*Vec2 class realization.*

## Namespaces

- `geom`  
*line.hh Line class implementation*

## Typedefs

- using `geom::Vec2D` = `Vec2< double >`
- using `geom::Vec2F` = `Vec2< float >`

## Functions

- `template<std::floating_point T>`  
`Vec2< T > geom::operator+ (const Vec2< T > &lhs, const Vec2< T > &rhs)`  
*Overloaded + operator.*
- `template<std::floating_point T>`  
`Vec2< T > geom::operator- (const Vec2< T > &lhs, const Vec2< T > &rhs)`  
*Overloaded - operator.*
- `template<Number nT, std::floating_point T>`  
`Vec2< T > geom::operator* (const nT &val, const Vec2< T > &rhs)`  
*Overloaded multiple by value operator.*
- `template<Number nT, std::floating_point T>`  
`Vec2< T > geom::operator* (const Vec2< T > &lhs, const nT &val)`  
*Overloaded multiple by value operator.*
- `template<Number nT, std::floating_point T>`  
`Vec2< T > geom::operator/ (const Vec2< T > &lhs, const nT &val)`  
*Overloaded divide by value operator.*
- `template<std::floating_point T>`  
`T geom::dot (const Vec2< T > &lhs, const Vec2< T > &rhs)`  
*Dot product function.*
- `template<std::floating_point T>`  
`bool geom::operator== (const Vec2< T > &lhs, const Vec2< T > &rhs)`  
*Vec2 equality operator.*
- `template<std::floating_point T>`  
`bool geom::operator!= (const Vec2< T > &lhs, const Vec2< T > &rhs)`  
*Vec2 inequality operator.*
- `template<std::floating_point T>`  
`std::ostream & geom::operator<< (std::ostream &ost, const Vec2< T > &vec)`  
*Vec2 print operator.*

### 6.15.1 Detailed Description

Vec2 class implementation

Definition in file [vec2.hh](#).

## 6.16 vec2.hh

```

00001 #ifndef __INCLUDE_PRIMITIVES_VEC2_HH__
00002 #define __INCLUDE_PRIMITIVES_VEC2_HH__
00003
00004 #include <cmath>
00005 #include <concepts>
00006 #include <functional>
00007 #include <iostream>
00008 #include <limits>
00009
00010 #include "common.hh"
00011
00012 /**
00013  * @file vec2.hh
00014  * Vec2 class implementation
00015  */
00016
00017 namespace geom
00018 {
00019
00020 /**
00021  * @class Vec2

```



```

00022 * @brief Vec2 class realization
00023 *
00024 * @tparam T - floating point type of coordinates
00025 */
00026 template <std::floating_point T>
00027 struct Vec2 final
00028 {
00029 private:
00030 /**
00031  * @brief Threshold static variable for numbers comparision
00032  */
00033 static inline T threshold_ = 1e3 * std::numeric_limits<T>::epsilon();
00034
00035 public:
00036 /**
00037  * @brief Vec2 coordinates
00038  */
00039 T x{}, y{};
00040
00041 /**
00042  * @brief Construct a new Vec2 object from 3 coordinates
00043  *
00044  * @param[in] coordX x coordinate
00045  * @param[in] coordY y coordinate
00046  */
00047 Vec2(T coordX, T coordY) : x(coordX), y(coordY)
00048 {}
00049
00050 /**
00051  * @brief Construct a new Vec2 object with equals coordinates
00052  *
00053  * @param[in] coordX coordinate (default to {})
00054  */
00055 explicit Vec2(T coordX = {}) : Vec2(coordX, coordX)
00056 {}
00057
00058 /**
00059  * @brief Overloaded += operator
00060  * Increments vector coordinates by corresponding coordinates of vec
00061  * @param[in] vec vector to incremented with
00062  * @return Vec2& reference to current instance
00063  */
00064 Vec2 &operator+=(const Vec2 &vec);
00065
00066 /**
00067  * @brief Overloaded -= operator
00068  * Decrements vector coordinates by corresponding coordinates of vec
00069  * @param[in] vec vector to decremented with
00070  * @return Vec2& reference to current instance
00071  */
00072 Vec2 &operator-=(const Vec2 &vec);
00073
00074 /**
00075  * @brief Unary - operator
00076  *
00077  * @return Vec2 negated Vec2 instance
00078  */
00079 Vec2 operator-() const;
00080
00081 /**
00082  * @brief Overloaded *= by number operator
00083  *
00084  * @tparam nType numeric type of value to multiply by
00085  * @param[in] val value to multiply by
00086  * @return Vec2& reference to vector instance
00087  */
00088 template <Number nType>
00089 Vec2 &operator*=(nType val);
00090
00091 /**
00092  * @brief Overloaded /= by number operator
00093  *
00094  * @tparam nType numeric type of value to divide by
00095  * @param[in] val value to divide by
00096  * @return Vec2& reference to vector instance
00097  *
00098  * @warning Does not check if val equals 0
00099  */
00100 template <Number nType>
00101 Vec2 &operator/=(nType val);
00102
00103 /**
00104  * @brief Dot product function
00105  *
00106  * @param rhs vector to dot product with
00107  * @return T dot product of two vectors
00108  */

