

```
1  #pragma once
2  #include "MyVector.h"
3
4  class Boid {
5  public:
6      MyVector Position;
7      MyVector Velocity;
8      MyVector Acceleration;
9
10     Boid(MyVector p, MyVector v) {
11         Position = p;
12         Velocity = v;
13     }
14     Boid() {}
15 };
16
17 class boidInRange {
18 public:
19     Boid *boid;
20     MyVector Direction;
21     float Distance;
22     boidInRange(Boid *inBoid, MyVector inDirection, float inDistance) :
23         boid(inBoid),
24         Direction(inDirection),
25         Distance(inDistance) {}
26     boidInRange() {}
27 };
```