```
Vector v {
  v.data  = (?, ?)
  v.icon = Arrow {
    start : (0, 0)
    end   : v.data
  }
  v.text = Text { string : v.label }
  ensure near(v.text, v.icon)
}
Matrix A
where A := columns(a_1, a_2) {
  A.data = [a_1.data; a_2.data]
}
Vector Av = multiply(A, v) {
  override Av.data = matmul(A.data, v.data)
}
```