using System;  
using System.ComponentModel;  
using System.Collections;  
using System.Collections.ObjectModel;  
using System.Linq;  
using System.IO;  
using System.Text;  
  
  
namespace ConsoleApp1  
{  
 class Coord  
 {  
 public int x, y;  
  
 public Coord(int \_x, int \_y)  
 {  
 x = \_x;  
 y = \_y;  
 }  
  
 public static Coord operator +(Coord a, Coord b)  
 {  
 return new Coord(a.x + b.x, a.y + b.y);  
 }  
  
 public static Coord operator -(Coord a, Coord b)  
 {  
 return new Coord(a.x - b.x, a.y - b.y);  
 }  
 }  
  
 class Program  
 {  
 static void Main()  
 {  
 Coord a = new Coord(5, 6);  
 Coord b = new Coord(1, 2);  
 Coord c = a + b;  
 Coord d = a - b;  
 Console.WriteLine($" Coord a = {a.x} {a.y}, Coord b = {b.x} {b.y}");  
 Console.WriteLine($"Coord c = {c.x} {c.y}, a + b");  
 Console.WriteLine($"Coord d = {d.x} {d.y}, a - b");  
 }  
 }  
}