# Vector2 methods

In this lab you are going to write functions to perform vector maths which you will use in future projects. For each method you will need to test it from the mainline and check its correctness with at least two examples. Any function not implemented correctly needs to mentioned clearly in a comment at the top myvector2.cpp. Any incorrect method not mentioned here will result in a punitive grade (check your own work).

Your research doc is to contain the formula used in each function and two examples (inputs and outputs) along with a practical use case. This should be done before each method in code and will be collected at the end.

For each method add a comment with the correct answer and then perform the calculation in code and check the answer using the debugger. Each method test should have a clear comment block separating it from the others and listing the anticipated result from given inputs

All of your typing should be in myvector2.cpp and main2.cpp, you should read and be familiar with myvector2.h.

***When working with others after reading and understanding what they’ve done write your own code without referring to their work. If you can’t do it this way, then you don’t understand what’s going on and essentially copying.***

Example from Pete’s research.

