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1. Test the constructors of ThreeDPoint:
1.1 Create ThreeDPoint object p1 with no-arg constructor:
p1 is (x,y,z) = (0,0,0)
1.2 Create TheeDPoint object p1 with the 3-args constructor:
p2 is (x,y,z) = (10,30,25.5)
2. Test the distance function:
The distance between p1 and p2 is 40.6233
3. Test the insertion and extraction operators:
3.1 Create ThreeDPoint object p3 and p4 with the no-arg constructor:
3.2 Use cin >> p3 to set p3's (x,y,z):
For p3, please enter x y z: 1 2 3
3.3 Use cout << p3 to print p3
p3 is (x,y,z)=(1,2,3)3.4 Use cin >> p4 to set p4's (x,y,z):
For p4, please enter x y z: 4 5 6
3.5 Use cout << to print p4
p4 is (x,y,z)=(4,5,6)
3.6 Test distance function:
The distance between p3 and p4 is 5.19615
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4. Create ThreeDPoint p5 and myPoint p6 using thier no-arg constructor
4.1 Use >> to set p5 and p6, then use << to print p5 and p6:
For p5, please enter x y z: 2 3 4
For p6, please enter x y: 5 6
p5 is (x,y,z)=(2,3,4); p6 is (x,y)=(5,6)
5. Test the polymorphism using p5.distance(p6):
The distance between p5 and p6 is 5.83095
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