

```
{TwoDE::Vector2
ll+ Vector2()
+ Vector2()
+ Vector2()
+ dot()
+ getX()
+ getY()
+ setX()
+ setY()
+ normalized()
+ magnitude()
+ angle()
+ operator+=()
+ operator+=()
+ operator+()
+ operator+()
+ operator-()
+ operator*=( )
}
```

```
{MOUSE_BUTTON
ll}
```

+position

+button

```
{TwoDE::Input::MouseEventInfo
ll}
```