

# 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="#">22</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="#">25</a>
<a href="#">geom::Plane&lt; T &gt;</a>	
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<a href="#">geom::Triangle&lt; T &gt;</a>	
<a href="#">Triangle</a> class implementation . . . . .	<a href="#">34</a>
<a href="#">geom::Vec3&lt; T &gt;</a>	
<a href="#">Vec3</a> class realization . . . . .	<a href="#">35</a>



## 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> . . . . .	49
include/intersection/ <a href="#">intersection.hh</a> . . . . .	51
include/primitives/ <a href="#">line.hh</a> . . . . .	55
include/primitives/ <a href="#">plane.hh</a> . . . . .	59
include/primitives/ <a href="#">primitives.hh</a> . . . . .	63
include/primitives/ <a href="#">triangle.hh</a> . . . . .	65
include/primitives/ <a href="#">vec3.hh</a> . . . . .	67



## 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 [Vec3](#)  
*[Vec3](#) class realization.*

#### Typedefs

- 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 isIntersect2D (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>`  
`bool isIntersect (const Triangle< T > &tr1, const Triangle< T > &tr2)`
- `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>`  
`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](#).

## 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 Vec3D

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

Definition at line [391](#) of file [vec3.hh](#).

#### 4.1.2.2 Vec3F

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

Definition at line [392](#) 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 isIntersect2D()

```
template<std::floating_point T>
bool geom::isIntersect2D (
    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 186 of file [intersection.hh](#).

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



## 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

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

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

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 155 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 isIntersect()

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

Definition at line 131 of file [intersection.hh](#).

References [geom::Plane< T >::getBy3Points\(\)](#), [geom::detail::isIntersect2D\(\)](#), [geom::detail::isIntersectMollerHaines\(\)](#), and [geom::detail::isOnOneSide\(\)](#).

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

```
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\(\)](#).

**4.1.3.6 operator==( ) [1/3]**

```
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**

in	<i>lhs</i>	1st line
in	<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\(\)](#).

**4.1.3.7 operator==( ) [2/3]**

```
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**

in	<i>lhs</i>	1st plane
in	<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\(\)](#).

**4.1.3.8 operator<<() [2/4]**

```
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\(\)](#).

**4.1.3.9 operator<<() [3/4]**

```
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 60 of file [triangle.hh](#).

## 4.1.3.10 operator+()

```
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

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

## Returns

Vec3<T> sum of two vectors

Definition at line 244 of file [vec3.hh](#).

## 4.1.3.11 operator-()

```
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

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

### Returns

Vec3<T> res of two vectors

Definition at line 260 of file [vec3.hh](#).

#### 4.1.3.12 operator\*() [1/2]

```
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

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

### Returns

Vec3<T> result vector

Definition at line 277 of file [vec3.hh](#).

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

```
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 294 of file [vec3.hh](#).

**4.1.3.14 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 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 311 of file [vec3.hh](#).

**4.1.3.15 dot()**

```
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

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

#### Returns

T dot production

Definition at line 327 of file [vec3.hh](#).

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

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

#### 4.1.3.16 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

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

#### Returns

T cross production

Definition at line 341 of file [vec3.hh](#).

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

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

#### 4.1.3.17 operator==( ) [3/3]

```
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 [356](#) of file [vec3.hh](#).

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

#### 4.1.3.18 operator!=( )

```
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

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

## Returns

true if vectors are not equal  
false otherwise

Definition at line 371 of file [vec3.hh](#).

## 4.1.3.19 operator&lt;&lt;() [4/4]

```
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 385 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 25 of file [vec3.hh](#).

## 4.2 geom::detail Namespace Reference

### Typedefs

- `template<typename T>`  
using [Segment](#) = `std::pair< T, T >`

### Functions

- `template<std::floating_point T>`  
`bool isIntersect2D (const Triangle< T > &tr1, const Triangle< T > &tr2)`  
*Checks intersection of 2 triangles.*
- `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 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)`

### 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 103 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 )
```

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 186 of file [intersection.hh](#).

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 193 of file [intersection.hh](#).

References [geom::Plane< T >::getBy3Points\(\)](#), [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 207 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 isOverlap()

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

Definition at line 243 of file [intersection.hh](#).

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

#### 4.2.2.5 isSameSign()

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

Definition at line 249 of file [intersection.hh](#).

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

#### 4.2.2.6 isOnOneSide()

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

Definition at line 262 of file [intersection.hh](#).

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

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

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

### 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](#) (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.*

### 5.3.1 Detailed Description

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

[Triangle](#) class implementation.

Template Parameters

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

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

### 5.3.2 Constructor & Destructor Documentation

#### 5.3.2.1 Triangle()

```
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 72 of file [triangle.hh](#).

