



Vector

```
+x: number {readonly}  
+y: number {readonly}  
-cachedLength: number  
-cachedAngle: number
```

```
+fromSizeAndAngle(): Vector  
+get length(): number  
+get angle(): number  
+add(): Vector  
+subtract(): Vector  
+scale(): Vector  
+dotProduct(): number
```

Matrix

```
-data: number[][]
```

```
+determinant(): number  
+transpose(): number[][]  
+inverse(): Matrix  
+multiply(): Matrix  
+transformVector(): Vector
```

