

Physics

- + IsCollision(Entity, Entity): bool
- + IsIntersect(Line, Line): bool
- + IsInside(Vec2, Line): bool

Vec2

- + x: double
- + y: double

- + operator ==: bool
- + operator !=: bool
- + operator +: Vec2
- + operator -: Vec2
- + operator *: Vec2
- + operator /: Vec2

- + normalize: void
- + length: double