### 5.3.3 Member Function Documentation

#### 5.3.3.1 operator[]()

```
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 77 of file [triangle.hh](#).

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

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

## 5.4 geom::Vec3< T > 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 void [getThreshold](#) ()  
*Get current threshold value.*
- static void [setDefThreshold](#) ()  
*Set threshold to default value.*

## Public Attributes

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

### 5.4.1 Detailed Description

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

*Vec3* class realization.

Template Parameters

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

Definition at line 34 of file [vec3.hh](#).

### 5.4.2 Constructor & Destructor Documentation

#### 5.4.2.1 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 55 of file [vec3.hh](#).

#### 5.4.2.2 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 63 of file [vec3.hh](#).

### 5.4.3 Member Function Documentation

#### 5.4.3.1 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	<i>vec</i>	vector to incremented with
----	------------	----------------------------

#### Returns

[Vec3](#)& reference to current instance

Definition at line 395 of file [vec3.hh](#).

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

#### 5.4.3.2 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	<i>vec</i>	vector to decremented with
----	------------	----------------------------

**Returns**

[Vec3](#)& reference to current instance

Definition at line 405 of file [vec3.hh](#).

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

**5.4.3.3 operator-()**

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

Unary - operator.

**Returns**

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

Definition at line 415 of file [vec3.hh](#).

**5.4.3.4 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**

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

**Returns**

[Vec3](#)& reference to vector instance

#### 5.4.3.5 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

#### 5.4.3.6 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 443 of file [vec3.hh](#).

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

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

#### 5.4.3.7 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 449 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\(\)](#).

#### 5.4.3.8 length2()

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

Calculate squared length of a vector function.

##### Returns

T length<sup>2</sup>

Definition at line 455 of file [vec3.hh](#).

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

#### 5.4.3.9 length()

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

Calculate length of a vector function.

##### Returns

T length

Definition at line 461 of file [vec3.hh](#).

#### 5.4.3.10 normalized()

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

Get normalized vector function.

##### Returns

[Vec3](#) normalized vector

Definition at line 467 of file [vec3.hh](#).

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

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

#### 5.4.3.11 normalize()

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

Normalize vector function.

##### Returns

[Vec3](#)& reference to instance

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

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

#### 5.4.3.12 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 484 of file [vec3.hh](#).

**5.4.3.13 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 500 of file [vec3.hh](#).

**5.4.3.14 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 516 of file [vec3.hh](#).

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

**5.4.3.15 isPerp()**

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

Check if vector is perpendicular to another.

**Parameters**

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

**Returns**

true if vector is perpendicular  
false otherwise

Definition at line 522 of file [vec3.hh](#).

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

**5.4.3.16 isEqual()**

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

Check if vector is equal to another.

**Parameters**

<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 528 of file `vec3.hh`.

References `geom::Vec3< T >::x`, `geom::Vec3< T >::y`, and `geom::Vec3< T >::z`.

Referenced by `geom::operator==()`.

**5.4.3.17 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 ( $|lhs - rhs| < \text{threshold}$ )

false otherwise

**Note**

Threshold defined by `threshold_` static member

Definition at line 534 of file `vec3.hh`.

**5.4.3.18 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 540 of file [vec3.hh](#).

#### 5.4.3.19 getThreshold()

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

Get current threshold value.

Definition at line 546 of file [vec3.hh](#).

#### 5.4.3.20 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 552 of file [vec3.hh](#).

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

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

Definition at line 422 of file [vec3.hh](#).

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

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

Definition at line 433 of file [vec3.hh](#).

## 5.4.4 Member Data Documentation

### 5.4.4.1 x

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

[Vec3](#) coordinates.

Definition at line 46 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-=\(\)](#), and [geom::operator<<\(\)](#).

### 5.4.4.2 y

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

Definition at line 46 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-=\(\)](#), and [geom::operator<<\(\)](#).

### 5.4.4.3 z

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

Definition at line 46 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-=\(\)](#), and [geom::operator<<\(\)](#).

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

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



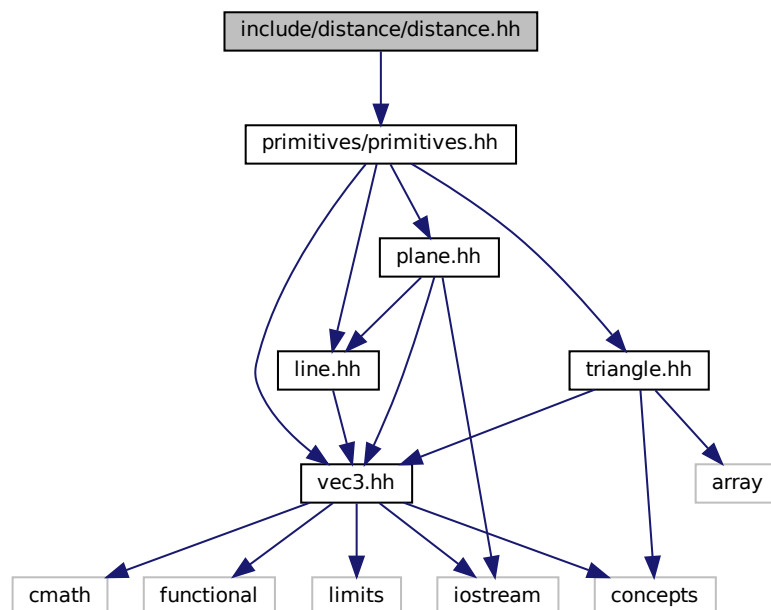
## Chapter 6

# File Documentation

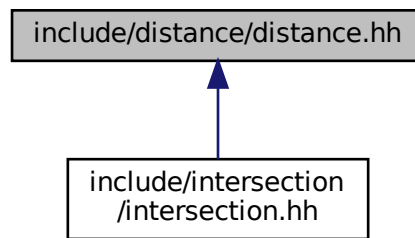
### 6.1 include/distance/distance.hh File Reference

