**Method ToString**

The ToString method is overridden quite often in real life, so let's learn how to do it.

Create a Triangle class and override the ToString method in it.

static void Main()

{

var triangle = new Triangle

{

A = new Point { X = 0, Y = 0 },

B = new Point { X = 1, Y = 2 },

C = new Point { X = 3, Y = 2 }

};

Console.WriteLine(triangle.ToString());

}

public class Point

{

public double X;

public double Y;

public override string ToString()

{

return string.Format("{0} {1}", X, Y);

}

}

**Code:**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace umop13o18zMethodToString

{

class Program

{

static void Main()

{

var triangle = new Triangle

{

A = new Point { X = 0, Y = 0 },

B = new Point { X = 1, Y = 2 },

C = new Point { X = 3, Y = 2 }

};

Console.WriteLine(triangle.ToString());

}

public class Point

{

public double X;

public double Y;

public override string ToString()

{

return string.Format("{0} {1}", X, Y);

}

}

public class Triangle

{

public Point A;

public Point B;

public Point C;

public override string ToString()

{

return string.Format("({0}) ({1}) ({2})", A, B, C);

}

}

}

}