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#include<iostream>
using namespace std;
int main () {

float x1,x2,x3,y1,y2,y3,S;

cout<<"(x1,y1): ";
cin>>x1>>y1;
cout<<"(x2,y2): ";
cin>>x2>>y2;
cout<<"(x3,y3): ";
cin>>x3>>y3;

if ((x1==x2) || (y1==y2)) cout<<"no";
else {
    if ((x1<x2)&&(y1<y2)){
        if (((x1<=x3)&&(x3<=x2)) && ((y1<=y3)&&(y3<=y2)))
            {
                cout<<"in"<<endl;
                if ((x3>0)&&(y3>0)) S=x2*y2;
                if ((x3>0)&&(y3<0)) S=-x2*y1;
                if ((x3<0)&&(y3<0)) S=x1*y1;
                if ((x3<0)&&(y3>0)) S=-x1*y2;
                if ((x3==0)&&(y3==0)) S=0;
                cout<<"S="<<S;
            }
        else cout<<"out";
    }
    else if ((x1<x2)&&(y1>y2)) {
        if (((x1<=x3)&&(x3<=x2)) && ((y2<=y3)&&(y3<=y1)))
            cout<<"in"; //za dopisvane
        else cout<<"out";
    }
}

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else if ((x1>x2)&&(y1<y2)) {
    if (((x2<=x3)&&(x3<=x1)) && ((y1<=y3)&&(y3<=y2)))
        cout<<"in"; //za dopisvane
    else cout<<"out";
}
else {
    if (((x2<=x3)&&(x3<=x1)) && ((y2<=y3)&&(y3<=y1)))
        cout<<"in"; //za dopisvane
    else cout<<"out";
}
}

return 0;
}
```