```
csci3081::Vector
    # x
    # y
    # 7
    + SetX()
    + SetZ()
    + GetX()
    + GetZ()
    + GetY()
    + Magnitude()
    + operator==()
    + Print()
  csci3081::Vector3D
+ Vector3D()
+ Vector3D()
+ Vector3D()
+ Vector3D()
+ SetY()
+ operator+()
+ operator-()
+ operator*()
+ operator/()
+ operator=()
+ Normalize()
+ Print()
+ IsWithinXandZRange()
```