Math::LinearEquation< 2 >

- values
- rightValue
- + LinearEquation()
- + LinearEquation()
- + getRightValue()
- + getVariable()
- + isSolution()



Geometry::Line

- P1
- normal
- v
- + Line()
- + containsPoint()
- + getNormal()
- + getPointAtX()
- + getPointAtY()
- + getEquation()