

```
1 // Vector3D_PS1.cpp
2 // Created by NUR E SIAM
3
4 #include "Vector3D.h"
5 #include <sstream>
6
7 std::string Vector3D::toString() const noexcept {
8     // Create a stringstream to build the output string
9     std::stringstream stream;
10
11    // Format x, y, and w components with 4 decimal places and add to the    ↵
12    // stream
13    stream << "[" << std::round(x() * 10000.0f) / 10000.0f << ","
14        << std::round(y() * 10000.0f) / 10000.0f << ","
15        << std::round(w() * 10000.0f) / 10000.0f << "]";
16
17    // Extract the formatted string from the stringstream
18    std::string output = stream.str();
19
20    // Return the formatted string representation of the vector
21    return output;
22 }
```