```
#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

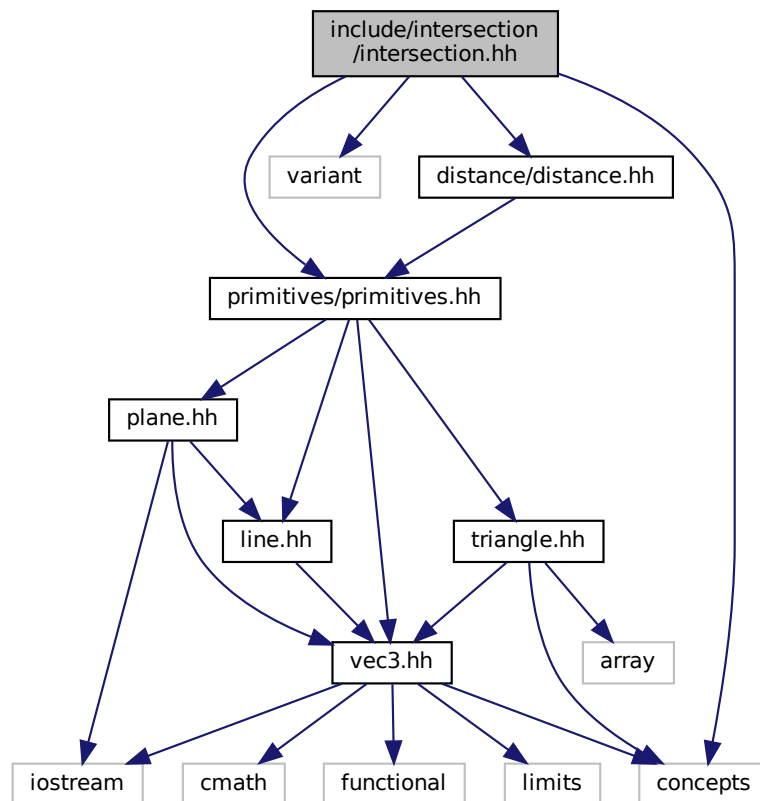
```

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 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 >`

## Functions

- template<std::floating\_point T>  
 bool [geom::isIntersect2D](#) (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)  
*Checks intersection of 2 triangles.*
- 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::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>  
 bool [geom::isIntersect](#) (const Triangle< T > &tr1, const Triangle< T > &tr2)

## 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
00010 namespace geom
00011 {
00012
00013 /**
00014  * @brief Checks intersection of 2 triangles
00015  *
00016  * @tparam T - floating point type of coordinates
00017  * @param tr1 first triangle
00018  * @param tr2 second triangle
00019  * @return true if triangles are intersect
00020  * @return false if triangles are not intersect
00021  */
00022 template <std::floating_point T>
00023 bool isIntersect2D(const Triangle<T> &tr1, const Triangle<T> &tr2);
00024
00025 /**
00026  * @brief Intersect 2 planes and return result of intersection
00027  * @details
00028  * Common intersection case (parallel planes case is trivial):
00029  *
00030  * Let  $\vec{p}_1$  equation:  $\vec{p}_1 \cdot \vec{n}_1 = d_1$ 
00031  *
00032  * Let  $\vec{p}_2$  equation:  $\vec{p}_2 \cdot \vec{n}_2 = d_2$ 
00033  *
00034  * Intersection line direction:  $\vec{dir} = \vec{n}_1 \times \vec{n}_2$ 
00035  *
00036  * Let origin of intersection line be a linear combination of  $\vec{n}_1$ 
00037  * and  $\vec{n}_2$ :  $\vec{p} = a \cdot \vec{n}_1 + b \cdot \vec{n}_2$ 
00038  *
00039  *
00040  *
00041  */

