Exercise – Lines and Rays

1. Implement code for a 2-dimensional Ray.

The Ray can be set up as a class with member methods, or as a struct with corresponding methods.

Implement methods for:

* Testing a Ray vs a Circle
* Finding the closest Point on a Ray
* Finding the distance from a Point to the Ray
  + Think about how the this might relate to finding the closest Point on a Ray

Attempt to implement a method for testing a Ray vs an AABB

1. Implement code for a 3-dimensional Ray.

Implement the same requirements as a 2-dimensional Ray.

## Challenge

Implement code for your 2-dimensional and 3-dimensional Rays to intersect Oriented Bounding Boxes.