```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class MyVector2
6  {
7
8     public float x, y;
9      public MyVector2(float x, float y)
10     {
11         this.x = x;
12         this.y = y;
13
14     }
15
16     public static MyVector2 RadiansToVector(float angle)
17     {
18
19         //Angle should be in radians
20         //Simple notations:
21         //90 degrees = Mathf.PI / 2;
22         //180 degrees = Mathf.PI;
23         //To find angle use ans=180/angle-> Mathf.PI/ans = angle in radians
24         MyVector2 rv = new MyVector2(Mathf.Cos(angle), Mathf.Sin(angle));
25         //Other way of changing radians to vector
26         rv.x = Mathf.Cos(angle);
27         rv.y = Mathf.Sin(angle);
28         return rv;
29     }
30     public static float VectorsToRadians(MyVector2 V)
31     {
32         float rv = 0.0f;
33         //Arc Tangent function returns vector in radians
34         rv = Mathf.Atan(V.y / V.x);
35         return rv;
36     }
37     //public MyVector2 NormalizeVector2D()
38     //public MyVector2 NormalizeVector2D()
39     //{
40     //    MyVector2 rv = new MyVector2(x, y);
41     //    rv = DivideVector(rv, rv.Length());
42     //    return rv;
43     //}
44 }
45
```