```

```

00042 *
00043 * \f$ \overrightarrow{P} \f$ must satisfy both \f$ pl_1 \f$ and \f$ pl_1 \f$ equations:
00044 * \f[
00045 * \overrightarrow{n}_1 \cdot \overrightarrow{P} = d_1
00046 * \Leftrightarrow
00047 * \overrightarrow{n}_1
00048 * \cdot
00049 * \left(
00050 * a \cdot \overrightarrow{n}_1 + b \cdot \overrightarrow{n}_2
00051 * \right)
00052 * = d_1
00053 * \Leftrightarrow
00054 * a + b \cdot \overrightarrow{n}_1 \cdot \overrightarrow{n}_2 = d_1
00055 * \f]
00056 * \f[
00057 * \overrightarrow{n}_2 \cdot \overrightarrow{P} = d_2
00058 * \Leftrightarrow
00059 * \overrightarrow{n}_2
00060 * \cdot
00061 * \left(
00062 * a \cdot \overrightarrow{n}_1 + b \cdot \overrightarrow{n}_2
00063 * \right) = d_2
00064 * \Leftrightarrow
00065 * a \cdot \overrightarrow{n}_1 \cdot \overrightarrow{n}_2 + b = d_2
00066 * \f]
00067 *
00068 * Let's find \f$a\f$ and \f$b\f$:
00069 * \f[
00070 * a = \frac{
00071 * d_2 \cdot \overrightarrow{n}_1 \cdot \overrightarrow{n}_2 - d_1
00072 * }{
00073 * \left( \overrightarrow{n}_1 \cdot \overrightarrow{n}_2 \right)^2 - 1
00074 * }
00075 * \f]
00076 * \f[
00077 * b = \frac{
00078 * d_1 \cdot \overrightarrow{n}_1 \cdot \overrightarrow{n}_2 - d_2
00079 * }{
00080 * \left( \overrightarrow{n}_1 \cdot \overrightarrow{n}_2 \right)^2 - 1
00081 * }
00082 * \f]
00083 *
00084 * Intersection line equation:
00085 * \f[
00086 * \overrightarrow{r}(t) = \overrightarrow{P} + t \cdot \overrightarrow{n}_1 \times
00087 * \overrightarrow{n}_2 = (a \cdot \overrightarrow{n}_1 + b \cdot \overrightarrow{n}_2) +
00088 * t \cdot \overrightarrow{n}_1 \times \overrightarrow{n}_2 \f]
00089 *
00090 * @tparam T - floating point type of coordinates
00091 * @param pl1 first plane
00092 * @param pl2 second plane
00093 * @return std::variant<std::monostate, Line<T>, Plane<T>
00094 */
00095 template <std::floating_point T>
00096 std::variant<std::monostate, Line<T>, Plane<T> intersect(const Plane<T> &pl1,
00097                                                         const Plane<T> &pl2);
00098
00099 namespace detail
00100 {
00101
00102 template <typename T>
00103 using Segment = std::pair<T, T>;
00104
00105 template <std::floating_point T>
00106 bool isIntersect2D(const Triangle<T> &tr1, const Triangle<T> &tr2);
00107
00108 template <std::floating_point T>
00109 bool isIntersectMollerHaines(const Triangle<T> &tr1, const Triangle<T> &tr2);
00110
00111 template <std::floating_point T>
00112 Segment<T> helperMollerHaines(const Triangle<T> &tr, const Plane<T> &pl,
00113                               const Line<T> &l);
00114
00115 template <std::floating_point T>
00116 bool isOverlap(Segment<T> &segm1, Segment<T> &segm2);
00117
00118 template <std::forward_iterator It>
00119 bool isSameSign(It begin, It end);
00120
00121 template <std::floating_point T>
00122 bool isOnOneSide(const Plane<T> &pl, const Triangle<T> &tr);
00123
00124 } // namespace detail
00125 } // namespace geom
00126
00127 namespace geom
00128 {

```

```

00129
00130 template <std::floating_point T>
00131 bool isIntersect(const Triangle<T> &tr1, const Triangle<T> &tr2)
00132 {
00133     /* TODO: handle invalid triangles case */
00134
00135     auto p11 = Plane<T>::getBy3Points(tr1[0], tr1[1], tr1[2]);
00136
00137     if (!detail::isOnOneSide(p11, tr2))
00138         return false;
00139
00140     auto p12 = Plane<T>::getBy3Points(tr2[0], tr2[1], tr2[2]);
00141
00142     if (p11 == p12)
00143         return detail::isIntersect2D(tr1, tr2);
00144
00145     if (p11.isPar(p12))
00146         return false;
00147
00148     if (!detail::isOnOneSide(p12, tr1))
00149         return false;
00150
00151     return detail::isIntersectMollerHaines(tr1, tr2);
00152 }
00153
00154 template <std::floating_point T>
00155 std::variant<std::monostate, Line<T>, Plane<T>> intersect(const Plane<T> &p11,
00156                                                         const Plane<T> &p12)
00157 {
00158     const auto &n1 = p11.norm();
00159     const auto &n2 = p12.norm();
00160
00161     auto dir = cross(n1, n2);
00162
00163     /* if planes are parallel */
00164     if (Vec3<T>{0} == dir)
00165     {
00166         if (p11 == p12)
00167             return p11;
00168
00169         return std::monostate{};
00170     }
00171
00172     auto n1n2 = dot(n1, n2);
00173     auto d1 = p11.dist();
00174     auto d2 = p12.dist();
00175
00176     auto a = (d2 * n1n2 - d1) / (n1n2 * n1n2 - 1);
00177     auto b = (d1 * n1n2 - d2) / (n1n2 * n1n2 - 1);
00178
00179     return Line<T>{(a * n1) + (b * n2), dir};
00180 }
00181
00182 namespace detail
00183 {
00184
00185     template <std::floating_point T>
00186     bool isIntersect2D(const Triangle<T> &tr1, const Triangle<T> &tr2)
00187     {
00188         assert(false && "Not implemented yet");
00189         return false;
00190     }
00191
00192     template <std::floating_point T>
00193     bool isIntersectMollerHaines(const Triangle<T> &tr1, const Triangle<T> &tr2)
00194     {
00195         auto p11 = Plane<T>::getBy3Points(tr1[0], tr1[1], tr1[2]);
00196         auto p12 = Plane<T>::getBy3Points(tr2[0], tr2[1], tr2[2]);
00197
00198         auto l = std::get<Line<T>>(intersect(p11, p12));
00199
00200         auto params1 = helperMollerHaines(tr1, p12, l);
00201         auto params2 = helperMollerHaines(tr2, p11, l);
00202
00203         return isOverlap(params1, params2);
00204     }
00205
00206     template <std::floating_point T>
00207     Segment<T> helperMollerHaines(const Triangle<T> &tr, const Plane<T> &p1, const Line<T> &l)
00208     {
00209         /* Project the triangle vertices onto line */
00210         std::array<T, 3> vert{};
00211         for (size_t i = 0; i < 3; ++i)
00212             vert[i] = dot(l.dir(), tr[i] - l.org());
00213
00214         std::array<T, 3> sdist{};
00215         for (size_t i = 0; i < 3; ++i)

