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The Virtual Learning Environment for Computer Programming

## Rectangles (1)

P56635_en
In a popular manager of windows, the following definition is used to mantain the information of the visible windows in the screen of the computer:

```
struct Rectangle {
    int x_left, x_right,y_down,y_up;
};
```

Here, the rectangles have the parallel sides in the axes $x$ and $y$, and $x_{\text {_left, }}$, $x_{-}$right, $y \_$down and $y_{-} u p$ are respectively the minimal horitzontal coordenate, the maxmal horitzontal coordenate, the minimal vertical coordenate, and the maximal vertical coordenate of each rectangle.
Write a procedure that reads a rectangle:
void read (Rectangle\& $r$ );
which is given in the input with the four integer numbers $x_{-}$left, $x_{-}$right, $y_{-}$down and $y_{-} u p$ in this order.
Write also a function that indicates the relationship that have two given rectangles $r 1$ and $r 2$ :
int relationship (const Rectangle\& $r 1$, const Rectangle\& $r 2$ );
that must return 1 if $r$ is inside $r 2,2$ if $r 2$ is inside $r 1,3$ if none is inside the other one but the rectangles intersect, 4 if the rectangles are identical, and 0 otherwise (if the rectangles do not have ay point in common).
Suppose that two rectangles intersect even if they coincide only in a segment or a point. Moreover, suppose that all the rectangles are correctly formed, that is, that $x_{\text {l left }}$ is strictly smaller than $x_{-}$right, and that $y_{-}$down is srictly smaller than $y_{-} u p$.

Use these definitions and procedures to write a program that reads a series of pairs of rectangles, and for each one prints which relationship have.

## Input

Input consists of a natural $n$, followed by $n$ lines, each one with two rectangles (eight integer numbers).

## Output

For each pair of rectangles, print their relationship as it is shown in the examples.

## Sample input

$\left.\begin{array}{lllllllll}2 & 3 & 4 & 6 & \begin{array}{lllllll}0 & 5 & 2 & 8 \\ 0 & 10 & 0 & 10 & 9 & 10 & 0\end{array} \\ 0 & 2 & 0 & 2 & 1 & 1 & 3 & 1 & 3\end{array}\right]$

## Sample output

```
the first rectangle is inside the second one
the second rectangle is inside the first one
rectangles intersect
rectangles are identical
rectangles do not intersect
rectangles intersect
```


## Problem information

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