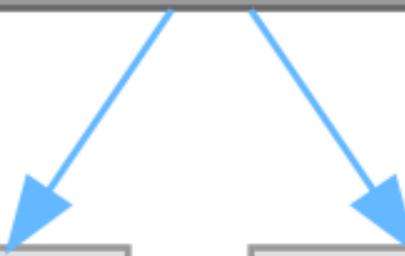


include/vector2D.h



`cmath`

`iostream`