

^SFserial∀ersionUID: long

__x: double __y: double __z: double

^{SF}LEFT: int.

^{SF}ONSEGMENT: int

SFRIGHT: int SFINFRONTOFA: int SFBEHINDB: int SFERROR: int SFDOWN: int

- √Point3D(double,double)
- x():double

^{SF}UP: int

- y():double
- z():double
- ix():int
- iy():int
- iz():int
- add(Point3D):void
- add(double,double,double):void
- add(double,double):void
- toString():String
- distance2D(Point3D):double
- distance3D(Point3D):double
- distance3D(double,double,double):double
- equals(Point3D):boolean
- close2equals(Point3D,double):boolean
- equalsXY(Point3D):boolean
- toFile():String
- toFile1():String
- pointLineTest2(Point3D,Point3D):int
- pointLineTest(Point3D,Point3D):int
- rescale(Point3D,Point3D):void
- rescale(Point3D,double):void
- rescale(Point3D,double,double,double):void
- rotate2D(Point3D,double):void
- angleXY(Point3D):double
- angleXY_2PI(Point3D):double
- angleZ(Point3D):double
- north_angle(Point3D):double
- up_angle(Point3D):double
- up_angle(Point3D,double):double
- ordante (double):double of the order of the
- double):double

 double

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<<Java Interface>>

Geom_element

Geom

- distance3D(Point3D):double
- distance2D(Point3D):double