

This lab task extends the previous one on class **Vec3**. The main objectives include more functionalities and the capabilities of the methods to handle object arrays. Below are the tasks in this lab:

- The constructor: It should accept the following types of inputs:
  - No input argument (as a default constructor): A single object for point  $(0, 0, 0)$  is created.
  - Three input arguments (numerical arrays of identical size) for **x**, **y**, and **z** elements. The output is an object of **Vec3**.
- The **norm** function should return a **double** array of the same size as the input array.
- The **iszero** function. It takes a **Vec3** array as input, and outputs a logical array indicating whether the elements are zero vectors.
- The **normalize** function. It takes a **Vec3** array as input, and outputs a **Vec3** array of corresponding unit vectors. If any element in the input is a zero vector, generate an error message.
- The **inner\_prod** function. It takes two inputs of class **Vec3** and return their inner products as a **double** array. This should handle the cases when one input is a scalar and the other is an array.
- The **cross\_prod** function. It takes two inputs of class **Vec3** and return their cross (outer) products as a **Vec3** array. This should handle the cases when one input is a scalar and the other is an array.
- The **disp** function: Show the object in the form  $(x, y, z)$ . You should handle the display of 2-D **Vec3** arrays.
- Operator overloading functions: **plus** and **minus**, which does addition and subtraction of two **Vec3** arrays, respectively. One or both inputs can be scalars.
- Operator overloading function: **eq**, which checks whether two **Vec3** arrays are equal elementwisely. The output is a logical array. One or both inputs can be scalars.
- Operator overloading function: **times**. This is the function name of the elementwise multiplication operator **.\***. One of the input should be **Vec3** and the other input should be numeric. One or both inputs can be scalars.