

Overload shift operator

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/*
C#: The Complete Reference
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*/

// Overload < and >.

using System;

// A three-dimensional coordinate class.

class ThreeD {
    int x, y, z; // 3-D coordinates

    public ThreeD() { x = y = z = 0; }
    public ThreeD(int i, int j, int k) { x = i; y = j; z = k; }

    // Overload <. public static bool operator <(ThreeD op1,
    ThreeD op2) { if((op1.x < op2.x) && (op1.y < op2.y) && (op1.z
    < op2.z)) return true; else return false; } // Overload >.
    public static bool operator >(ThreeD op1, ThreeD op2)
    {
        if((op1.x > op2.x) && (op1.y > op2.y) && (op1.z > op2.z))
        return true;
        else
        return false;
    }

    // Show X, Y, Z coordinates.
    public void show()
    {
        Console.WriteLine(x + ", " + y + ", " + z);
    }
}
```

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}

public class ThreeDDemo4 {

    public static void Main() {
        ThreeD a = new ThreeD(5, 6, 7);
        ThreeD b = new ThreeD(10, 10, 10);
        ThreeD c = new ThreeD(1, 2, 3);

        Console.WriteLine("Here is a: ");
        a.show();
        Console.WriteLine("Here is b: ");
        b.show();
        Console.WriteLine("Here is c: ");
        c.show();
        Console.WriteLine();

        if(a > c) Console.WriteLine("a > c is true");
        if(a < c) Console.WriteLine("a < c is true"); if(a > b)
        Console.WriteLine("a > b is true");
        if(a < b) Console.WriteLine("a < b is true"); } } [/csharp]
```