```
Vector
- _x
- _y
+ Vector()
+ x()
+ x()
+ y()
+ y()
+ operator=()
+ operator==()
+ operator!=()
+ operator+()
+ operator-()
and 12 more...+ random_unitary()
                           VELOCITY
                            _position
                                 Body
                       #_position
                       - VELOCITY
                       + ~Body()
                       + velocity()
                       + step()
                        + position()
                       + position()
                       + save()
            normal
                       + restore()
                       + get_collision_contact()
                       + get_collision_contact()
                       + get_collision_contact()
                       + get_collision_contact()
                        + collides()
                       + collides()
                       + collides()
                       # Body()
                       # init()
                        _body_a
                        _body_b
        Contact
   - _toc
     _normal
     _body_a
    _body_b
   + Contact()
   + normal()
   + toc()
   + body_a()
   + body_b()
   + operator bool()
   + operator>()
```