

## Vector3D\_PS1

```
//
// Vector3D_PS1.cpp
// problem asm1
//
// Created by Vu Duc Tran on 17/3/2024.
//
#define _USE_MATH_DEFINES // must be defined before any #include
#include "Vector3D.h"
#include <cassert>
#include <cmath>
#include <sstream>
#include <iomanip>

using namespace std;

std::string Vector3D::toString() const noexcept
{
    std::stringstream ss;
    //Write
    ss << "[" << std::round(x() * 10000.0f) / 10000.0f << ","
        << std::round(y() * 10000.0f) / 10000.0f << ","
        << std::round(w() * 10000.0f) / 10000.0f << "];"
    //Return the resulting string
    return ss.str();
}
```