* add() — add vectors
* sub() — subtract vectors
* mult() — scale the vector with multiplication
* div() — scale the vector with division
* mag() — calculate the magnitude of a vector
* setMag() - set the magnitude of a vector
* normalize() — normalize the vector to a unit length of 1
* limit() — limit the magnitude of a vector
* heading() — the 2D heading of a vector expressed as an angle
* rotate() — rotate a 2D vector by an angle
* lerp() — linear interpolate to another vector
* dist() — the Euclidean distance between two vectors (considered as points)
* angleBetween() — find the angle between two vectors
* dot() — the dot product of two vectors
* cross() — the cross product of two vectors (only relevant in three dimensions)
* random2D() - make a random 2D vector
* random3D() - make a random 3D vector