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Bienvenido, **IGNACIO** 

1041 Descripción Pantalla Completa Enviar Ranking Гого Toolkit Principiante

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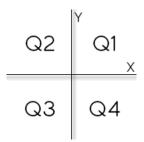
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## Coordinates of a Point

Adapted by Neilor Tonin, URI 🔤 Brazil Timelimit: 1

Write an algorithm that reads two floating values (x and y), which should represent the coordinates of a point in a plane. Next, determine which quadrant the point belongs, or if you are over one of the Cartesian axes or the origin (x = y = 0).



If the point is at the origin, write the message "Origem".

If the point is over X axis write "Eixo X", else if the point is over Y axis write "Eixo Y".

## Input

The input contains the coordinates of a point.

## Output

The output should display the quadrant in which the point is.

| Sample Input   | Sample Output |
|----------------|---------------|
| 4.5 -2.2       | Q4            |
| 0.1 0.1        | Q1            |
| 0.0 0.0 Origem |               |

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