VECTOR

- List<Double> vectorData

+ Vector(dimension: int)
+ Vector(data: double...)
+ Vector(other: Vector)

+ getDimension(): int

+ GET(index: int): double
+ SET(index: int, value: double): void
+ LENGTH(): double
+ ADD(otherVector: Vector): Vector
+ SUB(otherVector: Vector): Vector
+ CROSSPRODUCT(otherVector: Vector): Vector
+ DOTPRODUCT(otherVector: Vector): double

+ scale(scalar: double): Vector
+ iterator(): Iterator<Double>
+ clone(): Object
+ toString(): String
+ equals(obj: Object): boolean

Vector_Interface

```
interface Vector_Interface {
  + GET(index: int): double
  + SET(index: int, value: double): void
  + LENGTH(): double
  + ADD(otherVector: Vector): Vector
  + SUB(otherVector: Vector): Vector
  + CROSSPRODUCT(otherVector: Vector): Vector
  + DOTPRODUCT(otherVector: Vector): double
}
```