```

```

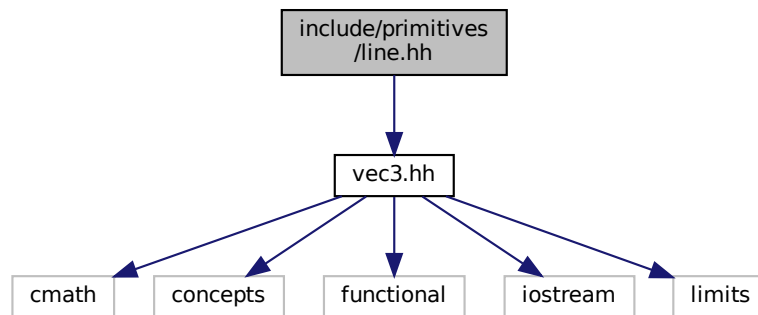
00216     sdist[i] = distance(pl, tr[i]);
00217
00218     std::array<bool, 3> isOneSide{};
00219     for (size_t i = 0; i < 3; ++i)
00220         isOneSide[i] = (sdist[i] * sdist[(i + 1) % 3] > 0);
00221
00222     /* Looking for vertex which is alone on it's side */
00223     size_t rogue = 0;
00224     for (size_t i = 0; i < 3; ++i)
00225         if (isOneSide[i])
00226             rogue = (i + 2) % 3;
00227
00228     std::vector<T> segm{};
00229     std::array<size_t, 2> arr{(rogue + 1) % 3, (rogue + 2) % 3};
00230
00231     for (size_t i : arr)
00232         segm.push_back(vert[i] +
00233             (vert[rogue] - vert[i]) * sdist[i] / (sdist[i] - sdist[rogue]));
00234
00235     /* Sort segment's ends */
00236     if (segm[0] > segm[1])
00237         std::swap(segm[0], segm[1]);
00238
00239     return {segm[0], segm[1]};
00240 }
00241
00242 template <std::floating_point T>
00243 bool isOverlap(Segment<T> &segm1, Segment<T> &segm2)
00244 {
00245     return (segm2.first <= segm1.second) && (segm2.second >= segm1.first);
00246 }
00247
00248 template <std::forward_iterator It>
00249 bool isSameSign(It begin, It end)
00250 {
00251     auto cur = begin;
00252     auto prev = begin;
00253
00254     for (++cur; cur != end; ++cur)
00255         if ((*cur) * (*prev) < 0)
00256             return false;
00257
00258     return true;
00259 }
00260
00261 template <std::floating_point T>
00262 bool isOnOneSide(const Plane<T> &pl, const Triangle<T> &tr)
00263 {
00264     std::array<T, 3> sdist{};
00265     for (size_t i = 0; i < 3; ++i)
00266         sdist[i] = distance(pl, tr[i]);
00267
00268     if (detail::isSameSign(sdist.begin(), sdist.end()))
00269         return false;
00270
00271     return true;
00272 }
00273
00274 } // namespace detail
00275 } // namespace geom
00276
00277 #endif // __INCLUDE_INTERSECTION_INTERSECTION_HH__

```

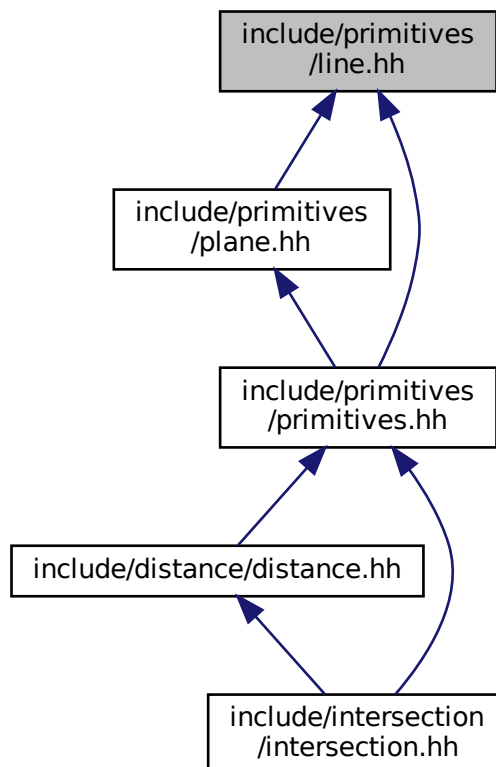
## 6.5 include/primitives/line.hh File Reference

```
#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.*

## 6.6 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 }

