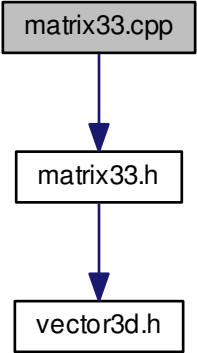


matrix33.cpp



```
graph TD; A[matrix33.cpp] --> B[matrix33.h]; B --> C[vector3d.h];
```

matrix33.h

vector3d.h