*#include<stdio.h>*

*#include<math.h>*

*#include "point.h"*

*#include "boolean.h"*

*POINT MakePOINT (float X, float Y){*

*POINT pt;*

*Absis(pt) = X;*

*Ordinat(pt) = Y;*

*return pt;*

*}*

*void BacaPOINT (POINT \* P){*

*float x,y;*

*scanf("%f %f",&x,&y);*

*Absis(\*P) = x;*

*Ordinat(\*P) = y;*

*}*

*void TulisPOINT (POINT P){*

*printf("(%.2f,%.2f)",Absis(P),Ordinat(P));*

*}*

*boolean EQ (POINT P1, POINT P2){*

*if((Absis(P1) == Absis(P2)) && (Ordinat(P1)==Ordinat(P2))){*

*return true;*

*}*

*else{*

*return false;*

*}*

*}*

*boolean NEQ (POINT P1, POINT P2){*

*if((Absis(P1) != Absis(P2)) || (Ordinat(P1)!=Ordinat(P2))){*

*return true;*

*}*

*else{*

*return false;*

*}*

*}*

*boolean IsOrigin (POINT P){*

*if((Absis(P) == 0) && (Ordinat(P)== 0)){*

*return true;*

*}*

*else{*

*return false;*

*}*

*}*

*boolean IsOnSbX (POINT P){*

*if((Ordinat(P)== 0)){*

*return true;*

*}*

*else{*

*return false;*

*}*

*}*

*boolean IsOnSbY (POINT P){*

*if((Absis(P) == 0)){*

*return true;*

*}*

*else{*

*return false;*

*}*

*}*

*int Kuadran (POINT P){*

*int kuadran;*

*if((Absis(P)>0) && (Ordinat(P)>0)){*

*kuadran = 1;*

*}*

*else if((Absis(P)>0) && (Ordinat(P)<0)){*

*kuadran = 4;*

*}*

*else if((Absis(P)<0) && (Ordinat(P)>0)){*

*kuadran = 2;*

*}*

*else if((Absis(P)<0) && (Ordinat(P)<0)){*

*kuadran = 3;*

*}*

*return kuadran;*

*}*

*POINT PlusDelta (POINT P, float deltaX, float deltaY){*

*Absis(P) = Absis(P) + deltaX;*

*Ordinat(P) = Ordinat(P) + deltaY;*

*return P;*

*}*

*void Geser (POINT \*P, float deltaX, float deltaY){*

*Absis(\*P) = Absis(\*P) + deltaX;*

*Ordinat(\*P) = Ordinat(\*P) + deltaY;*

*}*

*float Jarak0 (POINT P){*

*float tegak, datar, miring;*

*datar = powf(Absis(P),2);*

*tegak = powf(Ordinat(P),2);*

*miring = sqrtf(datar + tegak);*

*return miring;*

*}*

*float Panjang (POINT P1, POINT P2){*

*float dx,dy,hasil;*

*dx = Absis(P1) - Absis(P2);*

*dy = Ordinat(P1) - Ordinat(P2);*

*dx = powf(dx,2);*

*dy = powf(dy,2);*

*hasil = sqrtf(dx + dy);*

*return hasil;*

*}*