public class Line {

private final int k1;

private final int b1;

private final int k2;

private final int b2;

public Line(int k, int b) {

this.k1 = k;

this.b1 = b;

this.k2 = k;

this.b2 = b;

}

public Point intersection(Line other) {

if(this.k1 != other.k2) {

int x = (other.b2 - this.b1) / (this.k1 - other.k2);

int y = this.k1 \* x + this.b1;

return new Point( x, y);

} else {

return null;

}

// throw new UnsupportedOperationException();

}

}