C# Lab – Day6:

1. Design a 3D Point Class and Include the basic Constructor(s) [ use constructors chaining & object Initializer]

* 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 & **Address**)

* **Address** is a class that has City, Street & ZipCode
* 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 Person class implement :

**public abstract Person Clone();**

In your Program class:

* Create an array holding a collection of Person, Employee & Trainee, then try to display array data.