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| using System;  namespace LongerLine  {  class Program  {  static void Main()  {  double x1 = double.Parse(Console.ReadLine());  double y1 = double.Parse(Console.ReadLine());  double x2 = double.Parse(Console.ReadLine());  double y2 = double.Parse(Console.ReadLine());  double secondX1 = double.Parse(Console.ReadLine());  double secondY1 = double.Parse(Console.ReadLine());  double secondX2 = double.Parse(Console.ReadLine());  double secondY2 = double.Parse(Console.ReadLine());  double first = LongestLine(x1, y1, x2, y2);  double secound = LongestLine(secondX1, secondY1, secondX2, secondY2);  if (first >= secound)  {  ClosestPoint(x1, y1, x2, y2);  }  else  {  ClosestPoint(secondX1, secondY1, secondX2, secondY2);  }  }  static double LongestLine(double x1, double y1, double x2, double y2)  {  double sum = Math.Sqrt(Math.Pow(x1 - x2, 2) + Math.Pow(y1 - y2, 2));  return sum;  }  static void ClosestPoint(double x1, double y1, double x2, double y2)  {  double first = Math.Sqrt(Math.Pow(y1, 2) + Math.Pow(x1, 2));  double secound = Math.Sqrt(Math.Pow(y2, 2) + Math.Pow(x2, 2));  if (first <= secound)  {  Console.WriteLine("({0}, {1})({2}, {3})", x1, y1, x2, y2);  }  else  {  Console.WriteLine("({0}, {1})({2}, {3})", x2, y2, x1, y1);  }  }  }  } |