C# Labs:

TRY ALL WHAT YOU HAVE TAKEN IN THE LECTURES

1. Design 3D Point Class and Include the basic Constructor(s)

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)**

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

(Check the input, tryPares , Parse , Convert )

4. Try to use ==

If (P1 ==P2)

Does it work properly?

**Try to override the Equals Function (from base Object)**

5. Define array of points:

Sort this array based on X & Y& z coordinates

6- define queue as generic