

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
<b>PointAndAngle3d</b> (double x, double y, double z, double angle) Initializes variables for the point.
<b>PointAndAngle3d</b> (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
<pre>public PointAndAngle3d(double x,                         double y,                         double z,                         double angle)</pre> <p>Initializes variables for the point.</p> <p><b>Parameters:</b></p> <ul style="list-style-type: none"><li>x - The x coordinate of the point.</li><li>y - The y coordinate of the point.</li><li>z - The z coordinate of the point.</li><li>angle - The angle the target is at from the robot.</li></ul>
PointAndAngle3d
<pre>public PointAndAngle3d(Point3d p,                         double angle)</pre> <p>Initializes variables for the point.</p> <p><b>Parameters:</b></p> <ul style="list-style-type: none"><li>p - Uses the values from this point to create the new point.</li><li>angle - Uses this angle for the new point.</li></ul>

