

Vec2 &rhs) const

+ bool operator!=(const
 Vec2 &rhs) const

+ Vec2 operator+(const
 Vec2 &rhs) const

+ Vec2 operator-(const
 Vec2 &rhs) const

+ Vec2 operator-(const
 Vec2 operator-(const

+ Vec2 operator/(const

+ void operator+=(const Vec2 &rhs)

+ void operator-=(const Vec2 &rhs)

+ void operator\*=(const

+ void operator/=(const

+ float dist(const Vec2 &rhs) const

float c)

float c)

float c)

float c)