

[< accessorsStock](#)[Main Page](#) → [Problems](#) → **Solve a Problem**[flipPoint >](#)

○ BJP4 Exercise 8.1: quadrantPoint

Language/Type:  Java [classes](#) [if/else](#) [instance methods](#) [Point](#)

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Add the following method to the Point class:

```
public int quadrant()
```

Returns which quadrant of the x/y plane this Point object falls in. Quadrant 1 contains all points whose x and y values are both positive. Quadrant 2 contains all points with negative x but positive y. Quadrant 3 contains all points with negative x and y values. Quadrant 4 contains all points with positive x but negative y. If the point lies directly on the x and/or y axis, return 0.

```
public class Point {  
    private int x;  
    private int y;  
  
    // // your code goes here  
  
}
```

Type your solution here:

```
1 public int quadrant() {  
2     int q = 0 ;  
3     if (x >0 && y >0) {  
4         q = 1;  
5     }  
6     else if (x < 0 && y >0) {  
7         q = 2;  
8     }  
9     if (x < 0 && y < 0) {  
10        q = 3;  
11    }  
12    if (x > 0 && y < 0) {  
13        q = 4;  
14    }
```

```
15 | return q;  
16 | }
```

This is a **partial class problem**. Submit code that will become part of an existing Java class as described. You do not need to write the complete class, just the portion described in the problem.



4

Indent



Sound F/X



Highlighting

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✔ You passed 7 of 7 tests.

[Go to the next problem: flipPoint](#)

test #1: (81, 21)

console output: 1

result: ✔ pass

test #2: (-52, 32)

console output: 2

result: ✔ pass

test #3: (-93, -13)

console output: 3

result: ✔ pass

test #4: (64, -44)

console output: 4

result: ✔ pass

test #5: (0, 0)

console output: 0

result: ✔ pass

test #6: (0, 4)

console output: 0

result: ✔ pass

test #7: (-17, 0)

console output: 0

result: ✔ pass

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