



23:03

SigmaScript - silvestr.lua

Open

Save

Code

Run

```
function func(x1,y1,x2,y2,x,y)
    local result = 0
    if (x-x1)*(y2-y1)-(y-y1)*(x2-x1)~=0 then result = 1 else result = -1
    end
    return result
end

function main()
    ax=random()
    ay=random()
    bx=random()
    by=random()
    cx=random()
    cy=random()
    dx=random()
    dy=random()
    isuf=func(ax,ay,bx,by,cx,cy)+func(ax,ay,bx,by,dx,dy)+func(bx,by,cx,
    cy,dx,dy)+func(bx,by,cx,cy,ax,ay)+func(cx,cy,dx,dy,ax,ay)+func(cx,cy,
    dx,dy,bx,by)+func(dx,dy,ax,ay,bx,by)+func(dx,dy,ax,ay,cx,cy)
    android.toast(ax),android.toast(ay)
    android.alert(isuf)
end
main()
```