```

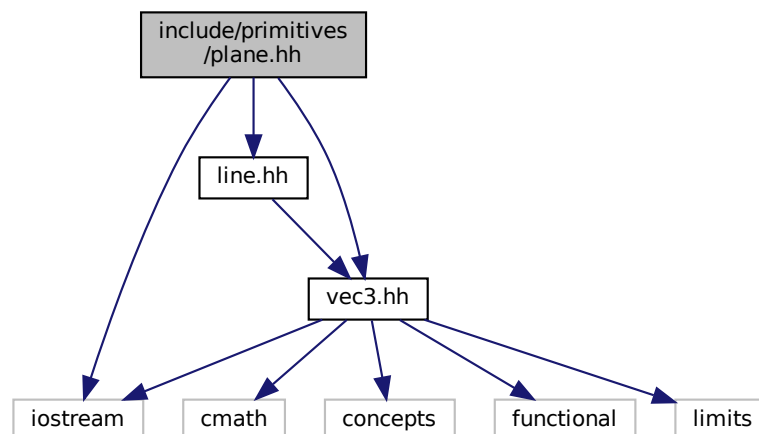


```
00146
00147 } // namespace geom
00148
00149 #endif // __INCLUDE_PRIMITIVES_LINE_HH__
```

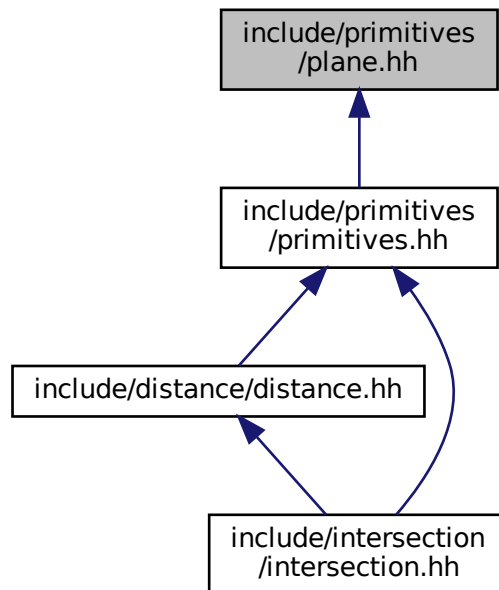
## 6.7 include/primitives/plane.hh File Reference

```
#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.*

## 6.8 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__

```

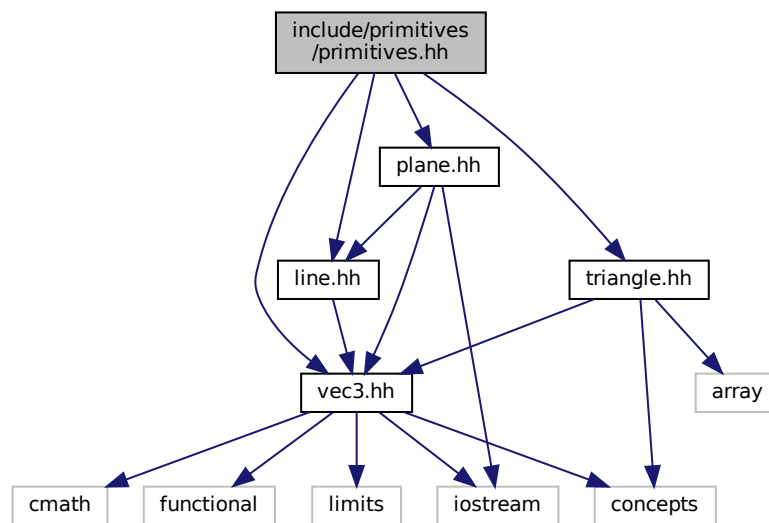
## 6.9 include/primitives/primitives.hh File Reference

```

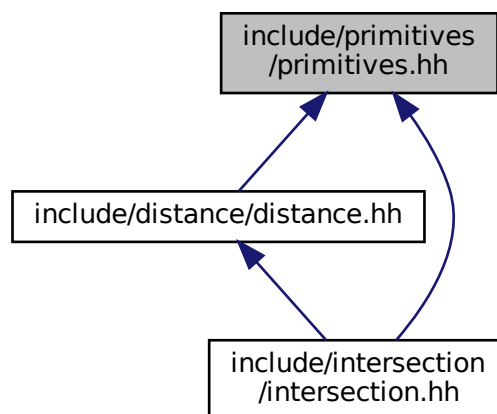
#include "line.hh"
#include "plane.hh"
#include "triangle.hh"
#include "vec3.hh"

