```
McCAD::Geometry::Coord
 + value
 + Coord()
 + Coord()
 + operator()()
 + operator+=()
 + operator-=()
 + operator*=()
 + operator/=()
 + Coord()
 + Coord()
 + operator()()
 + operator+=()
 + operator-=()
 + operator*=()
 + operator/=()
                +X
               +y
               +Z
McCAD::Geometry::Coord3D
+ Coord3D()
+ Coord3D()
+ operator+=()
+ operator-=()
+ operator^=()
+ operator*=()
+ operator/=()
+ Coord3D()
+ Coord3D()
+ operator+=()
+ operator-=()
+ operator^=()
+ operator*=()
+ operator/=()
```