```
//use of implicit conversion.

using System;
class oper5
{
int x,y,z;   // coordinates
public oper5()
{
x=y=z=0;
}
public oper5(int i,int j,int k)
{
x=i;
y=j;
z=k;
}
//this is now implicit
public static implicit operator int(oper5 op1)
{
return (op1.x*op1.y*op1.z);
}

public void show()
{
Console.WriteLine(x+","+y+","+z);
}

public static void Main()
{
int i;
oper5 a=new oper5(15,20,40);
oper5 b=new oper5(10,25,30);
Console.WriteLine("value of a is..");
a.show();
Console.WriteLine("value of b is..");
b.show();
i=a;      // implicitly convert into int
Console.WriteLine("value of i after implicit
conversion is.."+i);
i=a*2-b;
Console.WriteLine("value of a*2-b is.."+i);
```

```
}
}



/*
output:

C:\Users\Arun singh>oper5
value of a is..
15,20,40
value of b is..
10,25,30
value of i after implicit conversion is..12000
value of a*2-b is..16500

*/
```