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());

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

(Check the input, tryPares)

4-Operator Overloading

**5. Write a program with a Math class that has four methods: Add, Subtract, Multiply, and Divide, each of which takes two parameters. Call each method from Main ( ).**

**6-Modify the program from Exercise 5 so that you do not have to create an instance of Math to call the four methods**