```

```

00109     T dot(const Vec2 &rhs) const;
00110
00111     /**
00112      * @brief Calculate squared length of a vector function
00113      *
00114      * @return T length^2
00115      */
00116     T length2() const;
00117
00118     /**
00119      * @brief Calculate length of a vector function
00120      *
00121      * @return T length
00122      */
00123     T length() const;
00124
00125     /**
00126      * @brief Get the perpendicular to this vector
00127      *
00128      * @return Vec2 perpendicular vector
00129      */
00130     Vec2 getPerp() const;
00131
00132     /**
00133      * @brief Get normalized vector function
00134      *
00135      * @return Vec2 normalized vector
00136      */
00137     Vec2 normalized() const;
00138
00139     /**
00140      * @brief Normalize vector function
00141      *
00142      * @return Vec2& reference to instance
00143      */
00144     Vec2 &normalize();
00145
00146     /**
00147      * @brief Overloaded operator [] (non-const version)
00148      * To get access to coordinates
00149      * @param i index of coordinate (0 - x, 1 - y)
00150      * @return T& reference to coordinate value
00151      *
00152      * @note Coordinates calculated by mod 2
00153      */
00154     T &operator[](size_t i);
00155
00156     /**
00157      * @brief Overloaded operator [] (const version)
00158      * To get access to coordinates
00159      * @param i index of coordinate (0 - x, 1 - y)
00160      * @return T coordinate value
00161      *
00162      * @note Coordinates calculated by mod 2
00163      */
00164     T operator[](size_t i) const;
00165
00166     /**
00167      * @brief Check if vector is parallel to another
00168      *
00169      * @param[in] rhs vector to check parallelism with
00170      * @return true if vector is parallel
00171      * @return false otherwise
00172      */
00173     bool isPar(const Vec2 &rhs) const;
00174
00175     /**
00176      * @brief Check if vector is perpendicular to another
00177      *
00178      * @param[in] rhs vector to check perpendicularity with
00179      * @return true if vector is perpendicular
00180      * @return false otherwise
00181      */
00182     bool isPerp(const Vec2 &rhs) const;
00183
00184     /**
00185      * @brief Check if vector is equal to another
00186      *
00187      * @param[in] rhs vector to check equality with
00188      * @return true if vector is equal
00189      * @return false otherwise
00190      *
00191      * @note Equality check performs using isNumEq(T lhs, T rhs) function
00192      */
00193     bool isEqual(const Vec2 &rhs) const;
00194
00195     /**

```

```

00196     * @brief Check equality (with threshold) of two floating point numbers function
00197     *
00198     * @param[in] lhs first number
00199     * @param[in] rhs second number
00200     * @return true if numbers equals with threshold ( $|lhs - rhs| < threshold$ )
00201     * @return false otherwise
00202     *
00203     * @note Threshold defined by threshold_ static member
00204     */
00205     static bool isNumEq(T lhs, T rhs);
00206
00207     /**
00208     * @brief Set new threshold value
00209     *
00210     * @param[in] thres value to set
00211     */
00212     static void setThreshold(T thres);
00213
00214     /**
00215     * @brief Get current threshold value
00216     */
00217     static T getThreshold();
00218
00219     /**
00220     * @brief Set threshold to default value
00221     * @note default value equals float point epsilon
00222     */
00223     static void setDefThreshold();
00224 };
00225
00226 /**
00227 * @brief Overloaded + operator
00228 *
00229 * @tparam T vector template parameter
00230 * @param[in] lhs first vector
00231 * @param[in] rhs second vector
00232 * @return Vec2<T> sum of two vectors
00233 */
00234 template <std::floating_point T>
00235 Vec2<T> operator+(const Vec2<T> &lhs, const Vec2<T> &rhs)
00236 {
00237     Vec2<T> res{lhs};
00238     res += rhs;
00239     return res;
00240 }
00241
00242 /**
00243 * @brief Overloaded - operator
00244 *
00245 * @tparam T vector template parameter
00246 * @param[in] lhs first vector
00247 * @param[in] rhs second vector
00248 * @return Vec2<T> res of two vectors
00249 */
00250 template <std::floating_point T>
00251 Vec2<T> operator-(const Vec2<T> &lhs, const Vec2<T> &rhs)
00252 {
00253     Vec2<T> res{lhs};
00254     res -= rhs;
00255     return res;
00256 }
00257
00258 /**
00259 * @brief Overloaded multiple by value operator
00260 *
00261 * @tparam nT type of value to multiply by
00262 * @tparam T vector template parameter
00263 * @param[in] val value to multiply by
00264 * @param[in] rhs vector to multiply by value
00265 * @return Vec2<T> result vector
00266 */
00267 template <Number nT, std::floating_point T>
00268 Vec2<T> operator*(const nT &val, const Vec2<T> &rhs)
00269 {
00270     Vec2<T> res{rhs};
00271     res *= val;
00272     return res;
00273 }
00274
00275 /**
00276 * @brief Overloaded multiple by value operator
00277 *
00278 * @tparam nT type of value to multiply by
00279 * @tparam T vector template parameter
00280 * @param[in] val value to multiply by
00281 * @param[in] lhs vector to multiply by value
00282 * @return Vec2<T> result vector

