```
double
             +e
          vec3
+ vec3()
+ vec3()
+ vec3()
+ x()
+ y()
+z()
+ operator+=()
+ operator*=()
+ operator/=()
+ operator-()
+ operator[]()
+ length()
+ length squared()
+ operator<<()
+ nearZero()
+ dot()
+ cross()
+ unit vector()
+ randomDouble()
+ randomDouble()
+ random()
+ random()
+ randominunitSphere()
+ randomunitVector()
+ randominHemisphere()
+ reflect()
```