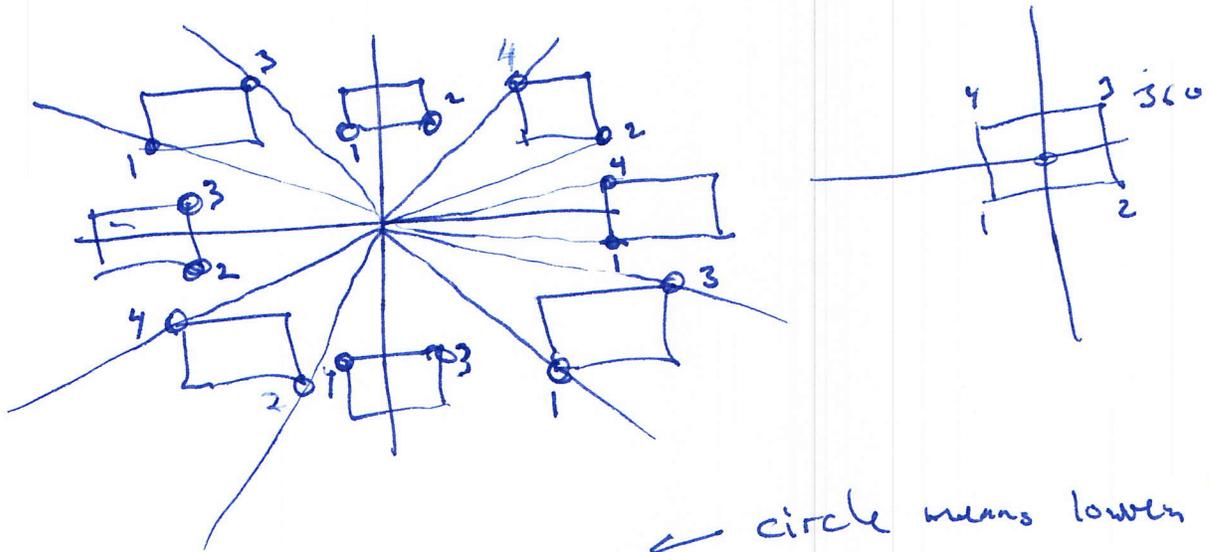


Rectangular box in the plane: Choosing bracketting angles



{ 1 is a limit in Q 2. or (4)
 { 2 in (Q1) or 3
 { 3 (Q2) or 4
 { 4 in Q1 or (3)

← circle means lower limit

QUADRANT (x, y)

{ x > 0, y > 0 Q1
 { x < 0, y > 0 Q2
 { x < 0, y < 0 Q3
 { x > 0, y < 0 Q4