int main

“bとcの内積は%.2f”,inner\_product3D(vector3,vector2)

“aとbの内積は%.2f”,inner\_product3D(vector1.vector3)

“外積は(%.2f,%.2f,%.2f)です”,

vector3[1],vector3[2],vector3[3]

read\_vector3D(vector1)

outert\_product3D(vector1,vector2,vector3)

read\_vector3D(vector2)

NUM 3

double　vector[NUM],vector1[NUM],vector2[NUM],vector3[NUM]

void read\_vector3D(double vector[NUM]

vector[i]に値を格納

for(i=1;i<=NUM;i++)

int i

void outer\_product3D

(double vector1[NUM],double vector2[NUM],double vector3[NUM])

vector3[1]=vector1[2]\*vector2[3]-vector1[3]\*vector2[2]

vector3[2]=vector1[3]\*vector2[1]-vector1[1]\*vector2[3]

vector3[3]=vector1[1]\*vector2[2]-vector1[2]\*vector2[1]

double inner\_product3D(double vector1[NUM],double vector2[NUM])

a=vector1[1]\*vector2[1]+vector1[2]\*vector2[2]+vector1[3]\*vector2[3]

double a