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| using System;  namespace CenterPoint  {  class Program  {  static void Main(string[] args)  {  double x1 = double.Parse(Console.ReadLine());  double y1 = double.Parse(Console.ReadLine());  double x2 = double.Parse(Console.ReadLine());  double y2 = double.Parse(Console.ReadLine());  ClosestPoint(x1, y1, x2, y2);  }  static void ClosestPoint(double x1, double y1, double x2, double y2)  {  double firstPoint = Math.Sqrt(Math.Pow(y1, 2) + Math.Pow(x1, 2));  double secondPoint = Math.Sqrt(Math.Pow(y2, 2) + Math.Pow(x2, 2));  if (firstPoint < secondPoint)  {  Console.WriteLine($"({x1}, {y1})");  }  else  {  Console.WriteLine($"({x2}, {y2})");  }  }  }  } |