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| |  | | --- | | using System; | |  | using System.Collections.Generic; | |  | using System.Linq; | |  | using System.Text; | |  |  | |  | namespace ConsoleApplication1 | |  | { | |  | class sampleClass | |  | { | |  | // Переменные | |  | public int x, y; | |  | public sampleClass(int x = 0, int y = 0) | |  | { | |  | this.x = x; | |  | this.y = y; | |  | } | |  | // Перегрузка + | |  | public static sampleClass operator +(sampleClass o1, sampleClass o2) | |  | { | |  | sampleClass res = new sampleClass(); | |  | res.x = o1.x + o2.x; | |  | res.y = o1.y + o2.y; | |  | return res; | |  | } | |  | // Перегрузка - | |  | public static sampleClass operator -(sampleClass o1, sampleClass o2) | |  | { | |  | sampleClass res = new sampleClass(); | |  | res.x = o1.x - o2.x; | |  | res.y = o1.y - o2.y; | |  | return res; | |  | } | |  | } | |  | class Program | |  | { | |  | static void Main(string[] args) | |  | { | |  | sampleClass j = new sampleClass(100, 64); | |  | sampleClass obj2 = new sampleClass(-74, 28); | |  | Console.WriteLine("First object: " + j.x + " " + j.y); | |  | Console.WriteLine("Second object: " + obj2.x + " " + obj2.y); | |  | sampleClass obj3 = j + obj2; | |  | Console.WriteLine("j + obj2: " + obj3.x + " " + obj3.y); | |  | obj3 = j - obj2; | |  | Console.WriteLine("j - obj2: " + obj3.x + “ “ + obj3.y); | |  | } | |  | } | |  | } | | Имена переменных должны указывать на из предназначение  “ ” Должны стоять двусторонние кавычки  В конце метода main должен стоять Console.ReadKey(); |