```

```

00283 */
00284 template <Number nT, std::floating_point T>
00285 Vec2<T> operator*(const Vec2<T> &lhs, const nT &val)
00286 {
00287     Vec2<T> res{lhs};
00288     res *= val;
00289     return res;
00290 }
00291
00292 /**
00293  * @brief Overloaded divide by value operator
00294  *
00295  * @tparam nT type of value to divide by
00296  * @tparam T vector template parameter
00297  * @param[in] val value to divide by
00298  * @param[in] lhs vector to divide by value
00299  * @return Vec2<T> result vector
00300  */
00301 template <Number nT, std::floating_point T>
00302 Vec2<T> operator/(const Vec2<T> &lhs, const nT &val)
00303 {
00304     Vec2<T> res{lhs};
00305     res /= val;
00306     return res;
00307 }
00308
00309 /**
00310  * @brief Dot product function
00311  *
00312  * @tparam T vector template parameter
00313  * @param[in] lhs first vector
00314  * @param[in] rhs second vector
00315  * @return T dot production
00316  */
00317 template <std::floating_point T>
00318 T dot(const Vec2<T> &lhs, const Vec2<T> &rhs)
00319 {
00320     return lhs.dot(rhs);
00321 }
00322
00323 /**
00324  * @brief Vec2 equality operator
00325  *
00326  * @tparam T vector template parameter
00327  * @param[in] lhs first vector
00328  * @param[in] rhs second vector
00329  * @return true if vectors are equal
00330  * @return false otherwise
00331  */
00332 template <std::floating_point T>
00333 bool operator==(const Vec2<T> &lhs, const Vec2<T> &rhs)
00334 {
00335     return lhs.isEqual(rhs);
00336 }
00337
00338 /**
00339  * @brief Vec2 inequality operator
00340  *
00341  * @tparam T vector template parameter
00342  * @param[in] lhs first vector
00343  * @param[in] rhs second vector
00344  * @return true if vectors are not equal
00345  * @return false otherwise
00346  */
00347 template <std::floating_point T>
00348 bool operator!=(const Vec2<T> &lhs, const Vec2<T> &rhs)
00349 {
00350     return !(lhs == rhs);
00351 }
00352
00353 /**
00354  * @brief Vec2 print operator
00355  *
00356  * @tparam T vector template parameter
00357  * @param[in, out] ost output stream
00358  * @param[in] vec vector to print
00359  * @return std::ostream& modified stream instance
00360  */
00361 template <std::floating_point T>
00362 std::ostream &operator<<(std::ostream &ost, const Vec2<T> &vec)
00363 {
00364     ost << "(" << vec.x << ", " << vec.y << ")";
00365     return ost;
00366 }
00367
00368 using Vec2D = Vec2<double>;
00369 using Vec2F = Vec2<float>;

```

```

00370
00371 template <std::floating_point T>
00372 Vec2<T> &Vec2<T>::operator+=(const Vec2 &vec)
00373 {
00374     x += vec.x;
00375     y += vec.y;
00376     return *this;
00377 }
00378
00379 template <std::floating_point T>
00380 Vec2<T> &Vec2<T>::operator-=(const Vec2 &vec)
00381 {
00382     x -= vec.x;
00383     y -= vec.y;
00384     return *this;
00385 }
00386
00387 template <std::floating_point T>
00388 Vec2<T> Vec2<T>::operator-() const
00389 {
00390     return Vec2{-x, -y};
00391 }
00392
00393 template <std::floating_point T>
00394 template <Number nType>
00395 Vec2<T> &Vec2<T>::operator*=(nType val)
00396 {
00397     x *= val;
00398     y *= val;
00399     return *this;
00400 }
00401
00402 template <std::floating_point T>
00403 template <Number nType>
00404 Vec2<T> &Vec2<T>::operator/=(nType val)
00405 {
00406     x /= static_cast<T>(val);
00407     y /= static_cast<T>(val);
00408     return *this;
00409 }
00410
00411 template <std::floating_point T>
00412 T Vec2<T>::dot(const Vec2 &rhs) const
00413 {
00414     return x * rhs.x + y * rhs.y;
00415 }
00416
00417 template <std::floating_point T>
00418 T Vec2<T>::length2() const
00419 {
00420     return dot(*this);
00421 }
00422
00423 template <std::floating_point T>
00424 T Vec2<T>::length() const
00425 {
00426     return std::sqrt(length2());
00427 }
00428
00429 template <std::floating_point T>
00430 Vec2<T> Vec2<T>::getPerp() const
00431 {
00432     return {y, -x};
00433 }
00434
00435 template <std::floating_point T>
00436 Vec2<T> Vec2<T>::normalized() const
00437 {
00438     Vec2 res{*this};
00439     res.normalize();
00440     return res;
00441 }
00442
00443 template <std::floating_point T>
00444 Vec2<T> &Vec2<T>::normalize()
00445 {
00446     T len2 = length2();
00447     if (isNumEq(len2, 0) || isNumEq(len2, 1))
00448         return *this;
00449     return *this /= std::sqrt(len2);
00450 }
00451
00452 template <std::floating_point T>

