

```
1 #include "Vector3D.h"
2 #include <sstream>
3
4 std::string Vector3D::toString() const noexcept {
5     std::stringstream lString;
6     lString << "[" << std::round(x() * 10000.0f) / 10000.0f << ", "
7         << std::round(y() * 10000.0f) / 10000.0f << ", "
8         << std::round(w() * 10000.0f) / 10000.0f << "]"
9     return lString.str();
10 }
11
```