C# Lab – Day3:

1. Use your 3D Point class from previous day:

* Override **ToString()** & **Equals()** functions
* Create two points P1, P2 with the same coordinates.
* Try to use **==** operator & **Equals()**
* Write a function **void Display(Point3D[] arr)** that iterate over array of points to display them.

2. Design a Person class (Each person has a name & age)

* Design two classes Employee & Trainee both inherit from Person

(Employee has a NID & Salary – Trainee has NID & IntakeNumber)

* Override ToString() in all previous classes

In your Program class:

* Create an array holding a collection of Person, Employee & Trainee, then try to display array data.
* Create a function string GetType(Person p) that return a string representing the type of the Person object (Object type not reference type)