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

[1] only negate
[2] note implicit conversion to base class
[3] defines rotation operation