#include<bits/stdc++.h>

using namespace std ;

#define PI 2\*acos(0.0)

struct Point{

double x ,y ;

};

double dist(Point p1 , Point p2 ){

double res = sqrt( (p1.x-p2.x)\*(p1.x-p2.x) + (p1.y-p2.y) \* (p1.y - p2.y ) ) ;

return res ;

}

// Return true if (X,Y) is in Rectangle .

//where (x1, y1) is the lower left coordinate of rectangle

//(x2, y2) is the upper right coordinate of a rectangle .

bool isInRectangle(double x1, double y1, double x2 , double y2 , double X , double Y){

if( (x1<X && x2>X) && (y1<Y && y2>Y) ) return true ;

else

return false ;

}

// volume of cone

double calVolOfCone(double r, double h) {

return (1/3.0)\*(PI \* (r\*r) \* h ) ;

}

int main(){

}