

```
#include<stdio.h>

int main(){
    float x1, y1, x3, y3;
    int xCount, yCount;
    scanf("(%f, %f) (%f, %f)", &x1, &y1, &x3, &y3);

    if(x1 < 0 && x3 >=0) // The rectangle spans across y axis
        xCount = 2;
    else // The rectangle is on one side of y axis
        xCount = 1;

    if(y1 < 0 && y3 >=0) // The rectangle spans across x axis
        yCount = 2;
    else // The rectangle is on one side of x axis
        yCount = 1;

    printf("%d", yCount * xCount);
    return 0;
}
```