```

```

00457 T &Vec2<T>::operator[](size_t i)
00458 {
00459     switch (i % 3)
00460     {
00461     case 0:
00462         return x;
00463     case 1:
00464         return y;
00465     default:
00466         throw std::logic_error{"Impossible case in operator[]\n"};
00467     }
00468 }
00469
00470 template <std::floating_point T>
00471 T Vec2<T>::operator[](size_t i) const
00472 {
00473     switch (i % 3)
00474     {
00475     case 0:
00476         return x;
00477     case 1:
00478         return y;
00479     default:
00480         throw std::logic_error{"Impossible case in operator[]\n"};
00481     }
00482 }
00483
00484 template <std::floating_point T>
00485 bool Vec2<T>::isPar(const Vec2 &rhs) const
00486 {
00487     auto det = x * rhs.y - rhs.x * y;
00488     return isNumEq(det, 0);
00489 }
00490
00491 template <std::floating_point T>
00492 bool Vec2<T>::isPerp(const Vec2 &rhs) const
00493 {
00494     return isNumEq(dot(rhs), 0);
00495 }
00496
00497 template <std::floating_point T>
00498 bool Vec2<T>::isEqual(const Vec2 &rhs) const
00499 {
00500     return isNumEq(x, rhs.x) && isNumEq(y, rhs.y);
00501 }
00502
00503 template <std::floating_point T>
00504 bool Vec2<T>::isNumEq(T lhs, T rhs)
00505 {
00506     return std::abs(rhs - lhs) < threshold_;
00507 }
00508
00509 template <std::floating_point T>
00510 void Vec2<T>::setThreshold(T thres)
00511 {
00512     threshold_ = thres;
00513 }
00514
00515 template <std::floating_point T>
00516 T Vec2<T>::getThreshold()
00517 {
00518     return threshold_;
00519 }
00520
00521 template <std::floating_point T>
00522 void Vec2<T>::setDefThreshold()
00523 {
00524     threshold_ = std::numeric_limits<T>::epsilon();
00525 }
00526
00527 } // namespace geom
00528
00529 #endif // __INCLUDE_PRIMITIVES_VEC2_HH__

```

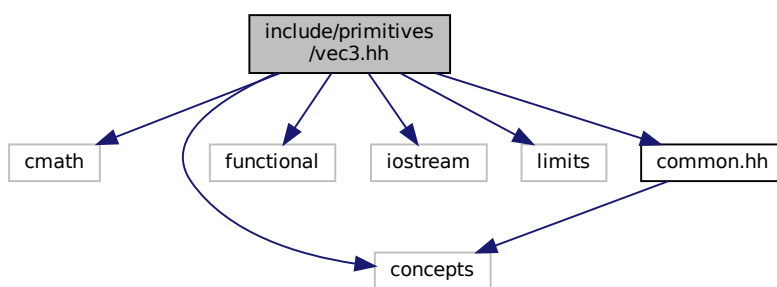
## 6.17 include/primitives/vec3.hh File Reference

```

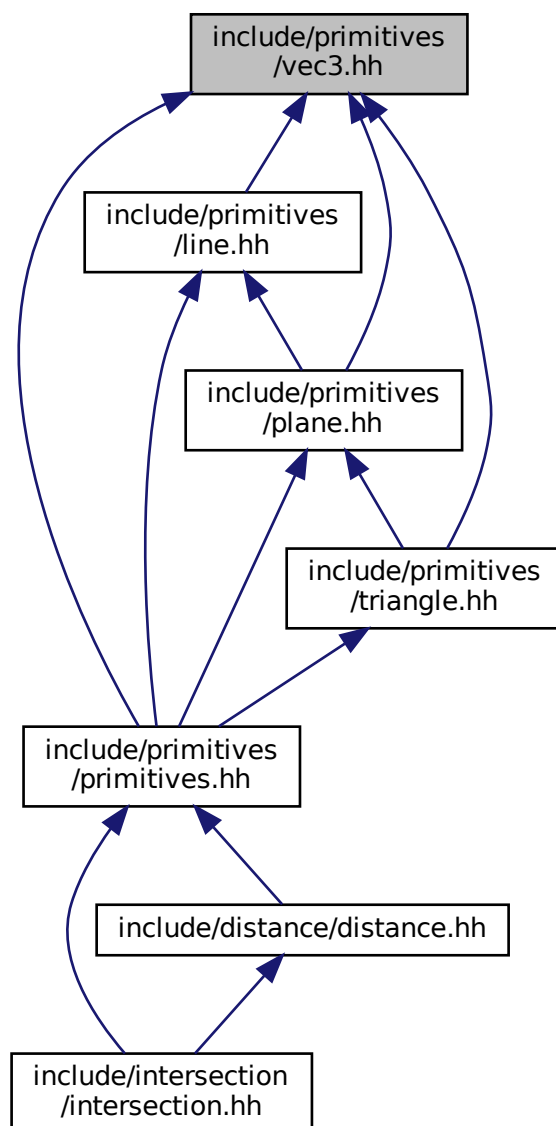
#include <cmath>
#include <concepts>
#include <functional>
#include <iostream>

