<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";  }  } |