#include <stdio.h>

int main() {

int x, y;

// Input the coordinates

printf("Enter the x-coordinate: ");

scanf("%d", &x);

printf("Enter the y-coordinate: ");

scanf("%d", &y);

// Determine the quadrant

if (x > 0 && y > 0) {

printf("The point (%d, %d) is in the first quadrant.\n", x, y);

} else if (x < 0 && y > 0) {

printf("The point (%d, %d) is in the second quadrant.\n", x, y);

} else if (x < 0 && y < 0) {

printf("The point (%d, %d) is in the third quadrant.\n", x, y);

} else if (x > 0 && y < 0) {

printf("The point (%d, %d) is in the fourth quadrant.\n", x, y);

} else if (x == 0 && y != 0) {

printf("The point (%d, %d) lies on the y-axis.\n", x, y);

} else if (x != 0 && y == 0) {

printf("The point (%d, %d) lies on the x-axis.\n", x, y);

} else {

printf("The point (%d, %d) is at the origin.\n", x, y);

}

return 0;

}

