## Point3D

Create a class **Point3D** to hold a 3D-coordinate {X, Y, Z} in the Euclidian 3D space. Create appropriate constructors. Implement the **ToString()** to enable printing a 3D point.

Add a private **static read-only field** in the **Point3D** class to hold the start of the coordinate system – the point **StartingPoint** {0, 0, 0}. Add a **static property** to return the starting point.

## Distance Calculator

Write a static class **DistanceCalculator** with a static method to **calculate the distance** between two points in the 3D space. Search in Internet how to calculate distance in the 3D Euclidian space.