```
double
RayTracer::Entities
::Transform::Vector3f
+ ~Vector3f()
+ Vector3f()
+ Vector3f()
+ Vector3f()
+ Vector3f()
+ operator+()
+ operator-()
+ operator*()
+ operator/()
+ operator=()
+ getX()
+ getY()
+ getZ()
+ getNorm()
+ getNormalized()
+ getCrossed()
+ dot()
+ getDistance()
+ toDegrees()
+ toRadians()
+ rotateVector()
+ getAngle()
+ rotateX()
+ rotateY()
+ rotateZ()
```