

\item The data necessary to fully specify the Vector type is an int N that represents the length of the Vector and a float pointer to data, float* data, which points to an array of float values that store the components of the vector.

\item It was stated that memset() can be used to initialize the vectors in the initialize() function instead of a loop because the vector is being initialized to 0's, which memset() can handle. If it were any other value other than 0 and -1, we would not be able to directly use memset() in the initialize() function.

\item We pass the structures by pointer but not constants because in the C language, passing structures with constants will not actually change the value when the constant is passed into a function as an argument. If a pointer is passed into a function as an argument, the value the pointer is pointing to will change and so we pass structures by pointers and not constants.

\item In my normalize() function, I handled the zero-vector by including an if statement with the condition that if length was equal to 0, then the function would return 1 and exit. If the zero-vector were passed in, the length would be 0 and we would be dividing the vector components by 0 and dividing by 0 is undefined so we want to make a special case for the zero-vector such that we do not divide by 0.

\item \begin{lstlisting}[language=bash]

