

```

// Overload < and >.

using System;
class oper2
{
    int x,y,z;    //coordinates
    public oper2()
    {
        x=y=z=0;
    }
    public oper2(int i,int j,int k)
    {
        x=i;
        y=j;
        z=k;
    }

    //overload <
    public static bool operator <(oper2 op1,oper2 op2)
    {
        if(Math.Sqrt(op1.x*op1.x+op1.y*op1.y+op1.z*op1.z)
        <Math.Sqrt(op2.x*op2.x+op2.y*op2.y+op2.z*op2.z))
            return true;
        else
            return false;
    }

    //overload >
    public static bool operator >(oper2 op1,oper2 op2)
    {
        if(Math.Sqrt(op1.x*op1.x+op1.y*op1.y+op1.z*op1.z)>
        Math.Sqrt(op2.x*op2.x+op2.y*op2.y+op2.z*op2.z))
            return true;
        else
            return false;
    }

    //show x,y,z coordinates
    public void show()
    {

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Console.WriteLine(x+", "+y+", "+z);
}

public static void Main()
{
oper2 a=new oper2(35,30,25);
oper2 b=new oper2(10,25,30);
oper2 c=new oper2(22,30,10);
oper2 d=new oper2(40,35,20);

Console.WriteLine("value of a is..");
a.show();
Console.WriteLine("value of b is..");
b.show();
Console.WriteLine("value of c is..");
c.show();
Console.WriteLine("value of d is..");
d.show();
if(a<b) Console.WriteLine("a<b is true");
if(a>b) Console.WriteLine("a>b is true");
if(a<c) Console.WriteLine("a<c is true");
if(a>c) Console.WriteLine("a>c is true");
if(a<d) Console.WriteLine("a<d is true");
else if(a>d) Console.WriteLine("a>d is true");
else Console.WriteLine("a and d are same distance
from origin");
}
}

```