```

```
#include <limits>
#include "common.hh"
Include dependency graph for vec3.hh:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [geom::Vec3< T >](#)  
*Vec3 class realization.*

## Namespaces

- [geom](#)  
*line.hh Line class implementation*



## Typedefs

- using [geom::Vec3D](#) = Vec3< double >
- using [geom::Vec3F](#) = Vec3< float >

## Functions

- template<std::floating\_point T>  
Vec3< T > [geom::operator+](#) (const Vec3< T > &lhs, const Vec3< T > &rhs)  
*Overloaded + operator.*
- template<std::floating\_point T>  
Vec3< T > [geom::operator-](#) (const Vec3< T > &lhs, const Vec3< T > &rhs)  
*Overloaded - operator.*
- template<Number nT, std::floating\_point T>  
Vec3< T > [geom::operator\\*](#) (const nT &val, const Vec3< T > &rhs)  
*Overloaded multiple by value operator.*
- template<Number nT, std::floating\_point T>  
Vec3< T > [geom::operator\\*](#) (const Vec3< T > &lhs, const nT &val)  
*Overloaded multiple by value operator.*
- template<Number nT, std::floating\_point T>  
Vec3< T > [geom::operator/](#) (const Vec3< T > &lhs, const nT &val)  
*Overloaded divide by value operator.*
- template<std::floating\_point T>  
T [geom::dot](#) (const Vec3< T > &lhs, const Vec3< T > &rhs)  
*Dot product function.*
- template<std::floating\_point T>  
Vec3< T > [geom::cross](#) (const Vec3< T > &lhs, const Vec3< T > &rhs)  
*Cross product function.*
- template<std::floating\_point T>  
bool [geom::operator==](#) (const Vec3< T > &lhs, const Vec3< T > &rhs)  
*Vec3 equality operator.*
- template<std::floating\_point T>  
bool [geom::operator!=](#) (const Vec3< T > &lhs, const Vec3< T > &rhs)  
*Vec3 inequality operator.*
- template<std::floating\_point T>  
std::ostream & [geom::operator<<](#) (std::ostream &ost, const Vec3< T > &vec)  
*Vec3 print operator.*
- template<std::floating\_point T>  
std::istream & [geom::operator>>](#) (std::istream &ist, Vec3< T > &vec)  
*Vec3 scan operator.*

### 6.17.1 Detailed Description

Vec3 class implementation

Definition in file [vec3.hh](#).

## 6.18 vec3.hh

```

00001 #ifndef __INCLUDE_PRIMITIVES_VEC3_HH__
00002 #define __INCLUDE_PRIMITIVES_VEC3_HH__
00003
00004 #include <cmath>
00005 #include <concepts>
00006 #include <functional>
00007 #include <iostream>
00008 #include <limits>
00009
00010 #include "common.hh"
00011
00012 /**
00013  * @file vec3.hh
00014  * Vec3 class implementation
00015  */
00016
00017 namespace geom
00018 {
00019
00020 /**
00021  * @class Vec3
00022  * @brief Vec3 class realization
00023  *
00024  * @tparam T - floating point type of coordinates
00025  */
00026 template <std::floating_point T>
00027 struct Vec3 final
00028 {
00029 private:
00030     /**
00031      * @brief Threshold static variable for numbers comparision
00032      */
00033     static inline T threshold_ = 1e3 * std::numeric_limits<T>::epsilon();
00034
00035 public:
00036     /**
00037      * @brief Vec3 coordinates
00038      */
00039     T x{}, y{}, z{};
00040
00041     /**
00042      * @brief Construct a new Vec3 object from 3 coordinates
00043      *
00044      * @param[in] coordX x coordinate
00045      * @param[in] coordY y coordinate
00046      * @param[in] coordZ z coordinate
00047      */
00048     Vec3(T coordX, T coordY, T coordZ) : x(coordX), y(coordY), z(coordZ)
00049     {}
00050
00051     /**
00052      * @brief Construct a new Vec3 object with equals coordinates
00053      *
00054      * @param[in] coordX coordinate (default to {})
00055      */
00056     explicit Vec3(T coordX = {}) : Vec3(coordX, coordX, coordX)
00057     {}
00058
00059     /**
00060      * @brief Overloaded += operator
00061      * Increments vector coordinates by corresponding coordinates of vec
00062      * @param[in] vec vector to incremented with
00063      * @return Vec3& reference to current instance
00064      */
00065     Vec3 &operator+=(const Vec3 &vec);
00066
00067     /**
00068      * @brief Overloaded -= operator
00069      * Decrements vector coordinates by corresponding coordinates of vec
00070      * @param[in] vec vector to decremented with
00071      * @return Vec3& reference to current instance
00072      */
00073     Vec3 &operator-=(const Vec3 &vec);
00074
00075     /**
00076      * @brief Unary - operator
00077      *
00078      * @return Vec3 negated Vec3 instance
00079      */
00080     Vec3 operator-() const;
00081
00082     /**
00083      * @brief Overloaded *= by number operator
00084      *
00085      * @tparam nType numeric type of value to multiply by

```