```

Include dependency graph for primitives.hh:



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



## 6.10 primitives.hh

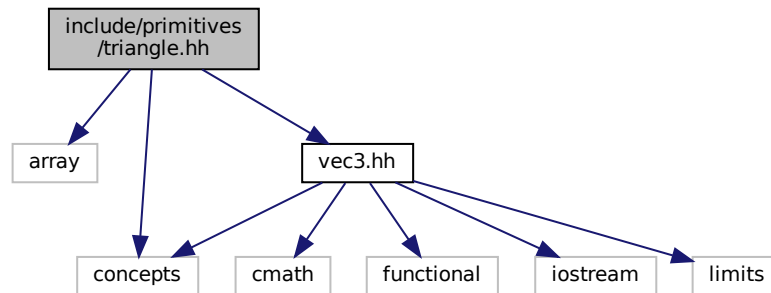
```

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__

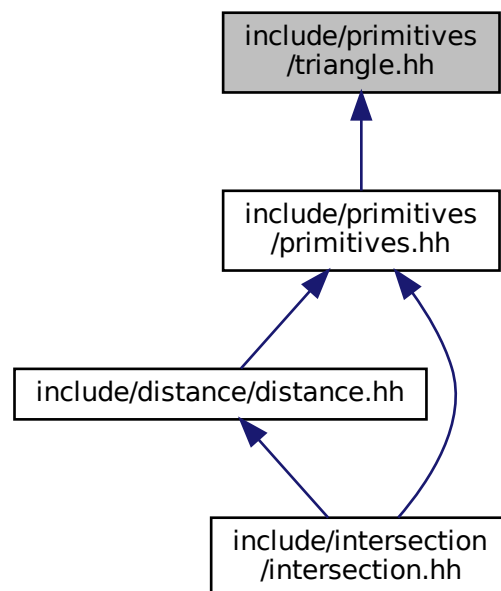
```

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

```
#include <array>
#include <concepts>
#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.

## 6.12 triangle.hh

```

00001 #ifndef __INCLUDE_PRIMITIVES_TRIANGLE_HH__
00002 #define __INCLUDE_PRIMITIVES_TRIANGLE_HH__
00003
00004 #include <array>
00005 #include <concepts>
00006
00007 #include "vec3.hh"
00008
00009 /**
00010  * @brief triangle.hh
00011  * Triangle class implementation
00012  */
00013
00014 namespace geom
00015 {
00016
00017 /**
00018  * @class Triangle
00019  * @brief Triangle class implementation
00020  *
00021  * @tparam T - floating point type of coordinates
00022  */
00023 template <std::floating_point T>
00024 class Triangle final
00025 {
00026 private:
00027     /**
00028      * @brief Vertices of triangle
00029      */
00030     std::array<Vec3<T>, 3> vertices_;
00031
00032 public:
00033     /**
00034      * @brief Construct a new Triangle object from 3 points
00035      *
00036      * @param[in] p1 1st point
00037      * @param[in] p2 2nd point
00038      * @param[in] p3 3rd point
00039      */
00040     Triangle(const Vec3<T> &p1, const Vec3<T> &p2, const Vec3<T> &p3);
00041
00042     /**
00043      * @brief Overloaded operator[] to get access to vertices
00044      *
00045      * @param[in] idx index of vertex
00046      * @return const Vec3<T>& const reference to vertex
00047      */
00048     const Vec3<T> &operator[](std::size_t idx) const;
00049 };
00050
00051 /**
00052  * @brief Triangle print operator
00053  *
00054  * @tparam T - floating point type of coordinates
00055  * @param[in, out] ost output stream
00056  * @param[in] tr Triangle to print
00057  * @return std::ostream& modified ostream instance
00058  */
00059 template <std::floating_point T>
00060 std::ostream &operator<<(std::ostream &ost, const Triangle<T> &tr)
00061 {
00062     ost << "Triangle: {";
00063     for (size_t i : {0, 1, 2})

```



```

00064     ost << tr[i] << (i == 2 ? " " : ", ");
00065
00066     ost << "}";
00067
00068     return ost;
00069 }
00070
00071 template <std::floating_point T>
00072 Triangle<T>::Triangle(const Vec3<T> &p1, const Vec3<T> &p2, const Vec3<T> &p3)
00073     : vertices_{p1, p2, p3}
00074 {}
00075
00076 template <std::floating_point T>
00077 const Vec3<T> &Triangle<T>::operator[](std::size_t idx) const
00078 {
00079     return vertices_[idx % 3];
00080 }
00081
00082 } // namespace geom
00083
00084 #endif // __INCLUDE_PRIMITIVES_TRIANGLE_HH__

```

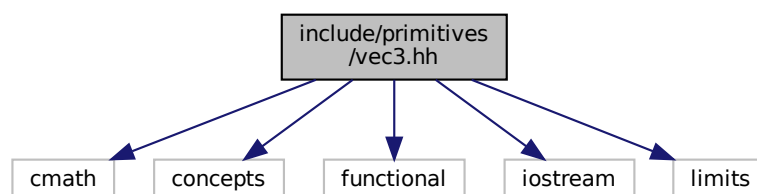
## 6.13 include/primitives/vec3.hh File Reference

