**Otrzymane Wyniki :**

Dodawanie :

Quaternion 1: ( 90, 1, 0, 0 )

Quaternion 2: ( 10, 1, 2, 3 )

Quaternion result: ( 100, 2, 2, 3 )

Odejmowanie :

Quaternion 1: ( 90, 1, 0, 0 )

Quaternion 2: ( 10, 1, 2, 3 )

Quaternion result: ( 80, 0, -2, -3 )

Mnożenie :

Quaternion 1: ( 90, 1, 0, 0 )

Quaternion 2: ( 10, 1, 2, 3 )

Quaternion result: ( 899, 100, 177, 272 )

Dzielenie :

Quaternion 1: ( 1, 3, 3, 3 )

Quaternion 2: ( 1, 1, 2, 2 )

Quaternion result: ( 1.6, 0.2, 0.4, -0.2 )

Punkt [-1, -1, -1] obróć o 270° wokół osi X :

Vector result: ( -1, -1, 1 )