

find quadrants

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import java.util.*;

public class FindQuadrants {
    public static void main(String arg[]){
        Scanner sc = new Scanner(System.in);

        System.out.println("Enter x-coordinate");
        int x = sc.nextInt();
        System.out.println("Enter y-coordinate");
        int y = sc.nextInt();

        if(x>0 && y>0){
            System.out.println("This point is lies in first Quadrant")
        }
        else if(x<0 && y >0){
            System.out.println("This point is lies in Second Quadrant")
        }
        else if(x<0 && y<0){
            System.out.println("This point is lies in third Quadrant")
        }
        else if(x>0 && y< 0){
            System.out.println("This point is lies in forth Quadrant")
        }
        else if(x ==0 && y==0){
            System.out.println("This point is lies on origin ");
        }
        else if(x!=0 && y==0){
            System.out.println("this point is lies in x-axis");
        }
        else if(x==0 && y!=0){
            System.out.println("This point is lies on y-axis");
        }
    }
}
```

```
}  
}  
  
}
```