

app::Point4d
+ x + y + z + w
+ Point4d() + Point4d() + Point4d() + operator+=( + operator-=( + operator*=( + operator/=( + operator()( + operator()( + length() + normalize() + resize() + is_collinear()

app::Matrix< 4, 4 >
- data_
+ Matrix() + Matrix() + Matrix() + Matrix() + Matrix() + Matrix() + Matrix() + operator()( + operator()( + operator+=( and 10 more... + identity_matrix() + construct_moving_matrix() + construct_rotation_matrix() - swap_rows() - multiply_row() - multiply_then_substract_row() - find_optimal_row() - clear_column() - convert_to_upper_triangular()

