# Vetor

0.0.1

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# Contents

# Chapter 1

# Class Index

## 1.1 Class List

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

# Chapter 2

# File Index

## 2.1 File List

Here is a list of all files with brief descriptions:

# 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**

| | |
|---|---|
| ↩ _↩ x | valor inicial da variavel x |
| ↩ _↩ y | valor inicial da variavel y |

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

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

#### 3.1.2.3 ∼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

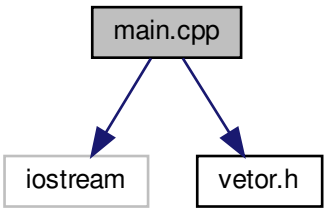
# Chapter 4

# 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

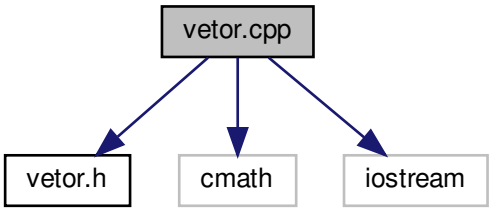
#### 4.1.1.1 main()

```
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)

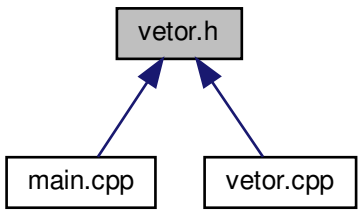
### 4.2.1 Function Documentation

#### 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 )
```

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