

Copilot

Certainly! I've updated the unit tests for the Line class to include a test case for when the lines do not intersect. In this scenario, the intersect method should return None. Here's the modified test:

```
import unittest
from unittest.mock import patch
from lines import Point, Line

class TestLine(unittest.TestCase):
    # ... (other test cases)

    def test_line_intersect_no_intersection(self):
        p1 = Point(1, 2)
        p2 = Point(3, 4)
        l1 = Line(p1, p2)
        p3 = Point(5, 6)
        p4 = Point(7, 8)
        l2 = Line(p3, p4)
        self.assertIsNone(l1.intersect(l2))

if __name__ == "__main__":
    unittest.main()
```

Feel free to incorporate this test into your test suite. If you have any further requests or questions, feel free to ask!