

Exercise 1

Write a program to input marks of three subjects for a student and calculate the average marks. In your class.

- a) Include a constructor to initialize the three marks to 0
- b) Include a method to calculate and store the average
- c) Include a method to display the ID, name and the average marks of the student

Exercise 2

Write a program to represent a class called Point3D that stores the coordinates of a point in 3D space. Add a constructor to initialize the variables passed. Add a method called distance () to calculate the distance from origin to a point.

Create another class called PointApp with the main function and create two objects of the class Point3D. Calculate and display the distance to the origin of these objects.

Note: $\text{distance} = \sqrt{x^2 + y^2 + z^2}$