```

00086     * @param[in] val value to multiply by
00087     * @return Vec3& reference to vector instance
00088     */
00089     template <Number nType>
00090     Vec3 &operator*=(nType val);
00091
00092     /**
00093     * @brief Overloaded /= by number operator
00094     *
00095     * @tparam nType numeric type of value to divide by
00096     * @param[in] val value to divide by
00097     * @return Vec3& reference to vector instance
00098     *
00099     * @warning Does not check if val equals 0
00100     */
00101     template <Number nType>
00102     Vec3 &operator/=(nType val);
00103
00104     /**
00105     * @brief Dot product function
00106     *
00107     * @param rhs vector to dot product with
00108     * @return T dot product of two vectors
00109     */
00110     T dot(const Vec3 &rhs) const;
00111
00112     /**
00113     * @brief Cross product function
00114     *
00115     * @param rhs vector to cross product with
00116     * @return Vec3 cross product of two vectors
00117     */
00118     Vec3 cross(const Vec3 &rhs) const;
00119
00120     /**
00121     * @brief Calculate squared length of a vector function
00122     *
00123     * @return T length^2
00124     */
00125     T length2() const;
00126
00127     /**
00128     * @brief Calculate length of a vector function
00129     *
00130     * @return T length
00131     */
00132     T length() const;
00133
00134     /**
00135     * @brief Get normalized vector function
00136     *
00137     * @return Vec3 normalized vector
00138     */
00139     Vec3 normalized() const;
00140
00141     /**
00142     * @brief Normalize vector function
00143     *
00144     * @return Vec3& reference to instance
00145     */
00146     Vec3 &normalize();
00147
00148     /**
00149     * @brief Overloaded operator [] (non-const version)
00150     * To get access to coordinates
00151     * @param i index of coordinate (0 - x, 1 - y, 2 - z)
00152     * @return T& reference to coordinate value
00153     *
00154     * @note Coordinates calculated by mod 3
00155     */
00156     T &operator[](size_t i);
00157
00158     /**
00159     * @brief Overloaded operator [] (const version)
00160     * To get access to coordinates
00161     * @param i index of coordinate (0 - x, 1 - y, 2 - z)
00162     * @return T coordinate value
00163     *
00164     * @note Coordinates calculated by mod 3
00165     */
00166     T operator[](size_t i) const;
00167
00168     /**
00169     * @brief Check if vector is parallel to another
00170     *
00171     * @param[in] rhs vector to check parallelism with
00172     * @return true if vector is parallel

```

```

00173     * @return false otherwise
00174     */
00175     bool isPar(const Vec3 &rhs) const;
00176
00177     /**
00178     * @brief Check if vector is perpendicular to another
00179     *
00180     * @param[in] rhs vector to check perpendicularity with
00181     * @return true if vector is perpendicular
00182     * @return false otherwise
00183     */
00184     bool isPerp(const Vec3 &rhs) const;
00185
00186     /**
00187     * @brief Check if vector is equal to another
00188     *
00189     * @param[in] rhs vector to check equality with
00190     * @return true if vector is equal
00191     * @return false otherwise
00192     *
00193     * @note Equality check performs using isNumEq(T lhs, T rhs) function
00194     */
00195     bool isEqual(const Vec3 &rhs) const;
00196
00197     /**
00198     * @brief Check equality (with threshold) of two floating point numbers function
00199     *
00200     * @param[in] lhs first number
00201     * @param[in] rhs second number
00202     * @return true if numbers equals with threshold (|lhs - rhs| < threshold)
00203     * @return false otherwise
00204     *
00205     * @note Threshold defined by threshold_ static member
00206     */
00207     static bool isNumEq(T lhs, T rhs);
00208
00209     /**
00210     * @brief Set new threshold value
00211     *
00212     * @param[in] thres value to set
00213     */
00214     static void setThreshold(T thres);
00215
00216     /**
00217     * @brief Get current threshold value
00218     */
00219     static T getThreshold();
00220
00221     /**
00222     * @brief Set threshold to default value
00223     * @note default value equals float point epsilon
00224     */
00225     static void setDefThreshold();
00226 };
00227
00228 /**
00229 * @brief Overloaded + operator
00230 *
00231 * @tparam T vector template parameter
00232 * @param[in] lhs first vector
00233 * @param[in] rhs second vector
00234 * @return Vec3<T> sum of two vectors
00235 */
00236 template <std::floating_point T>
00237 Vec3<T> operator+(const Vec3<T> &lhs, const Vec3<T> &rhs)
00238 {
00239     Vec3<T> res{lhs};
00240     res += rhs;
00241     return res;
00242 }
00243
00244 /**
00245 * @brief Overloaded - operator
00246 *
00247 * @tparam T vector template parameter
00248 * @param[in] lhs first vector
00249 * @param[in] rhs second vector
00250 * @return Vec3<T> res of two vectors
00251 */
00252 template <std::floating_point T>
00253 Vec3<T> operator-(const Vec3<T> &lhs, const Vec3<T> &rhs)
00254 {
00255     Vec3<T> res{lhs};
00256     res -= rhs;
00257     return res;
00258 }
00259

```

