

- The method operator___ where ___ is the name for an operator implies overloading that particular operator (e.g. operatorAssign is operator=)

Vector2<T>

- + x: T
- + y: T
- + Vector2()
- + Vector2(xcoord: T, ycoord: T)
- + operatorEquals(vec: Vector2<T>): bool
- + operatorNotEquals(vec: Vector2<T>): bool
- + operatorAssign(vec: Vector2<T>) : Vector2<T>
- + setValues(x: T, y: T) : Vector2<T>
- + zero() : Vector2
- + operatorPlus(v: Vector2<T>) : Vector2<T>
- + operatorPlusEquals(v: Vector2<T>) : Vector2<T>
- + operatorMinus(v: Vector2<T>): Vector2<T>
- + operatorMinusEquals(v: Vector2<T>) : Vector2<T>
- + operatorMult(v: Vector2<T>) : Vector2<T>
- + operatorMultEquals(v: Vector2<T>) : Vector2<T>
- + dot(v: Vector2<T>) : float
- + zcross(v: Vector2<T>): float
- + magnitude(): float
- + magnitudeSquared(): float + length(vec: Vector2<T>): float
- + lengthSquared(vec: Vector2<T>): float
- + normalize(): Vector2
- + clamp(max: T) : Vector2
- + clampX(max: T) : Vector2
- + clampY(max: T) : Vector2
- + rotate(angle: float) : Vector2
- + angle(v: Vector2<T>): float
- + angleMagnitude(v: Vector2<T>): float
- + flip(): Vector2<T>