

Vetor

0.0.1

Generated by Doxygen 1.8.13

Contents

| | | |
|----------|--|----------|
| 1 | Class Index | 1 |
| 1.1 | Class List | 1 |
| 2 | File Index | 3 |
| 2.1 | File List | 3 |
| 3 | Class Documentation | 5 |
| 3.1 | Vetor Class Reference | 5 |
| 3.1.1 | Detailed Description | 6 |
| 3.1.2 | Constructor & Destructor Documentation | 6 |
| 3.1.2.1 | Vetor() [1/2] | 6 |
| 3.1.2.2 | Vetor() [2/2] | 6 |
| 3.1.2.3 | ~Vetor() | 6 |
| 3.1.3 | Member Function Documentation | 6 |
| 3.1.3.1 | getX() | 7 |
| 3.1.3.2 | getY() | 7 |
| 3.1.3.3 | multiplicacao() | 7 |
| 3.1.3.4 | negativo() [1/2] | 7 |
| 3.1.3.5 | negativo() [2/2] | 7 |
| 3.1.3.6 | norma() | 7 |
| 3.1.3.7 | operator*() [1/2] | 7 |
| 3.1.3.8 | operator*() [2/2] | 8 |
| 3.1.3.9 | operator+() | 8 |
| 3.1.3.10 | operator++() [1/2] | 8 |
| 3.1.3.11 | operator++() [2/2] | 8 |
| 3.1.3.12 | operator-() | 8 |
| 3.1.3.13 | print() | 8 |
| 3.1.3.14 | setX() | 8 |
| 3.1.3.15 | setY() | 9 |
| 3.1.3.16 | soma() | 9 |
| 3.1.3.17 | subtracao() | 9 |
| 3.1.3.18 | teta() | 9 |
| 3.1.4 | Friends And Related Function Documentation | 9 |
| 3.1.4.1 | operator* | 9 |

| | |
|--|-----------|
| 4 File Documentation | 11 |
| 4.1 main.cpp File Reference | 11 |
| 4.1.1 Function Documentation | 11 |
| 4.1.1.1 main() | 11 |
| 4.2 vetor.cpp File Reference | 12 |
| 4.2.1 Function Documentation | 12 |
| 4.2.1.1 operator*() | 12 |
| 4.3 vetor.h File Reference | 12 |
| 4.3.1 Function Documentation | 13 |
| 4.3.1.1 operator*() | 13 |
| Index | 15 |

Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

| | | |
|-----------------------|--|-------------------|
| Vetor | A classe Vetor lida com vetores bidimensionais | 5 |
|-----------------------|--|-------------------|

Chapter 2

File Index

2.1 File List

Here is a list of all files with brief descriptions:

| | | |
|---------------------------|-------|----|
| main.cpp | | 11 |
| vetor.cpp | | 12 |
| vetor.h | | 12 |

Chapter 3

Class Documentation

3.1 Vetor Class Reference

A classe `Vetor` lida com vetores bidimensionais.

```
#include <vetor.h>
```

Public Member Functions

- `Vetor` (float `_x`=0, float `_y`=0)
`Vetor` eh o construtor da classe.
- `Vetor` (`Vetor` &`v`)
- `~Vetor` ()
- void `setX` (float `_x`)
- float `getX` (void)
- void `setY` (float `_y`)
- float `getY` (void)
- float `norma` ()
- float `teta` ()
- void `print` (void)
- void `negativo` (void)
- void `negativo` (int mode)
- `Vetor soma` (`Vetor` `v`)
- `Vetor subtracao` (`Vetor` `v`)
- `Vetor multiplicacao` (float `a`)
- `Vetor operator+` (`Vetor` `v`)
- `Vetor operator-` (`Vetor` `v`)
- `Vetor operator*` (float `a`)
- float `operator*` (`Vetor` `v`)
- `Vetor operator++` ()
- `Vetor operator++` (int)

Friends

- `Vetor operator*` (float `a`, `Vetor` `v`)

3.1.1 Detailed Description

A classe [Vetor](#) lida com vetores bidimensionais.

Ela permite realizar operações entre eles.

3.1.2 Constructor & Destructor Documentation

3.1.2.1 [Vetor\(\)](#) [1/2]

```
Vetor::Vetor (
    float _x = 0,
    float _y = 0 )
```

[Vetor](#) eh o construtor da classe.

Parameters

| | |
|--|-----------------------------|
| \leftrightarrow $_ \leftrightarrow$ x | valor inicial da variavel x |
| \leftrightarrow $_ \leftrightarrow$ y | valor inicial da variavel y |

