Lab 8: Vector Object

Your job is to finish the Vector object that has already been started. This object represents a vector in three-dimensional space. You might make an object like this if you were programming a game or a physics simulation.

The Vector object is filled with “stub functions” that do nothing, and return null or NaN (not a number) values. You need to fill in these functions to create a working Vector object.

In addition, TestVectors.java is the code for a program that uses the Vector object.

The functions that you need to implement are as follows:

- The constructor, which takes 3 doubles and assigns them to fields x, y, and z.
- add(), which takes a second Vector, adds it to the first, and returns a new Vector that is the resulting sum.
- subtract(), which takes a second Vector, subtracts it from the first, and returns a new Vector that is the resulting difference.
- multiply(), which takes a double scalar value, multiplies it by the Vector, and returns the result.
- calcCrossProduct(), which takes a second Vector, calculates the cross product Vector, and returns it.
- calcDotProduct(), which takes a second Vector, calculates the dot product double, and returns it.
- calcLength(), which calculates the length of the Vector.
- makeNormalizedVector(), which returns a new Vector with the same proportions as the old one, but has a length of 1.0.
- calcAngle(), which uses the dot product and length methods to calculate the angle between two Vectors. Its argument is the second Vector, and it returns the angle in radians.
- toString(), which creates a String representing the Vector in human-readable terms.
- equals(), which takes another Vector and returns true if they’re equal.
- Accessors for the components of the Vector, called getX(), getY(), and getZ().
- Setters for the three components, called setX(), setY(), and setZ().

You may have forgotten how to do some of these operations. Wikepedia is a wonderful resource for this sort of thing!

As you are programming, run TestVectors repeatedly to make sure that everything works. Read and understand the file TestVectors.java. When you finish, you should get an output similar to the following:
Vectors: [1.0, 2.0, 3.0] [4.0, 5.0, 6.0]
Addition: [5.0, 7.0, 9.0]
Subtraction: [-3.0, -3.0, -3.0]
Multiplication: [0.5, 1.0, 1.5]
Cross Product: [-3.0, 6.0, -3.0]
Dot Product: 32.0
Angle: 0.2257261285527342
Length: 3.7416573867739413
Normalized: [0.2672612419124244, 0.5345224838248488, 0.8017837257372732]
Norm Length: 1.0
Vectors equal? false
1st is [1,2,3]? true
Single Coords: x:1.0 y:2.0 z:3.0
Adjusted: [30.0, 20.0, 10.0]

Alternatively, you can test the object using BlueJ. When you right click on the object, choose new Vector(double x, double y, double z). This lets you make a brand new Vector object to test. Make one Vector called vector1 with inputs 1.0, 2.0, 3.0, and another called vector2 with inputs 4.0, 5.0, 6.0. Then you’ll be able to call all the methods as you write them, testing them one at a time. You should get the same answers as above.

You don’t need to be as careful about stylistic concerns for this homework, since the commenting and method signatures are already written for you. However, take a good look at the Javadoc-style comments, since you’ll have to write your own soon enough!

You only need to turn in Vector.java. We will test your code using our own TestVectors class that is different from the one provided.