```
#include <iostream>
using namespace std;
/*
Get the value of x and y coordinates as input from the user and check in which quadrant the
point lies and print it.

Input

10 20

Output

This point lies in the first quadrant.

Input

-10 20

Output

This point lies in the second quadrant.
*/

int main()
{
   int x, y;
   cin >> x >> y;
   if( (x >= 0) && (y >= 0) ){
      cout << "This point lies in first quadrant" << endl;
   }else if( (x < 0) && (y >= 0)){
      cout << "This point lies in second quadrant" << endl;
   }else if( (x < 0) && (y < 0) ){
      cout << "This point lies in the third quadrant" << endl;
   }else{
      cout << "This point lies in the fourth quadrant" << endl;
   }
   return 0;
}
```