```

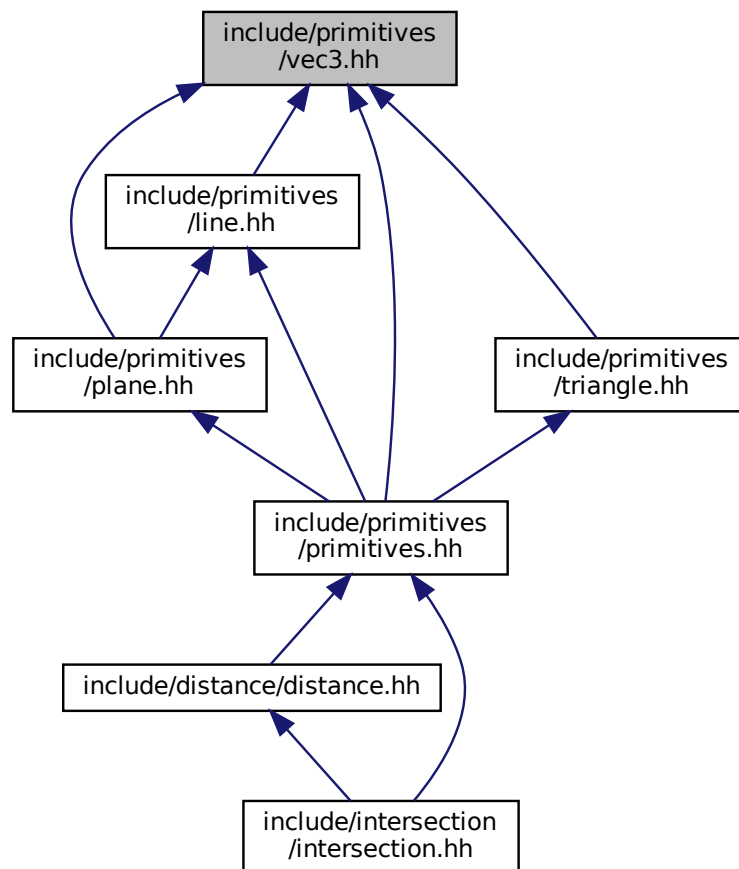
#include <cmath>
#include <concepts>
#include <functional>
#include <iostream>
#include <limits>

```

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.*

## 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.*

### 6.13.1 Detailed Description

Vec3 class implementation

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

## 6.14 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 /**
00011  * @file vec3.hh
00012  * Vec3 class implementation
00013  */
00014
00015 namespace geom
00016 {
00017
00018 /**
00019  * @concept Number
00020  * @brief Useful concept which represents floating point and integral types
00021  *
00022  * @tparam T
00023  */
00024 template <class T>
00025 concept Number = std::is_floating_point_v<T> || std::is_integral_v<T>;
00026
00027 /**
00028  * @class Vec3
00029  * @brief Vec3 class realization
00030  *
00031  * @tparam T - floating point type of coordinates
00032  */
00033 template <std::floating_point T>
00034 struct Vec3 final
00035 {
00036 private:
00037     /**
00038      * @brief Threshold static variable for numbers comparision
00039      */
00040     static inline T threshold_ = 1e3 * std::numeric_limits<T>::epsilon();
00041
00042 public:
00043     /**
00044      * @brief Vec3 coordinates
00045      */
00046     T x{}, y{}, z{};
00047
00048     /**
00049      * @brief Construct a new Vec3 object from 3 coordinates
00050      *
00051      * @param[in] coordX x coordinate
00052      * @param[in] coordY y coordinate
00053      * @param[in] coordZ z coordinate
00054      */
00055     Vec3(T coordX, T coordY, T coordZ) : x(coordX), y(coordY), z(coordZ)
00056     {}
00057
00058     /**
00059      * @brief Construct a new Vec3 object with equals coordinates
00060      *
00061      * @param[in] coordX coordinate (default to {})
00062      */
00063     explicit Vec3(T coordX = {}) : Vec3(coordX, coordX, coordX)
00064     {}
00065
00066     /**
00067      * @brief Overloaded += operator
00068      * Increments vector coordinates by corresponding coordinates of vec
00069      * @param[in] vec vector to incremented with
00070      * @return Vec3& reference to current instance
00071      */
00072     Vec3 &operator+=(const Vec3 &vec);
00073
00074     /**
00075      * @brief Overloaded -= operator
00076      * Decrements vector coordinates by corresponding coordinates of vec
00077      * @param[in] vec vector to decremented with
00078      * @return Vec3& reference to current instance
00079      */
00080     Vec3 &operator-=(const Vec3 &vec);
00081
00082     /**
00083      * @brief Unary - operator
00084      *
00085      * @return Vec3 negated Vec3 instance

```

```

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

```

```

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

```

```

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

```

```

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

```



```

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

```

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