

DAY - 6

c:

```
#include<stdio.h>
int main()
{
    int x,y;
    scanf("%d %d",&x,&y);
    if(x==0 && y==0)
    {
        printf("This is origin.");
    }
    else if(x>0 && y>0)
    {
        printf("This point lies in first quadrant.");
    }
    else if(x>0 && y<0)
    {
        printf("This point lies in fourth 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 if(x==0 && y<0 || x==0 && y>0)
    {
        printf("This point lies on the y-axis.");
    }
    else if(x>0 && y==0 || x<0 && y==0)
    {
        printf("This point lies on the x-axis.");
    }
}
```

```
}  
}
```

Python:

```
x,y = map(int,input().split())  
if(x==0 and y==0):  
    print("This is origin.")  
elif(x>0 and y>0):  
    print("This point lies in first quadrant.")  
elif(x>0 and y<0):  
    print("This point lies in fourth 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.")  
elif(x==0 and y<0 or x==0 and y>0):  
    print("This point lies on the y-axis.")  
elif(x>0 and y==0 or x<0 and y==0):  
    print("This point lies on the x-axis.")
```