**int** main()

{

    Point polygon1[] = {{0, 0}, {10, 0}, {10, 10}, {0, 10}};

**int** n = **sizeof**(polygon1)/**sizeof**(polygon1[0]);

    Point p = {20, 20};

    isInside(polygon1, n, p)? cout << "Yes \n": cout << "No \n";

    p = {5, 5};

    isInside(polygon1, n, p)? cout << "Yes \n": cout << "No \n";

    Point polygon2[] = {{0, 0}, {5, 5}, {5, 0}};

    p = {3, 3};

    n = **sizeof**(polygon2)/**sizeof**(polygon2[0]);

    isInside(polygon2, n, p)? cout << "Yes \n": cout << "No \n";

    p = {5, 1};

    isInside(polygon2, n, p)? cout << "Yes \n": cout << "No \n";

    p = {8, 1};

    isInside(polygon2, n, p)? cout << "Yes \n": cout << "No \n";

    Point polygon3[] =  {{0, 0}, {10, 0}, {10, 10}, {0, 10}};

    p = {-1,10};

    n = **sizeof**(polygon3)/**sizeof**(polygon3[0]);

    isInside(polygon3, n, p)? cout << "Yes \n": cout << "No \n";

**return** 0;

}