class point:

    def \_\_init\_\_(self, x, y, z):

        self.x = x

        self.y = y

        self.z = z

    def square\_sum(self):

        return (self.x\*self.x) + (self.y\*self.y) + (self.z\*self.z)

square\_object = point(1,3,5)

print(square\_object.square\_sum())