+ Mat3d()

```
<<abstract>>
             MatrixBase<Derived>
      # _row: int
      # _col: int
      # _elements: double[,]
      + Row(): int
      + operator+(Base, Base): Derived
      + operator*(Base.double): Derived
      + ToString() override: string
Matrix3d
                                        Vector3d
                          + Vec3d()
                          + Clone() override: Vec3d
                          + Random() static: Vec3d
```

+ Clone() override: Mat3d
+ operator*(Mat3d, Mat3d): Mat3d
+ operator*(Mat3d, Vec3d): Vec3d
+ Random() static: Mat3d
+ Inverse(Mat3d) static: Mat3d

+ Dot(Vec3d, Vec3d) static: double
+ Norm(Vec3d) static: double
+ Unitize(Vec3d) static: Vec3d
+ CrossProduct(Vec3d, Vec3d) static:
 Vec3d