tensor.new

```

Copy fnnew(shape:Span, data:Span)->Tensor;

```

Returns a new tensor with the given shape and data.

Args

- shape
- (Span
-) - A span representing the shape of the tensor.
- data
- (Span
-) - A span containing the array of elements.
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Panics

- Panics if the shape and data length are incompatible.
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Returns

A newTensor instance.

Examples

Let's create new u32 Tensors.

```

Copy usecore::array::{ArrayTrait,SpanTrait};

useorion::operators::tensor::{ TensorTrait,// we import the trait Tensor,// we import the type U32Tensor// we import the implementation. };

// 1D TENSOR fntensor_1D()->Tensor { lettensor=TensorTrait::new(shape:array![3].span(), data:array![0,1,2].span());

returntensor; }

// 2D TENSOR fntensor_2D()->Tensor { lettensor=TensorTrait::new(shape:array![2,2].span(), data:array![0,1,2,3].span());

returntensor; }

// 3D TENSOR fntensor_3D()->Tensor { lettensor=TensorTrait::new( shape:array![2,2,2].span(), data:array![0,1,2,3,4,5,6,7].span(), );

returntensor; }

```

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