

<b>class</b>	JVector3D	JVersor3D	JAngle3D		
<b>constructor</b>	(x,y,z)	(dx,dy,dz)	(theta,phi)		
<b>implements</b>	arithmetics	arithmetics <sup>1</sup>	I/O		
<b>class</b>	JPosition3D:	JDirection3D:	JRotation3D:	JQuaternion3D	JVersor3Z
	JVector3D	JVersor3D	JMatrix3D		
<b>constructor</b>	(JVector3D)	(JVector3D)	(JAngle3D)	(theta,JVersor3D) <sup>3</sup>	(JVector2D)
	(JVersor3D)	(JVersor3D)		(theta,JVector3D) <sup>3</sup>	(dx,dy)
	(JAngle3D)	(JAngle3D)			
<b>conversion<sup>2</sup></b>	JVersor3D	JVector3D		JVector3D	JVector3D
	JAngle3D	JAngle3D		JVersor3D	JVersor3D
					JAngle3D
<b>implements</b>	rotate(JRotation3D)	rotate(JRotation3D)		arithmetics	arithmetics
	rotate(JQuaternion3D)	rotate(JQuaternion3D)		I/O	I/O
	I/O	I/O			

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<sup>1</sup>only negate

<sup>2</sup>note implicit conversion to base class

<sup>3</sup>defines rotation operation