URI Online Judge | 1041

# Coordinates of a Point

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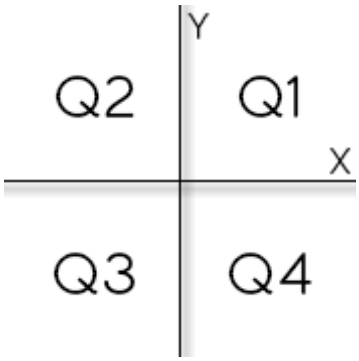
**Timelimit: 1**

Write an algorithm that reads two floating values (x and y), which should represent the coordinates of a point in a plane. Next, determine which quadrant the point belongs, or if you are over one of the Cartesian axes or the origin (x = y = 0).




If the point is at the origin, write the message "Origem".

If the point is over X axis write "Eixo X", else if the point is over Y axis write "Eixo Y".

## Input

The input contains the coordinates of a point.

## Output

The output should display the quadrant in which the point is.

| Input Sample | Output Sample |
|---|---|
| 4.5 -2.2 | Q4 |
| 0.1 0.1 | Q1 |
| 0.0 0.0 | Origem |