3.1.2.2 [Vetor\(\)](#) [2/2]

```
Vetor::Vetor (
    Vetor & v )
```

3.1.2.3 \sim [Vetor\(\)](#)

```
Vetor::~~Vetor ( )
```

3.1.3 Member Function Documentation

3.1.3.1 getX()

```
float Vetor::getX (
    void )
```

3.1.3.2 getY()

```
float Vetor::getY (
    void )
```

3.1.3.3 multiplicacao()

```
Vetor Vetor::multiplicacao (
    float a )
```

3.1.3.4 negativo() [1/2]

```
void Vetor::negativo (
    void )
```

3.1.3.5 negativo() [2/2]

```
void Vetor::negativo (
    int mode )
```

3.1.3.6 norma()

```
float Vetor::norma ( )
```

3.1.3.7 operator*() [1/2]

```
Vetor Vetor::operator* (
    float a )
```

3.1.3.8 operator*() [2/2]

```
float Vetor::operator* (
    Vetor v )
```

3.1.3.9 operator+()

```
Vetor Vetor::operator+ (
    Vetor v )
```

3.1.3.10 operator++() [1/2]

```
Vetor Vetor::operator++ ( )
```

3.1.3.11 operator++() [2/2]

```
Vetor Vetor::operator++ (
    int a )
```

3.1.3.12 operator-()

```
Vetor Vetor::operator- (
    Vetor v )
```

3.1.3.13 print()

```
void Vetor::print (
    void )
```

3.1.3.14 setX()

```
void Vetor::setX (
    float _x )
```

3.1.3.15 setY()

```
void Vetor::setY (
    float _y )
```

3.1.3.16 soma()

```
Vetor Vetor::soma (
    Vetor v )
```

3.1.3.17 subtracao()

```
Vetor Vetor::subtracao (
    Vetor v )
```

3.1.3.18 teta()

```
float Vetor::teta ( )
```

3.1.4 Friends And Related Function Documentation

3.1.4.1 operator*

```
Vetor operator* (
    float a,
    Vetor v ) [friend]
```

The documentation for this class was generated from the following files:

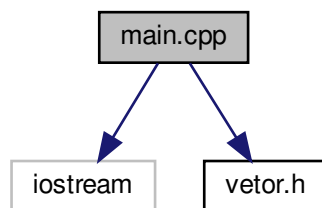
- [vetor.h](#)
- [vetor.cpp](#)

Chapter 4

File Documentation

4.1 main.cpp File Reference

```
#include <iostream>
#include "vetor.h"
Include dependency graph for main.cpp:
```



Functions

- `int main ()`

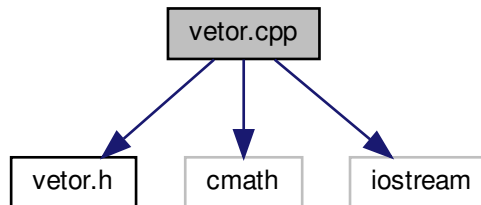
4.1.1 Function Documentation

4.1.1.1 main()

```
int main ( )
```

4.2 vetor.cpp File Reference

```
#include "vetor.h"
#include <cmath>
#include <iostream>
Include dependency graph for vetor.cpp:
```



Functions

- `Vetor operator*` (float a, `Vetor` v)

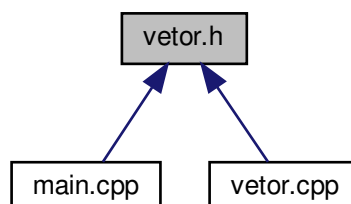
4.2.1 Function Documentation

4.2.1.1 operator*()

```
Vetor operator* (
    float a,
    Vetor v )
```

4.3 vetor.h File Reference

This graph shows which files directly or indirectly include this file:



Classes

- class [Vetor](#)

A classe [Vetor](#) lida com vetores bidimensionais.

Functions

- [Vetor operator*](#) (float a, [Vetor](#) v)

4.3.1 Function Documentation

4.3.1.1 [operator*\(\)](#)

```
Vetor operator* (  
    float a,  
    Vetor v )
```


Index

- ~Vetor
 - Vetor, [6](#)
- getX
 - Vetor, [6](#)
- getY
 - Vetor, [7](#)
- main
 - main.cpp, [11](#)
- main.cpp, [11](#)
 - main, [11](#)
- multiplicacao
 - Vetor, [7](#)
- negativo
 - Vetor, [7](#)
- norma
 - Vetor, [7](#)
- operator*
 - Vetor, [7, 9](#)
 - vetor.cpp, [12](#)
 - vetor.h, [13](#)
- operator+
 - Vetor, [8](#)
- operator++
 - Vetor, [8](#)
- operator-
 - Vetor, [8](#)
- print
 - Vetor, [8](#)
- setX
 - Vetor, [8](#)
- setY
 - Vetor, [8](#)
- soma
 - Vetor, [9](#)
- subtracao
 - Vetor, [9](#)
- teta
 - Vetor, [9](#)
- Vetor, [5](#)
 - ~Vetor, [6](#)
 - getX, [6](#)
 - getY, [7](#)
 - multiplicacao, [7](#)
 - negativo, [7](#)
 - norma, [7](#)
 - operator*, [7, 9](#)
 - operator+, [8](#)
 - operator++, [8](#)
 - operator-, [8](#)
 - print, [8](#)
 - setX, [8](#)
 - setY, [8](#)
 - soma, [9](#)
 - subtracao, [9](#)
 - teta, [9](#)
 - Vetor, [6](#)
 - vetor.cpp, [12](#)
 - operator*, [12](#)
 - vetor.h, [12](#)
 - operator*, [13](#)