## **Wall Painting**

#include <stdio.h>

int main() {

int L, B;

int l1, b1;

int l2, b2;

scanf("%d %d", &L, &B);

scanf("%d %d", &l1, &b1);

scanf("%d %d", &l2, &b2);

int fit = 0;

if ((l1 + l2 <= L && b1 <= B && b2 <= B) || (b1 + b2 <= B && l1 <= L && l2 <= L))

fit = 1;

if ((b1 + l2 <= L && l1 <= B && b2 <= B) || (l1 + l2 <= L && b1 <= B && b2 <= B))

fit = 1;

if ((l1 + b2 <= L && b1 <= B && l2 <= B) || (b1 + b2 <= B && l1 <= L && l2 <= L))

fit = 1;

if ((l1 + b2 <= L && b1 <= B && l2 <= B) || (b1 + b2 <= B && l1 <= L && l2 <= L))

fit = 1;

if ((b1 + b2 <= B && l1 <= L && l2 <= L) || (l1 + l2 <= L && b1 <= B && b2 <= B))

fit = 1;

if (fit)

printf("Raj can fix both painting\n");

else

printf("Raj cannot fix both painting\n");

return 0;

}