Using a Cartesian Vector Class

[https://github.com/t-o-k/scikit-vectors (https://github.com/t-o-k/scikit-vectors)](https://github.com/t-o-k/scikit-vectors)

In [1]:

```
from skvectors import create_class_Cartesian_Vector
```

In [2]:

```
# Create a 3-dimensional cartesian vector class

CVC = create_class_Cartesian_Vector('CVC', 'ABCD')

# Explicit alternative:
# CVC = \
#     create_class_Cartesian_Vector(
#         name = 'CVC',
#         component_names = [ 'A', 'B', 'C', 'D' ],
#         brackets = [ '<', '>' ],
#         sep = ', ',
#         cnull = 0,
#         cunit = 1,
#         functions = None
#     )
```

In [3]:

```
# Check if a vector is the zero vector (i.e. its length is equal to cnull)
u = CVC(0, 0, 0, 0)
u.is_zero_vector()
```

Out[3]: True

In [4]:

```
# Check if a vector is the zero vector
u = CVC(0, 0, 1, 0)
u.is_zero_vector()
```

Out[4]: False

In [5]:
```
# Check if a vector is a unit vector (i.e. its length is equal to cunit)
u = CVC(0.6, 0.0, -0.8, 0.0)
u.is_unit_vector()
```
Out[5]: True

In [6]:
```
# Check if a vector is a unit vector
u = CVC(-0.1, 0.5, 0.0, 0.8)
u.is_unit_vector()
```
Out[6]: False

In [7]:
```
# Check if a vector is equal to another
u = CVC(-3, -1, 4, 2)
v = CVC(-3, 1, 4, 2)
u == v
```
Out[7]: False

In [8]:
```
# Check if a vector is not equal to another
u = CVC(-3, -1, 4, 2)
v = CVC(-3, 1, 4, 2)
u != v
```
Out[8]: True

In [9]:
```
# Check if a vector is orthogonal to another
u = CVC(3, 2, -1, 4)
v = CVC(0, 3, 6, 0)
u.are_orthogonal(v)
```
Out[9]: True

In [10]:
```
# Check if the length of a vector is equal to the length of another
u = CVC(-4, -2, 4, 1)
v = CVC(5, 1, 1, -3)
u.equal_lengths(v)
```
Out[10]: False

In [11]:

```python
# Check if the length of a vector is equal to the length of another
u = CVC(-2, -1, 2, 0)
v = CVC(15, 3, 3, -9)
(2 * u).equal_lengths(v / 3)
```

Out[11]: True

In [12]:

```python
# Check if a vector is shorter than another
u = CVC(1, 3, -5, 1)
v = CVC(-4, 0, 4, -2)
u.shorter(v)
```

Out[12]: False

In [13]:

```python
# Check if a vector is shorter than another
u = CVC(5, -3, -1, -1)
v = CVC(2, -5, 4, 2)
u.shorter(v)
```

Out[13]: True

In [14]:

```python
# Check if a vector is longer than another
u = CVC(1, 3, -5, 1)
v = CVC(-4, 0, 4, -2)
u.longer(v)
```

Out[14]: False

In [15]:

```python
# Check if a vector is longer than another
u = CVC(-2, 2, 4, 5)
v = CVC(1, -5, -1, 3)
u.longer(v)
```

Out[15]: True

In [16]:

```python
# Calculate the dot product of two vectors
u = CVC(-2, 1, -1, 3)
v = CVC(2, 3, 0, -4)
u.dot(v)
```

Out[16]: -13

In [17]:
```
# Calculate the dot product of two vectors
u = CVC(-4, -1, -3, 1)
v = CVC(3, 4, 1, -3)
(u + 2).dot(v - 1)
```
Out[17]: -13

In [18]:
```
# Calculate the length (magnitude) of a vector
u = CVC(-2, -5, 4, 2)
u.length()
```
Out[18]: 7.0

In [19]:
```
# Calculate the length of a vector
u = CVC(3, -2, -3, 7)
v = CVC(2, -7, -2, 4)
(u - v).length()
```
Out[19]: 6.0

In [20]:
```
# Calculate the distance between two position vectors
u = CVC(3, -2, -3, 7)
v = CVC(2, -7, -2, 4)
u.distance(v)
```
Out[20]: 6.0

In [21]:
```
# Calculate the normalized vector of a vector (i.e. a vector in the same direction with length equal cunit)
u = CVC(-4, 0, 0, 3)
u.normalize()
```
Out[21]: CVC(A=-0.8, B=0.0, C=0.0, D=0.6)

In [22]:
```
# Calculate the projection of a vector onto another
u = CVC(9, -9, 0, 6)
v = CVC(0, 2, 1, -4)
w = u.project(v)
w
```
Out[22]: CVC(A=-0.0, B=-4.0, C=-2.0, D=8.0)

In [23]:
```
# Calculate the inverse of a projection of a vector onto another
w = CVC(-0, -4, -2, 8)
v = CVC(-3, 3, 0, -2)
u = w.inv_project(v)
u
```
Out[23]:
```
CVC(A=9.0, B=-9.0, C=-0.0, D=6.0)
```

In [24]:
```
# Calculate the rejection of a vector from another
u = CVC(9, -9, 0, 6)
v = CVC(0, 2, 1, -4)
u.reject(v)
```
Out[24]:
```
CVC(A=9.0, B=-5.0, C=2.0, D=-2.0)
```

In [25]:
```
# Calculate the scalar projection of a vector onto another
u = CVC(3, 0, 4, -1)
v = CVC(-6, 0, -8, 0)
u.scalar_project(v)
```
Out[25]:
```
-5.0
```

In [26]:
```
# Calculate the smallest angle between two vectors
u = CVC(4.5, -3.0, 0.0, -1.5)
w = CVC(-3.0, -3.0, 0.0, -3.0)
u.angle(w)  # = pi / 2
```
Out[26]:
```
1.5707963267948963
```

In [27]:
```
# Calculate the cosine of the smallest angle between two vectors
u = CVC(-1, 0, 0, -1)
v = CVC(2, 0, -2, 2)
u.cos(v)  # = -(2 / 3)**0.5
```
Out[27]:
```
-0.8164965809277259
```

In [28]:

```python
# Limit the resulting value to be greater than or equal to s*cunit and smaller than or equal to t*cunit
s = -1
t = 2
[
    CVC.clip(i, s, t)
    for i in [ -3, -2, -1, 0, 1, 2, 3, 4 ]
]
```

Out[28]:

```
[-1, -1, -1, 0, 1, 2, 2, 2]
```

In [ ]:

```python

```