

Problem 2A

A. Write a simple class named Point3D. The class should contain:

- Three private member variables of type int named m_x, m_y, and m_z;
- A public member function named setValues() that allows you to set values for m_x, my, and m_z.
- A public member function named print() that prints the Point in the following format: <m_x, m_y, m_2>

Expected Behavior

Output

```
<1, 2, 3>
```

Solution:

```
#include <iostream>

using namespace std;

class Point3D
{
public:
    void setValues(int _m_x, int _m_y, int _m_z)
    {
        m_x = _m_x;
        m_y = _m_y;
        m_z = _m_z;
    }

    void print()
    {
        cout << "<" << m_x << ", " << m_y << ", " << m_z << ">\n";
    }

private:
    int m_x;
    int m_y;
    int m_z;
};

int main()
{
    Point3D point;
    point.setValues(1, 2, 3);
    point.print();
}
```

```
    system("pause");  
    return 0;  
}
```