Q. Create a program in C++ to visualize linear transformations in 3d space. The classes for this problem could be as follows –

Vector class, Matrix class, Coordinate System.

The queries could be –

1. coordSystem1.TransformPoint(Vector3);
2. coordSystem1.InverseTransformPoint(Vector3);

Query 1 will convert the coordinates of vector3 from local space i.e coordSystem1 to world space.

Query 2 will convert the coordinates of vector3 from world space to its own local space.

