C# Labs:

TRY ALL WHAT YOU HAVE TAKEN IN THE LECTURES

1. Design 3D Point Class and Include the basic Constructor(s) [use chaining in constructors]

2. Override the ToString Function to produce this output

Point3D P = new Point3D(10,10,10);

Console.WriteLine(Point3D.ToString());

**🡺 Point Coordinates: (10, 10, 10)**

**Try to Cast Point3D to string type**

3. Read from the User the Coordinates for 2 point P1, P2

(Check the input, tryPares , Parse , Convert )

-Allow NO RUNTIME errors if the user inputs any data (logging error in file)