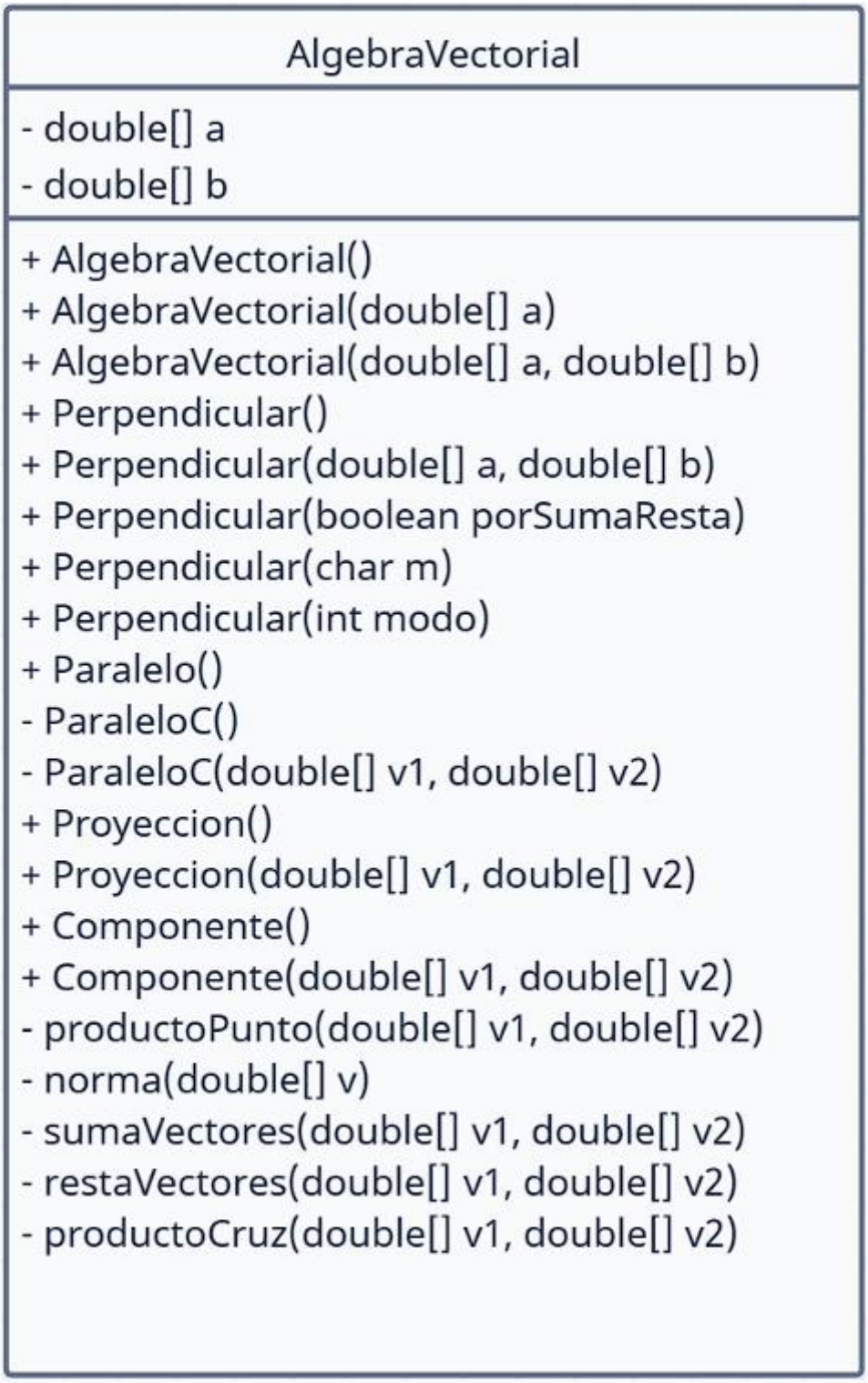
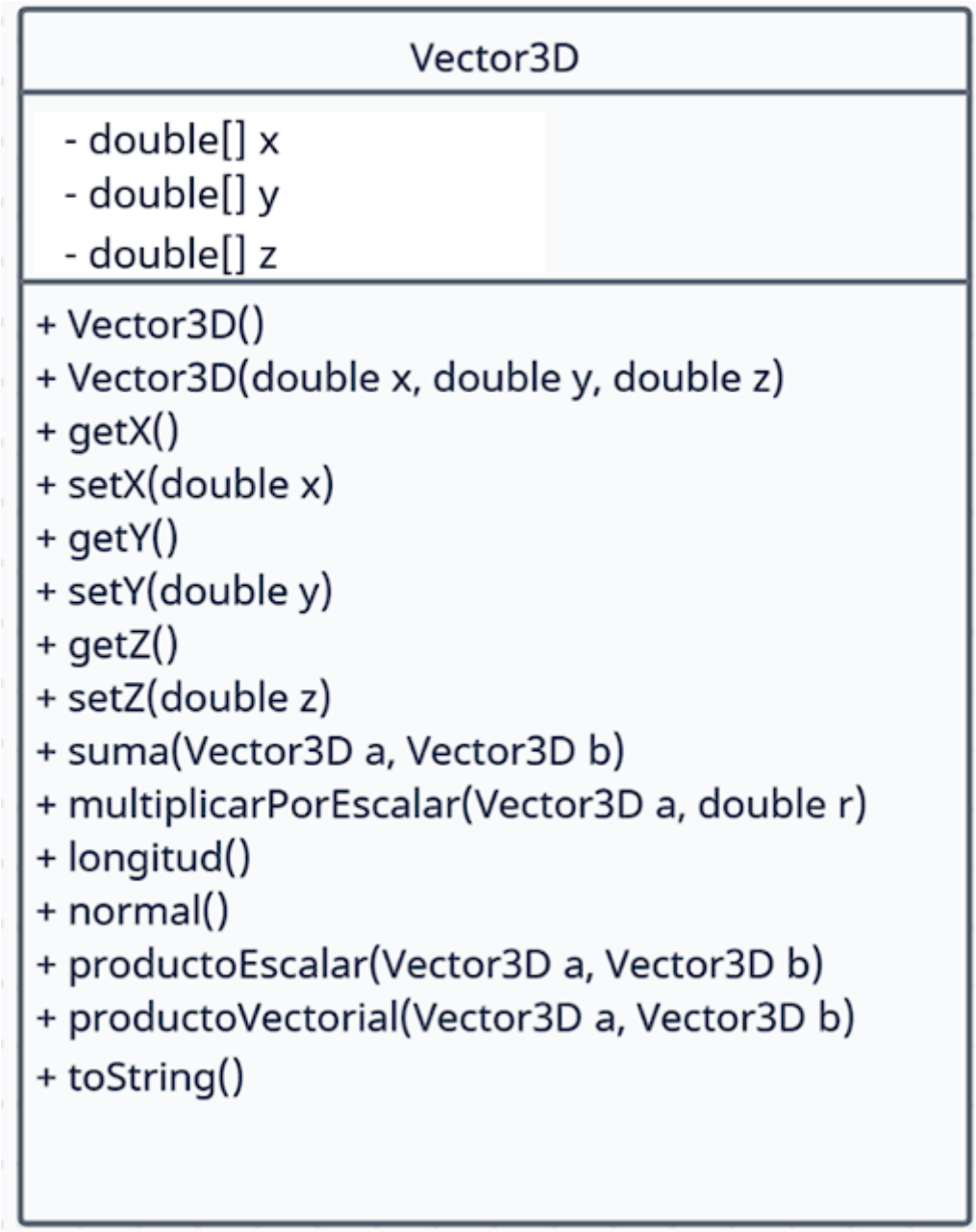

AlgebraVectorial
- double[] a
- double[] b
+ AlgebraVectorial()
+ AlgebraVectorial(double[] a)
+ AlgebraVectorial(double[] a, double[] b)
+ Perpendicular()
+ Perpendicular(double[] a, double[] b)
+ Perpendicular(boolean porSumaResta)
+ Perpendicular(char m)
+ Perpendicular(int modo)
+ Paralelo()
- ParaleloC()
- ParaleloC(double[] v1, double[] v2)
+ Proyeccion()
+ Proyeccion(double[] v1, double[] v2)
+ Componente()
+ Componente(double[] v1, double[] v2)
- productoPunto(double[] v1, double[] v2)
- norma(double[] v)
- sumaVectores(double[] v1, double[] v2)
- restaVectores(double[] v1, double[] v2)
- productoCruz(double[] v1, double[] v2)


Vector3D
- double[] x
- double[] y
- double[] z
+ Vector3D()
+ Vector3D(double x, double y, double z)
+ getX()
+ setX(double x)
+ getY()
+ setY(double y)
+ getZ()
+ setZ(double z)
+ suma(Vector3D a, Vector3D b)
+ multiplicarPorEscalar(Vector3D a, double r)
+ longitud()
+ normal()
+ productoEscalar(Vector3D a, Vector3D b)
+ productoVectorial(Vector3D a, Vector3D b)
+ toString()