```
def make_line(x, y, alpha):
# Makes a line through two input points and evalulates it at point alpha
f_alpha = ((y[0]-y[1])/(x[0]-x[1]))*(alpha - x[0]) + y[0]
return f_alpha
```

Above is the function I wrote to evaluate a line that goes through two points at an input value along the x-axis. I tested my function in the first given code in the lab to confirm it can indeed be used to create a spline:

