```
// Overload the + for oper1 + oper1, oper1 + int,
and int + oper1


using System;
class oper1
{
int x,y,z;    //coordinates
public oper1()
{
x=y=z=0;
}
public oper1(int i,int j,int k)
{
x=i;
y=j;
z=k;
}

//  Overload binary + for oper1 + oper1.
public static oper1 operator +(oper1 op1,oper1 op2)
{
oper1 result=new oper1();
result.x=op1.x+op2.x;
result.y=op1.y+op2.y;
result.z=op1.z+op2.z;
return result;
}

// Overload binary + for oper1 + int.
public static oper1 operator +(oper1 op1,int op2)
{
oper1 result=new oper1();
result.x=op1.x+op2;
result.y=op1.y+op2;
result.z=op1.z+op2;
return result;
}


// Overload binary + for  int + oper1.
```

```
public static oper1 operator +(int op1,oper1 op2)
{
oper1 result=new oper1();
result.x=op1+op2.x;
result.y=op1+op2.y;
result.z=op1+op2.z;
return result;
}

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

public static void Main()
{
oper1 a=new oper1(15,20,40);
oper1 b=new oper1(10,25,30);
oper1 c;
Console.WriteLine("value of a is..");
a.show();
Console.WriteLine("value of b is..");
b.show();
Console.WriteLine("after addition value of a+b
is...");
c=a+b;
c.show();
Console.WriteLine("value of a+10 is..");
c=a+10;
c.show();
Console.WriteLine("value of 20+b is..");
c=20+b;
c.show();
}
}


/*
output:
```

```
C:\Users\Arun singh>oper1
value of a is..
15,20,40
value of b is..
10,25,30
after addition value of a+b is...
25,45,70
value of a+10 is..
25,30,50
value of 20+b is..
30,45,50
*/
```