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**Point inside a rectangle****X82451\_en**

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Given list of pairs (point,rectangle), for each pair we want to know if the point is inside, at the borders, or outside the rectangle. **Complete (and respect) the following code to achieve this goal. Not respecting the code will invalidate your submission, even if it is accepted**

```
#include <iostream>
#include <string>

using namespace std;

// Represents a point by its coordinates x,y.
struct Point {
    int x,y;
};

// Reads a point from the standard input and returns it.
Point read_point()
{
    Point p;
    cin>>p.x>>p.y;
    return p;
}

// Represents a rectangle by the positions its horizontal limits xmin<xmax
// and the positions of its vertical limits ymin<ymax.
struct Rectangle {
    int xmin,ymin,xmax,ymax;
};

// Reads a rectangle from the input and returns it. Assumes that the input form
Rectangle read_rectangle()
{
    Rectangle r;
    cin>>r.xmin>>r.ymin>>r.xmax>>r.ymax;
    return r;
}

// Returns "inside", "border" or "outside" depending on whether
// p is inside, at the border, or outside of r.
string containment(Point p,Rectangle r)
{
    ...
}

int main()
{
```

```
    ...  
}
```

**Exam score:** 2.5 **Automatic part:** 100%

## Input

The first line of the input has an integer  $n \geq 1$ . Each one of the next  $n$  lines has six integers  $x, y, x_{min}, y_{min}, x_{max}, y_{max}$  holding  $x_{min} < x_{max}$  and  $y_{min} < y_{max}$ .

## Output

For each input line with  $x, y, x_{min}, y_{min}, x_{max}, y_{max}$ , write "inside", "border" or "outside" depending on whether the point represented by  $x, y$  is inside, at the border, or outside the rectangle represented by  $x_{min}, y_{min}, x_{max}, y_{max}$ , followed by an end of line.

### Sample input 1

```
10  
1 -2 -2 0 2 1  
-3 1 -3 -4 4 2  
-3 3 -5 1 -2 4  
1 -3 -4 3 2 4  
-5 -3 -3 -2 2 0  
-3 4 -3 2 4 3  
1 -2 -4 -3 4 -2  
4 -4 -1 -1 3 2  
-5 0 -4 -5 -2 1  
-2 1 -3 -5 1 4
```

### Sample output 1

```
outside  
border  
inside  
outside  
outside  
outside  
border  
outside  
outside  
inside
```

## Problem information

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