#include <iostream>

#include <Windows.h>

#include <cmath>

using namespace std;

class point3d {

private:

int m\_x;

int m\_y;

int m\_z;

public:

point3d() {}

point3d(int m\_x, int m\_y, int m\_z) {

this->m\_x = m\_x;

this->m\_y = m\_y;

this->m\_z = m\_z;

print\_point3d();

}

void SetValues() {

cout << "Введите координату x: ";

cin >> m\_x;

cout << "Введите координату y: ";

cin >> m\_y;

cout << "Введите координату z: ";

cin >> m\_z;

}

void print\_point3d() {

cout << m\_x << " " << m\_y << " " << m\_z << endl;

}

};

int main() {

SetConsoleCP(1251);

SetConsoleOutputCP(1251);

point3d print;

print.SetValues();

print.print\_point3d();

return 0;

}