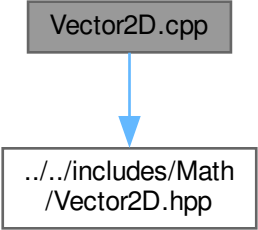


Vector2D.cpp



../includes/Math  
/Vector2D.hpp