```

00260 /**
00261  * @brief Overloaded multiple by value operator
00262  *
00263  * @tparam nT type of value to multiply by
00264  * @tparam T vector template parameter
00265  * @param[in] val value to multiply by
00266  * @param[in] rhs vector to multiply by value
00267  * @return Vec3<T> result vector
00268  */
00269 template <Number nT, std::floating_point T>
00270 Vec3<T> operator*(const nT &val, const Vec3<T> &rhs)
00271 {
00272     Vec3<T> res{rhs};
00273     res *= val;
00274     return res;
00275 }
00276
00277 /**
00278  * @brief Overloaded multiple by value operator
00279  *
00280  * @tparam nT type of value to multiply by
00281  * @tparam T vector template parameter
00282  * @param[in] val value to multiply by
00283  * @param[in] lhs vector to multiply by value
00284  * @return Vec3<T> result vector
00285  */
00286 template <Number nT, std::floating_point T>
00287 Vec3<T> operator*(const Vec3<T> &lhs, const nT &val)
00288 {
00289     Vec3<T> res{lhs};
00290     res *= val;
00291     return res;
00292 }
00293
00294 /**
00295  * @brief Overloaded divide by value operator
00296  *
00297  * @tparam nT type of value to divide by
00298  * @tparam T vector template parameter
00299  * @param[in] val value to divide by
00300  * @param[in] lhs vector to divide by value
00301  * @return Vec3<T> result vector
00302  */
00303 template <Number nT, std::floating_point T>
00304 Vec3<T> operator/(const Vec3<T> &lhs, const nT &val)
00305 {
00306     Vec3<T> res{lhs};
00307     res /= val;
00308     return res;
00309 }
00310
00311 /**
00312  * @brief Dot product function
00313  *
00314  * @tparam T vector template parameter
00315  * @param[in] lhs first vector
00316  * @param[in] rhs second vector
00317  * @return T dot production
00318  */
00319 template <std::floating_point T>
00320 T dot(const Vec3<T> &lhs, const Vec3<T> &rhs)
00321 {
00322     return lhs.dot(rhs);
00323 }
00324
00325 /**
00326  * @brief Cross product function
00327  *
00328  * @tparam T vector template parameter
00329  * @param[in] lhs first vector
00330  * @param[in] rhs second vector
00331  * @return T cross production
00332  */
00333 template <std::floating_point T>
00334 Vec3<T> cross(const Vec3<T> &lhs, const Vec3<T> &rhs)
00335 {
00336     return lhs.cross(rhs);
00337 }
00338
00339 /**
00340  * @brief Vec3 equality operator
00341  *
00342  * @tparam T vector template parameter
00343  * @param[in] lhs first vector
00344  * @param[in] rhs second vector
00345  * @return true if vectors are equal
00346  * @return false otherwise

```

```

00347 */
00348 template <std::floating_point T>
00349 bool operator==(const Vec3<T> &lhs, const Vec3<T> &rhs)
00350 {
00351     return lhs.isEqual(rhs);
00352 }
00353
00354 /**
00355  * @brief Vec3 inequality operator
00356  *
00357  * @tparam T vector template parameter
00358  * @param[in] lhs first vector
00359  * @param[in] rhs second vector
00360  * @return true if vectors are not equal
00361  * @return false otherwise
00362  */
00363 template <std::floating_point T>
00364 bool operator!=(const Vec3<T> &lhs, const Vec3<T> &rhs)
00365 {
00366     return !(lhs == rhs);
00367 }
00368
00369 /**
00370  * @brief Vec3 print operator
00371  *
00372  * @tparam T vector template parameter
00373  * @param[in, out] ost output stream
00374  * @param[in] vec vector to print
00375  * @return std::ostream& modified stream instance
00376  */
00377 template <std::floating_point T>
00378 std::ostream &operator<<(std::ostream &ost, const Vec3<T> &vec)
00379 {
00380     ost << "(" << vec.x << ", " << vec.y << ", " << vec.z << ")";
00381     return ost;
00382 }
00383
00384 /**
00385  * @brief Vec3 scan operator
00386  *
00387  * @tparam T vector template parameter
00388  * @param[in, out] ist input stream
00389  * @param[in, out] vec vector to scan
00390  * @return std::istream& modified stream instance
00391  */
00392 template <std::floating_point T>
00393 std::istream &operator>>(std::istream &ist, Vec3<T> &vec)
00394 {
00395     ist >> vec.x >> vec.y >> vec.z;
00396     return ist;
00397 }
00398
00399 using Vec3D = Vec3<double>;
00400 using Vec3F = Vec3<float>;
00401
00402 template <std::floating_point T>
00403 Vec3<T> &Vec3<T>::operator+=(const Vec3 &vec)
00404 {
00405     x += vec.x;
00406     y += vec.y;
00407     z += vec.z;
00408
00409     return *this;
00410 }
00411
00412 template <std::floating_point T>
00413 Vec3<T> &Vec3<T>::operator-=(const Vec3 &vec)
00414 {
00415     x -= vec.x;
00416     y -= vec.y;
00417     z -= vec.z;
00418
00419     return *this;
00420 }
00421
00422 template <std::floating_point T>
00423 Vec3<T> Vec3<T>::operator-() const
00424 {
00425     return Vec3{-x, -y, -z};
00426 }
00427
00428 template <std::floating_point T>
00429 template <Number nType>
00430 Vec3<T> &Vec3<T>::operator*=(nType val)
00431 {
00432     x *= val;
00433     y *= val;

```

