```
PozyxPositioner.Framework.
        PozyxVector
+ x
+ 7
+ PozyxVector()
+ operator+()
+ operator-()
+ operator*()
+ operator/()
+ operator/()
+ operator*()
+ Norm()
+ Dot()
+ getAngleZ()
               +pos
PozyxPositioner.Framework.
          PosData
```

+ good + Acceleration

+ PosData()