Day 6 coding Statement: Write a program to find the Quadrants in which coordinates lie.

Description: 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 first quadrant.

Input: -10 20

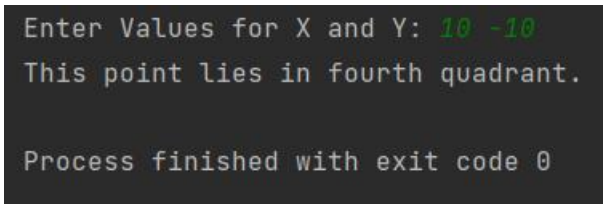
Output: This point lies in second quadrant.

CODE:

Python Code:

```
x, y = map(int, input("Enter Values for X and Y: ").split())
if x > 0 and y > 0:
   print("This point lies in first quadrant.")
elif x < 0 and y > 0:
   print("This point lies in second quadrant.")
elif x < 0 and y < 0:
   print("This point lies in Third quadrant.")
else:
   print("This point lies in fourth quadrant.")
```

OUTPUT:

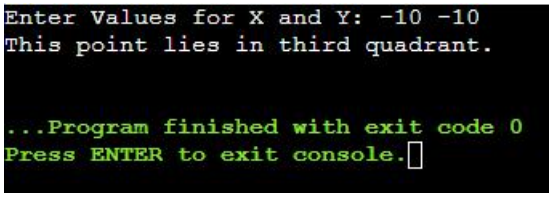


Java Code:

```
import java.util.Scanner;

public class Main

{

	public static void main(String[] args)

	 {

		Scanner sc = new Scanner(System.in);

		System.out.print("Enter Values for X and Y: ");

		int x = sc.nextInt();

		int y = sc.nextInt();

		if(x>0 && y>0)

		{

		   System.out.println("This point lies in first quadrant.");

		}

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

		{

		   System.out.println("This point lies in second quadrant.");

		 }

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

		{

		   System.out.println("This point lies in third quadrant.");

		}
```

```
            else
            {
                System.out.println("RHis point lies in fourth quadrant.");
            }
        }
}
```

OUTPUT:

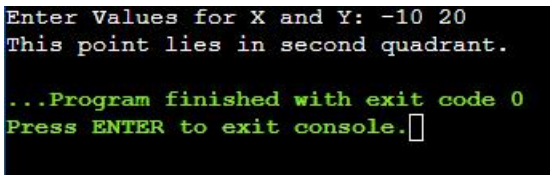


C Code:

```
#include <stdio.h>
int main()
{
   int x, y;
   printf("Enter Values for X and Y: ");
   scanf("%d %d", &x, &y);
   if(x>0 && y>0)
   {
```

```
        printf("This point lies in first quadrant.");
     }
     else if(x<0 && y>0)
    {
        printf("This point lies in second quadrant.");
     }
     else if(x<0 && y<0)
    {
        printf("This point lies in third quadrant.");
     }
     else
    {
        printf("This point lies in fourth quadrant.");
     }
    return 0;
}
```

OUTPUT:



C++ Code:

```
#include <iostream>

using namespace std;

int main()

{

   int x, y;

   cout<<"Enter Values for X and 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 third quadrant."<<endl;

    }

    else

   {

      cout<<"This point lies in fourth quadrant."<<endl;
```

```
    }
   return 0;
}
```

OUTPUT: