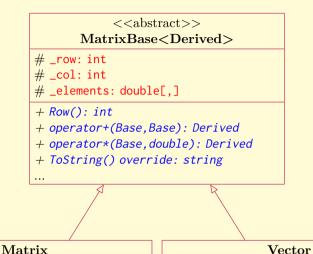
LinerAlgebra



<pre>+ Matrix(int, int)</pre>
+ Clone() override: Matrix
<pre>+ operator*(Matrix, Matrix): Matrix</pre>
<pre>+ operator*(Matrix, Vector): Vector</pre>
+ Random(int,int) static: Matrix
+ Inverse(Matrix) static: Matrix

+ Vector(int)
+ Clone() override: Vector

+ Random(int) static: Vector

+ Dot(Vector, Vector) static: double

+ Norm(Vector) static: double

+ Unitize(Vector) static: Vector

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