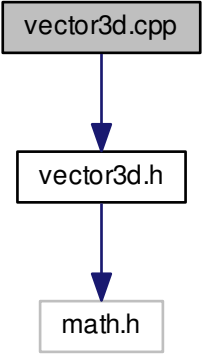


vector3d.cpp



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

vector3d.h

math.h