

Overload shift operator

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/*
C#: The Complete Reference
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Publisher: Osborne/McGraw-Hill (March 8, 2002)
ISBN: 0072134852
*/

// 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]
```