**Answers from 2.1**

**1.Do you implement the 3D vector as a class or as a struct?**

I implemented the 3D vector as a struct because vectors are used as simple (numerical) types and an implementation as value type is most appropiate.

**2.Should a vector be immutable after it has been constructed or should it be possible to change the value of the components afterwards?**

I believe that a vector should be immutable. In this case I used a struct and read-only access to components of the vector, so the components can’t be changed afterwards**.**

**3.** **How do check if two vectors are equal or unequal? Do you overload the operators for equality and inequality or not?**

Two vectors are equal if they have the same length or magnitude, and they point in the same direction. No, I don’t overload the operators for equality and inequality I just check if they have the same length and direction angles.

**4. How do you compute the hashcode of a vector?**

We can easy compute the hashcode of a vector with GetHashCode method provided by .NET.