

Vector2	GlobalIdGenerator
+x: number +y: number <u>+zero: Vector2</u> <u>+left: Vector2</u> <u>+up: Vector2</u> <u>+right: Vector2</u> <u>+down: Vector2</u>	-id: number = 0 <u>-instance: GlobalIdGenerator</u> -constructor() +nextId(): number +setId(value: number) +getInstance(): GlobalIdGenerator
+add(other: Vector2): Vector2 +multiply(other: Vector2): Vector2 +subtract(other: Vector2): Vector2 +negate(): Vector2 +distanceTo(other: Vector2): number +normalize(): Vector2 +length(): number +crossProductMagnitude(other: Vector2): number +equals(other: Vector2): boolean +angle(): Angle +toString(): string +rotate(angle: Angle): Vector2 <u>+fromLengthAndAngle(length: number, angle: Angle): Vector2</u>	<div>Angle</div> <div>-degrees: number <u>+zero: Angle</u> <u>+fullCircle: Angle</u> <u>+rightAngle: Angle</u></div> <div><u>+fromDeg(degrees: number): Angle</u> <u>+fromRad(radians: number): Angle</u> +deg(): number +rad(): number +normalized(): Angle +negate(): Angle +toLeftHandedSystem(): Angle +isInRangeInclusive(rangeFrom: Angle, rangeTo: Angle): boolean</div>
SvgPathStringBuilder	
-commands: string[0..*]	
+start(location: Vector2) +move(location: Vector2) +lineTo(location: Vector2) +close() +cubicBezier(controlPoint1: Vector2, controlPoint2: Vector2, end: Vector2) +quadraticBezier(controlPoint: Vector2, end: Vector2) +arc(radiusX: number, radiusY: number, xAxisRotation: number, largeArc: boolean, sweep: boolean, location: Vector2) +isEmpty(): boolean +toString(): string -constructor(degrees: number)	