Cartesian3

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- _coord: GLdouble[3]
```

```
+ Cartesian3()
+ Cartesian3(x: GLdouble, y: GLdouble, z: GLdouble = 0.0)
+ <<const>> operator [](rhs: GLint): const GLdouble&
+ operator [](rhs: GLint): GLdouble&
+ <<const>> x(): GLdouble
+ <<const>> y(): GLdouble
+ <<const>> z(): GLdouble
+ x(): GLdouble&
+ y(): GLdouble&
+ z(): GLdouble&
+ <<const>> operator +(): const Cartesian3;
+ <<const>> operator -(): const Cartesian3;
+ <<const>> operator +(rhs: const Cartesian3&): const Cartesian3
+ <<const>> operator -(rhs: const Cartesian3&): const Cartesian3
+ <<const>> operator ^(rhs: const Cartesian3&): const Cartesian3
+ <<const>> operator *(rhs: const Cartesian3&): GLdouble
+ <<const>> operator *(rhs: const GLdouble&): const Cartesian3
+ <<const>> operator /(rhs: const GLdouble&): const Cartesian3
+ <<const>> operator !=(rhs: const GLdouble&): GLboolean
+ operator *=(rhs: const GLdouble&): Cartesian3&
+ operator +=(rhs: const Cartesian3&): Cartesian3&
+ operator -=(rhs: const Cartesian3&): Cartesian3&
+ operator ^=(rhs: const Cartesian3&): Cartesian3&
+ operator /=(rhs: const GLdouble&): Cartesian3&
+ <<const>> length(): GLdouble
+ normalize(): Cartesian3&
+ <<const>> address(): const GLdouble * const
+ <<const>> clone(): Cartesian3*
  <<friend>> operator *(rhs: GLdouble, rhs: const Cartesian3&): const Cartesian3
  <<friend>> operator <<(lhs: std::ostream&, rhs: const Cartesian3&): std::ostream&
  <<friend>> operator >>(lhs: std::istream&, rhs: Cartesian3&): std::istream&
```