Vector3D

- x: double
- y: double
- z: double

+ Vector3D(x, y, z)
+ suma(v: Vector3D): Vector3D
+ multiplicaciones(e: double): Vector3D
+ longitud(): double
+ norma(): Vector3D
+ productoe(v: Vector3D): double
+ productov(v: Vector3D): Vector3D
+ proyeccionor(v: Vector3D): Vector3D
+ toString(): String