```
import java.util.*;
class Day6 {
                    public static void main(String[] args) {
                                         Scanner sc = new Scanner(System.in);
                                         double x = sc.nextDouble();
                                         double y = sc.nextDouble();
                                        if (x > 0 \&\& y > 0) {
                                                            System.out.println("This points lies in first quadrants.");
                                         ext{ } 
                                                            System.out.println("This points lies in second quadrants.");
                                         ext{ } 
                                                            System.out.println("This points lies in third quadrants.");
                                         ext{ } 
                                                            System.out.println("This points lies in fourth quadrants.");
                                         ellipsymbol{} else if (x == 0 && y == 0) {
                                                            System.out.println("This points lies at origin.");
                                         ellet = 0  {
                                                            System.out.println("this points lies on the y-axis.");
                                         } else if (y == 0) {
                                                            System.out.println("This points lies on the x-axis.");
                                        } else {
                                                           System.out.println("This points do not fall into any quadrant.");
                                      }
                    }
}
```