```
vec3
+
  e
+ vec3()
+ vec3()
+ x()
+ y()
+ z()
+ operator-()
+ operator[]()
+ operator[]()
+ operator+=()
+ operator*=()
+ operator/=()
+ length()
+ length_squared()
+ near zero()
+ random()
+ random()
           +maximum
          +minimum
       aabb
 + aabb()
 + aabb()
 + min()
 + max()
 + hit()
 + area()
   longest axis()
```