```c
#include <stdio.h>
#include <stdlib.h>

struct Triangle{
    int x1, y1;
    int x2, y2;
    int x3, y3;
};

// Find out on which side of the line formed by (x1,y1) and (x2,y2)
// is the point (x0,y0)
int getSign(int x0, int y0, int x1, int y1, int x2, int y2){
    int val = ((x0 - x2) * (y2 - y1) - (y0 - y2) * (x2 - x1));
    if(val == 0)
        return 0;
    if(val > 0)
        return 1;
    return -1;
}

int intersect(struct Triangle t1, int x1, int y1, int x2, int y2) {
    // Check which side the the line the three points are
    int s1, s2, s3;
    s1 = getSign(t1.x1, t1.y1, x1, y1, x2, y2);
    s2 = getSign(t1.x2, t1.y2, x1, y1, x2, y2);
    s3 = getSign(t1.x3, t1.y3, x1, y1, x2, y2);

    // If all the three are the same, then there is no intersection
    if((s1 == s2) && (s2 == s3))
       return 0;

    // If at least one point lies on the line
    if((s1 * s2 * s3) == 0){
       if((s1 * s2 + s2 * s3 + s3 * s1) > 0)
           return 0; // Two points on the same side
       else if((s1 * s2 + s2 * s3 + s3 * s1) < 0)
           return 1; // two points on different sides
       else
           return 1; // two points on the line
    }
    return 1;
}

int main(){
    int n;
    scanf("%d", &n);
    struct Triangle* triangles = (struct Triangle*) malloc(sizeof(struct Triangle) * n);
    int x1, y1, x2, y2, x3, y3;
    for(int i = 0; i < n; i++){
       scanf("%d %d %d %d %d %d", &x1, &y1, &x2, &y2, &x3, &y3);
       triangles[i].x1 = x1;
       triangles[i].x2 = x2;
       triangles[i].x3 = x3;
       triangles[i].y1 = y1;
       triangles[i].y2 = y2;
       triangles[i].y3 = y3;
    }
    scanf("%d %d %d %d", &x1, &y1, &x2, &y2);

    for(int i = 0; i < n; i++){
       if(intersect(triangles[i], x1, y1, x2, y2))
            printf("YES");
        else
            printf("NO");
        if(i < n - 1) printf("\n"); // No stray newlines
    }
    return 0;
}
```