

Quaternion

- double a
- double b
- double c
- double d

- + Quaternion()
- + Quaternion(double, double, double, double)
- + Quaternion(const Quaternion &)
- + void setValues(double, double, double, double)
- + double getA()
- + double getB()
- + double getC()
- + double getD()
- + void print()
- + double norm()
- + Quaternion conjugate()
- + Quaternion normalize()
- + Quaternion inverse()

GlobalOperations

- + operator+(Quaternion, Quaternion)
- + operator-(Quaternion, Quaternion)
- + operator*(Quaternion, Quaternion)
- + operator/(Quaternion, Quaternion)
- + dotProduct(Quaternion, Quaternion) : : double
- + euclideanDistance(Quaternion, Quaternion) : : double
- + chebyshevNorm(Quaternion, Quaternion) : : double