```
Vector2
+ X
+ y
+ Vector2()
                            +zero
+ Vector2()
                            +up
+ Vector2()
                           +down
+ operator==()
                           +right
+ operator!=()
                            +left
+ operator+()
                           +null
+ operator-()
+ normalized()
+ distance()
+ toString()
+ randomPosition()
+ randomDirection()
```