

| Vector3D      |
|---------------|
| + x           |
| + y           |
| + z           |
| + Vector3D()  |
| + Vector3D()  |
| + operator+() |
| + operator-() |
| + operator*() |
| + operator/() |
| + dot()       |
| + cross()     |
| + magnitude() |
| + print()     |

+v  
+vo



| LambertBattin::Result |
|-----------------------|
| + success             |
| + Result()            |
| + Result()            |