

```

// Overload true and false for oper3

using System;
class oper3
{
int x,y,z;    //coordinates
public oper3()
{
x=y=z=0;
}
public oper3(int i,int j,int k)
{
x=i;
y=j;
z=k;
}

//overload true
public static bool operator true(oper3 op1)
{
if(op1.x!=0 || op1.y!=0 || op1.z!=0)
return true;
else
return false;
}

//overload false
public static bool operator false(oper3 op1)
{
if(op1.x==0 || op1.y==0 || op1.z==0)
return true;
else
return false;
}

//overload unary--
public static oper3 operator --(oper3 op1)
{
oper3 result=new oper3();
result.x=op1.x-1;
result.y=op1.x-1;

```

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result.z=op1.x-1;
return result;
}

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

public static void Main()
{
oper3 a=new oper3(35,30,25);
oper3 b=new oper3(10,0,30);
oper3 c=new oper3(0,0,0);
Console.WriteLine("value of a is..");
a.show();
Console.WriteLine("value of b is..");
b.show();
Console.WriteLine("value of c is..");
c.show();
if(a) Console.WriteLine("a is true");
else Console.WriteLine("a is false");
if(b) Console.WriteLine("b is true");
else Console.WriteLine("b is false");
if(c) Console.WriteLine("c is true");
else Console.WriteLine("c is false");
do
{
b.show();
b--;
}while(b);
}
}

```

/*

output:

```

C:\Users\Arun singh>oper3
value of a is..

```

```
35,30,25
value of b is..
10,0,30
value of c is..
0,0,0
a is true
b is true
c is false
10,0,30
9,9,9
8,8,8
7,7,7
6,6,6
5,5,5
4,4,4
3,3,3
2,2,2
1,1,1
*/
```