<https://www.e-olymp.com/uk/problems/839>

<https://www.e-olymp.com/uk/problems/1505>

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| #include <iostream>using namespace std;int main(){double x1,y1,x2,y2,x3,y3,x4,y4,x,y;bool p;cin>>x1>>y1>>x2>>y2>>x3>>y3>>x4>>y4;p=false;if ( (((x2-x1)\*(y4-y3)-(x4-x3)\*(y2-y1))!=0) && (y2-y1!=0) ){y=((x3-x1)\*(y2-y1)\*(y4-y3)+y1\*(x2-x1)\*(y4-y3)-y3\*(x4-x3)\*(y2-y1))/((x2-x1)\*(y4-y3)-(x4-x3)\*(y2-y1));x=(y-y1)\*(x2-x1)/(y2-y1)+x1;p=true;}if (p) {p=false;if ((((y2-y1)\*(x4-x3)-(y4-y3)\*(x2-x1))!=0)&& (x2-x1!=0)){x=((y3-y1)\*(x2-x1)\*(x4-x3)+x1\*(y2-y1)\*(x4-x3)-x3\*(y4-y3)\*(x2-x1))/ ((y2-y1)\*(x4-x3)-(y4-y3)\*(x2-x1));y=(x-x1)\*(y2-y1)/(x2-x1)+y1;p=true;}}if (p){p=false;if ((x1<=x2)&&(x>=x1)&&(x<=x2)) p=true;if ((x2<=x1)&&(x>=x2)&&(x<=x1)) p=true;}if (p){p=false;if ((x3<=x4)&&(x>=x3)&&(x<=x4)) p=true;if ((x4<=x3)&&(x>=x4)&&(x<=x3)) p=true;}if (p) cout<<"Yes" ;else cout<<"No";} | #include <iostream>using namespace std;int main(){double x1,y1,x2,y2,x3,y3,x4,y4,dx1,dy1,dx2,dy2,x,y;cin>>x1>>y1>>x2>>y2>>x3>>y3>>x4>>y4;dx1 = x2 - x1;dy1 = y2 - y1;dx2 = x4 - x3;dy2 = y4 - y3; x = dy1 \* dx2 - dy2 \* dx1; if(!x || !dx2) cout<<"No";else { y = x3 \* y4 - y3 \* x4; x = ((x1 \* y2 - y1 \* x2) \* dx2 - y \* dx1) / x; y = (dy2 \* x - y) / dx2; if( ((x1 <= x && x2 >= x) || (x2 <= x && x1 >= x)) && ((x3 <= x && x4 >= x) || (x4 <= x && x3 >= x))) cout<<"Yes";}} |