```cpp
1  #include "Vector3D.h"
2  #include <sstream>
3  #include <iomanip>
4  #include <cmath>
5
6  float roundValue(float aValue) {
7      float aRoundTo = 1e4;
8      return std::round(aValue * aRoundTo) / aRoundTo;
9  }
10
11 std::string Vector3D::toString() const noexcept {
12     std::stringstream ss;
13     ss << "[" << roundValue(x()) << "," << roundValue(y()) << "," <<
          roundValue(w()) << "]";
14     return ss.str();
15 }
16
```