

Vector motion

All this vector math stuff sounds like something we should know about, but why? How will it actually help us write code? The truth of the matter is that we need to have some patience. It will take some time before the awesomeness of using the `PVector` class fully comes to light. This is actually a common occurrence when first learning a new data structure. For example, when you first learn about an array, it might seem like much more work to use an array than to just have several variables stand for multiple things. But that plan quickly breaks down when you need a hundred, or a thousand, or ten thousand things. The same can be true for `PVector`. What might seem like more work now will pay off later, and pay off quite nicely. And you don't have to wait too long, as your reward will come in the next chapter.