Practice Arena

Practice problems aimed to improve your coding skills.

- PRACTICE-02_SCAN-PRINT
- PRACTICE-03_TYPES
- LAB-PRAC-02_SCAN-PRINT
- LAB-PRAC-01
- PRACTICE-04_COND
- BONUS-PRAC-02
- LAB-PRAC-03_TYPES
- PRACTICE-05_COND-LOOPS
- LAB-PRAC-04_COND
  - Trouble with Triangles
  - Ms- Mathematica
  - Pollution Problem
  - In or Out
  - Rick-s Number
  - Its Tax Time
  - The Toppers
  - Isotonic Regression
  - Super Leap Years
  - Make Room for Rectangles
  - Quadratic Quandry Revisited
  - Grade Grab
- LAB-PRAC-05_CONDLOOPS
- PRACTICE-07_LOOPS-ARR
- LAB-PRAC-06_LOOPS
- LAB-PRAC-07_LOOPS-ARR
- LABEXAM-PRAC-01_MIDSEM
- PRACTICE-09_PTR-MAT
- LAB-PRAC-08_ARR-STR
- PRACTICE-10_MAT-FUN
- LAB-PRAC-09_PTR-MAT
- LAB-PRAC-10_MAT-FUN
- PRACTICE-11_FUN-PTR
- LAB-PRAC-11_FUN-PTR
- LAB-PRAC-12_FUN-STRUC
- LABEXAM-PRAC-02_ENDSEM
- LAB-PRAC-13_STRUC-NUM
- LAB-PRAC-14_SORT-MISC

Make Room for Rectangles

LAB-PRAC-04_COND

Make Room for Rectangles [10 marks]

Problem Statement
You will be given the coordinates of the bottom-left and top-right corners of an axis-aligned rectangle (i.e. a rectangle whose sides are parallel to the x and y axes). The input format is given below. The 4 quadrants on the plane are defined below for your convenience

1. Quadrant I: x >= 0, y >= 0
2. Quadrant II: x < 0, y >= 0
3. Quadrant III: x < 0, y < 0
4. Quadrant IV: x >= 0, y < 0

You will need out output the number of quadrants with which this rectangle intersects. The coordinates will be given as **integer** numbers.

Caution

1. Be careful about extra/missing lines and extra/missing spaces.
2. Be careful about using relational operators.

INPUT:
(xbotleft, ybotleft) (xtopright, ytopright)

OUTPUT:
number

EXAMPLE:
INPUT
(-1, -1) (2, 2)

OUTPUT:
4

Grading Scheme:
Total marks: **[10 Points]**

There will be no partial grading in this question. An exact match will receive full marks whereas an incomplete match will receive 0 points. Please be careful of missing/extra spaces and missing/lines (take help of visible test cases). Each visible test case is worth 1 point and each hidden test case is worth 2 points. There are 2 visible and 4 hidden test cases.

Start Solving! (/editor/practice/6059)