```
#include <stdio.h>
constexpr auto ContornoCoord = 8;
int varControllo = 1;
double InsCoord[ContornoCoord + 6] = { 5,5,6,4,3,5,6,6 };
double Plat = 4;
double Plon = 5;
int main()
{
	for (int i = 0; i < 6; i++)
		InsCoord[ContornoCoord + i] = InsCoord[i];

	for (int i = 0; i < ContornoCoord + 1; i += 2)
	{
		if ((InsCoord[i + 4] * (InsCoord[i] - InsCoord[i + 2]) - InsCoord[i + 5] *
(InsCoord[i + 1] - InsCoord[i + 3]) + InsCoord[i + 1] * InsCoord[i + 2] - InsCoord[i] *
InsCoord[i + 3]) >= 0)
		{
			if ((Plon * (InsCoord[i] - InsCoord[i + 2]) - Plat * (InsCoord[i + 1] -
InsCoord[i + 3]) + InsCoord[i + 1] * InsCoord[i + 2] - InsCoord[i] * InsCoord[i + 3]) < 0)
			{
				varControllo = 0;
				break;
			}
		}
		else
		{
			if ((Plon * (InsCoord[i] - InsCoord[i + 2]) - Plat * (InsCoord[i + 1] -
InsCoord[i + 3]) + InsCoord[i + 1] * InsCoord[i + 2] - InsCoord[i] * InsCoord[i + 3]) < 0 &&
(Plon * (InsCoord[i + 2] - InsCoord[i + 4]) - Plat * (InsCoord[i + 3] - InsCoord[i + 5]) +
InsCoord[i + 3] * InsCoord[i + 4] - InsCoord[i + 2] * InsCoord[i + 5]) < 0)
			{
				varControllo = 0;
				i += 2;
				break;
			}
		}
	}
	if (varControllo == 1)
		printf("il punto appartiene alla figura\n");
	else
		printf("il punto non appartiene alla figura\n");
}
```