

```
import java.util.Scanner;
public class Quadrants {

    public static void main(String[] args) {
        Scanner sc=new Scanner(System.in);
        System.out.println("Enter coordinates x and y");
        int x=sc.nextInt();
        int y=sc.nextInt();

        if(x>0 && y>0)
            System.out.println("Point lies in first Quadrant");

        else if(x<0 && y>0)
            System.out.println("Point lies in Second Quadrant ");

        else if(x<0 && y<0)
            System.out.println("Point lies in third Quadrant ");

        else if (x > 0 && y < 0)
            System.out.println("Point lies in fourth Quadrant ");

        else if (x == 0 && y == 0)
            System.out.println("Point lies at the Origin");

        else if (y==0 && x!=0)
            System.out.println("Point lies on x-axis");

        else if (x==0 && y!=0)
            System.out.println("Point lies on y-axis");

    }
}
```