```

00434     z *= val;
00435
00436     return *this;
00437 }
00438
00439 template <std::floating_point T>
00440 template <Number nType>
00441 Vec3<T> &Vec3<T>::operator/=(nType val)
00442 {
00443     x /= static_cast<T>(val);
00444     y /= static_cast<T>(val);
00445     z /= static_cast<T>(val);
00446
00447     return *this;
00448 }
00449
00450 template <std::floating_point T>
00451 T Vec3<T>::dot(const Vec3 &rhs) const
00452 {
00453     return x * rhs.x + y * rhs.y + z * rhs.z;
00454 }
00455
00456 template <std::floating_point T>
00457 Vec3<T> Vec3<T>::cross(const Vec3 &rhs) const
00458 {
00459     return Vec3{y * rhs.z - z * rhs.y, z * rhs.x - x * rhs.z, x * rhs.y - y * rhs.x};
00460 }
00461
00462 template <std::floating_point T>
00463 T Vec3<T>::length2() const
00464 {
00465     return dot(*this);
00466 }
00467
00468 template <std::floating_point T>
00469 T Vec3<T>::length() const
00470 {
00471     return std::sqrt(length2());
00472 }
00473
00474 template <std::floating_point T>
00475 Vec3<T> Vec3<T>::normalized() const
00476 {
00477     Vec3 res{*this};
00478     res.normalize();
00479     return res;
00480 }
00481
00482 template <std::floating_point T>
00483 Vec3<T> &Vec3<T>::normalize()
00484 {
00485     T len2 = length2();
00486     if (isNumEq(len2, 0) || isNumEq(len2, 1))
00487         return *this;
00488     return *this /= std::sqrt(len2);
00489 }
00490
00491 template <std::floating_point T>
00492 T &Vec3<T>::operator[](size_t i)
00493 {
00494     switch (i % 3)
00495     {
00496     case 0:
00497         return x;
00498     case 1:
00499         return y;
00500     case 2:
00501         return z;
00502     default:
00503         throw std::logic_error{"Impossible case in operator[]\n"};
00504     }
00505 }
00506
00507 template <std::floating_point T>
00508 T Vec3<T>::operator[](size_t i) const
00509 {
00510     switch (i % 3)
00511     {
00512     case 0:
00513         return x;
00514     case 1:
00515         return y;
00516     case 2:
00517         return z;
00518     default:
00519         throw std::logic_error{"Impossible case in operator[]\n"};
00520     }

```

```

00521 }
00522
00523 template <std::floating_point T>
00524 bool Vec3<T>::isPar(const Vec3 &rhs) const
00525 {
00526     return cross(rhs).isEqual(Vec3<T>{0});
00527 }
00528
00529 template <std::floating_point T>
00530 bool Vec3<T>::isPerp(const Vec3 &rhs) const
00531 {
00532     return isNumEq(dot(rhs), 0);
00533 }
00534
00535 template <std::floating_point T>
00536 bool Vec3<T>::isEqual(const Vec3 &rhs) const
00537 {
00538     return isNumEq(x, rhs.x) && isNumEq(y, rhs.y) && isNumEq(z, rhs.z);
00539 }
00540
00541 template <std::floating_point T>
00542 bool Vec3<T>::isNumEq(T lhs, T rhs)
00543 {
00544     return std::abs(rhs - lhs) < threshold_;
00545 }
00546
00547 template <std::floating_point T>
00548 void Vec3<T>::setThreshold(T thres)
00549 {
00550     threshold_ = thres;
00551 }
00552
00553 template <std::floating_point T>
00554 T Vec3<T>::getThreshold()
00555 {
00556     return threshold_;
00557 }
00558
00559 template <std::floating_point T>
00560 void Vec3<T>::setDefThreshold()
00561 {
00562     threshold_ = std::numeric_limits<T>::epsilon();
00563 }
00564
00565 } // namespace geom
00566
00567 #endif // __INCLUDE_PRIMITIVES_VEC3_HH__

```