

com.\_604robotics.robot2012.aiming

## Class PointAndAngle3d

java.lang.Object  
com.\_604robotics.robot2012.aiming.PointAndAngle3d

```
public class PointAndAngle3d
extends Object
```

A class to hold a 3d point.

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### Constructor Summary

Constructors

Constructor and Description

**PointAndAngle3d**(double x, double y, double z, double angle)

Initializes variables for the point.

**PointAndAngle3d**(Point3d p, double angle)

Initializes variables for the point.

### Method Summary

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

### Constructor Detail

PointAndAngle3d

```
public PointAndAngle3d(double x,
                        double y,
                        double z,
                        double angle)
```

Initializes variables for the point.

Parameters:

- x - The x coordinate of the point.
- y - The y coordinate of the point.
- z - The z coordinate of the point.
- angle - The angle the target is at from the robot.

PointAndAngle3d

```
public PointAndAngle3d(Point3d p,
                        double angle)
```

Initializes variables for the point.

Parameters:

- p - Uses the values from this point to create the new point.
- angle - Uses this angle for the new point.

