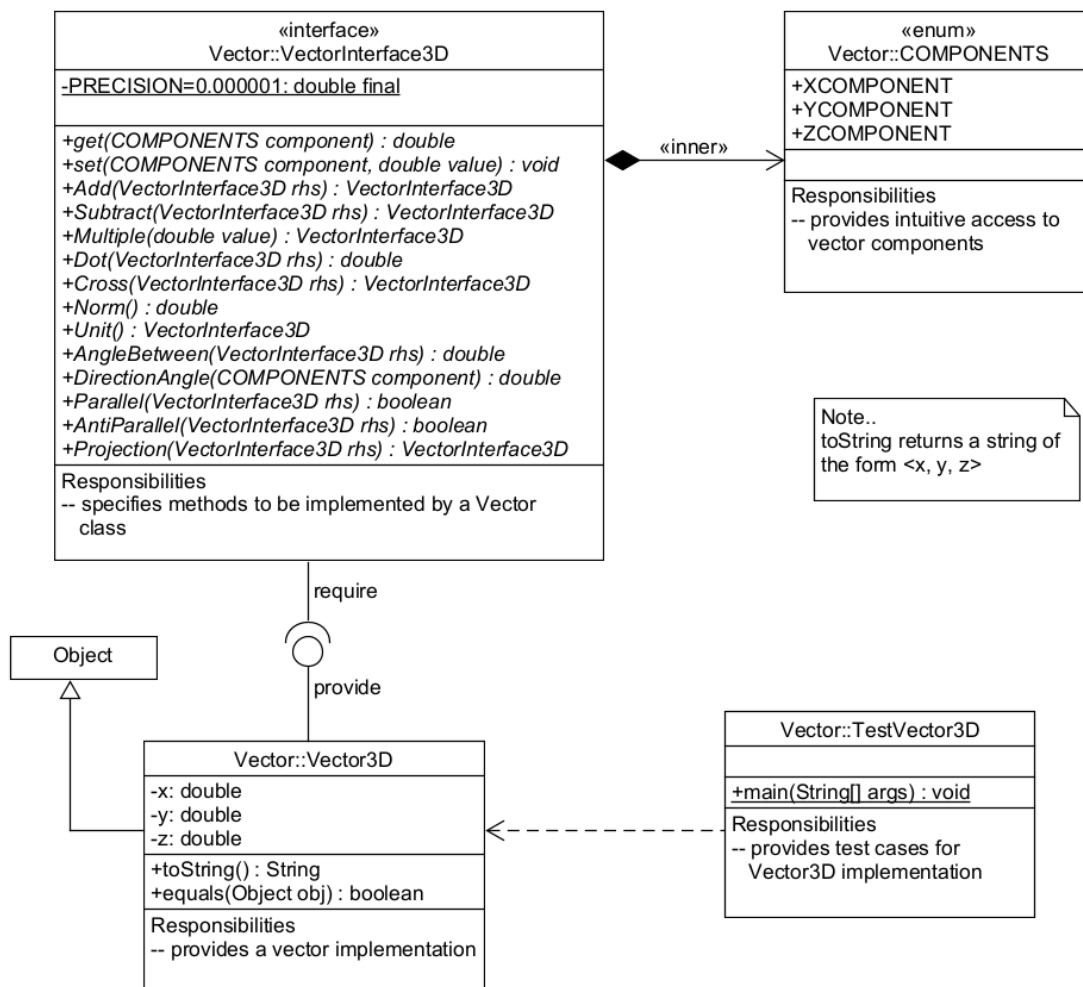


3D Vector

A *vector* is a quantity that has a magnitude and a direction. [\[Wikipedia\]](#) Their most common usage is to represent forces in physics although many other uses exist.

The Problem

Write a Java program represent a vector in a **class** called **Vector3D**. The class should implement the following UML class diagram.



The **VectorInterface3D** interface, **COMPONENTS** enum, and **TestVector3D** class will be provided. Refer to comments in the **VectorInterface3D.java** file for operational details.

Demonstrate your code with the main method provided in the **TestVector3D.java** class.

Deliverables

1. Source code attached to assignment in Canvas
 - a. One .java file
2. A text that contains
 - a. A reflective essay on your successes, difficulties, and how you tested your code to ensure correctness
 - b. Screen shot of the running programs (included in the document)