Vect2D

- _x
- _y

+ Vect2D()
+ Vect2D()
+ Vect2D()
+ operator=()
+ x()
+ y()
+ rx()
+ ry()
+ getXVect()
+ getYVect()
and 52 more...
+ set()
+ sum()
+ sub()
+ mult()
+ div()
+ min()
+ max()
+ normalize()
+ setMagnitude()
+ limit()
and 8 more...

#position

CartesianObject2D

+ CartesianObject2D()
+ ~CartesianObject2D()
+ clone()
+ getPosition()