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/*
  File: quadrants.cpp
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  Synopsis: Tis program finds the location of (x,y) points on cartesian
plane.
*/

#include <iostream>
using namespace std;

int main()
{
  int x, y;


  int pt_x(0), pt_y(0);

  cout << "Enter x-coordinate of point to classify: ";
    cin >> x;

  cout << "Enter y-coordinate of point to classify: ";
    cin >> y;
  if (x > 0 && y==0){
    cout << "Point is on the +X axis." << endl;
  }
  else if (x == 0 && y >0){
    cout << "Point is on the +Y axis." << endl;
}
  else if (y==0 && x < 0){
  cout << "Point is on the -X axis." << endl;
  }
 else if (x==0 && y < 0){
  cout << "Point is on the -Y axis." << endl;
  }
 else if (y>0 && x > 0){
  cout << "Point is in Quadrant I." << endl;
  }
 else if (y>0 && x < 0){
  cout << "Point is in Quadrant II." << endl;
  }
  else if (y<0 && x < 0){
  cout << "Point is in Quadrant III." << endl;
  }
 else if (y<0 && x > 0){
  cout << "Point is in Quadrant IV." << endl;
  }




  return 0;
}
```