

Сергеев Максим ИУ5-33Б

Перегрузка оператора ++

```
using System;
namespace ConsoleApplication1
{
    class Point
    {
        public int x, y, z;
        public Point(int x = 0, int y = 0, int z = 0)
        {
            this.x = x;
            this.y = y;
            this.z = z;
        }
        public static Point operator ++(Point obj1)
        {
            obj1.x += 1;
            obj1.y += 1;
            obj1.z += 1;
            return obj1;
        }
    }
    class Program
    {
        static void Main(string[] args)
        {
            Point Point1 = new Point(1, 3, 5);
            Console.WriteLine("Point1 = " + Point1.x + " " + Point1.y + " " +
Point1.z);
            Point1++;
            Console.WriteLine("Point1++ = " + Point1.x + " " + Point1.y + " " +
Point1.z);
            Console.ReadLine();
        }
    }
}
```