

For this assignment, you need to implement a MATLAB class called `Point3`. Below is a list of the tasks in this assignment:

- The three properties are `x`, `y`, and `z`.
- The constructor: It should accept the following types of inputs:
  - No input argument: A single object for point `(0,0,0)` is created.
  - Three input arguments: They should be numeric arrays of identical size. The output is an array of `Point3` with the same size as the inputs.
- The `norm` function (for computing lengths): It should generate an array with the same size as the object array.
- The `disp` function: Show the object array in the same way the MATLAB displays arrays. Each object has the form `(x,y,z)`. For example, a 2x3 array can be displayed like
  - `(1,2,4)`    `(3,4,6)`    `(10,-2,11)`
  - `(-1,5,5)`    `(0,6,0)`    `(8,0,-2)`
  - Very good alignment is not required.
  - You only need to be able to display 2-D arrays.
- Operator overloading functions: `plus` and `minus`. The output is an object array. It should be able to handle these types of inputs:
  - Both inputs are object arrays of the same dimension.
  - One input is an object array, and the other input is a scalar object (any order).
- The `eq` function. The output is a logical array. It should be able to handle these types of inputs:
  - Both inputs are object arrays of the same dimension.
  - One input is an object array, and the other input is a scalar object (any order).
- The `sum` and `mean` functions, which should have the same behaviors as the same-named MATLAB functions. This means that a second input can be used to specify a dimension.

**Submission:** Submit your code (m file) through e3. There will be two weeks for each assignment plus a three-day grace period, during which there will be a 10%/day deduction for your grade.