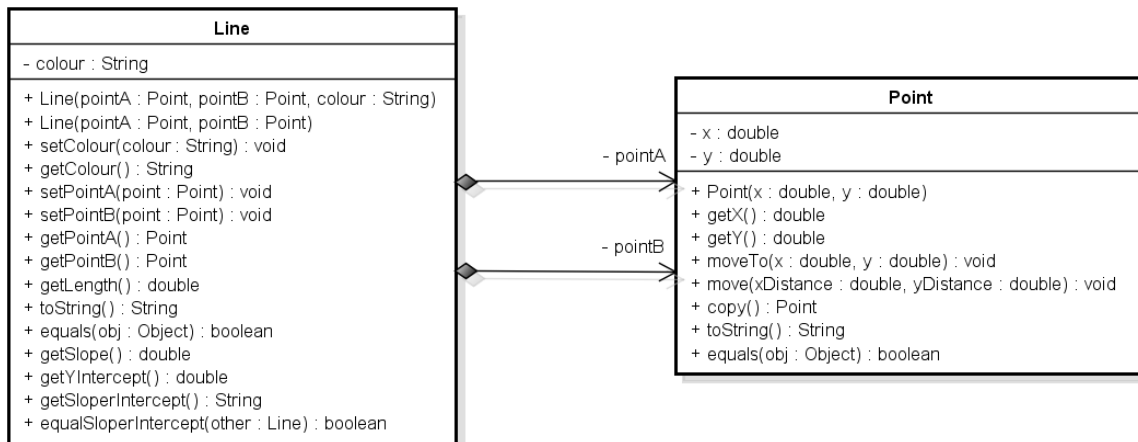


Exercise: Line



Create a class `Line` representing a line between two integer points (x_1, y_1) and (x_2, y_2) in a plane coordinate system. Note class `Point` is your solution to a previous exercise.

The class `Line` has:

- Three instance variables, two of them representing the two points `pointA` and `pointB` both of type `Point` (from the exercise above) and the last one an instance variable `colour` of type `String` representing the colour of the line
- Constructor with three arguments setting both points and the colour
- Constructor with two arguments being the two points. The colour is assumed "black" or "Not defined" if not set.
- Setters and getters for all instance variables
- A method `length()` that return the length of the line segment bounded by the two points
The length $\sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$ where `Math.sqrt(value)` calculates the square root of value in Java
- A method `toString()` that return a string with the information of the line. An example, calling the `toString` for a line with `colour="red"` and the points $(x_1, y_1) = (3, 1)$ and $(x_2, y_2) = (7, 4)$ could return the string: "A red line from (3, 1) to (7,4) with length equal to 5.0"
- A method `equals` returning `true` if the argument to the method is a `Line` object with the same information, i.e. same colour and same two set of points – otherwise returns `false`.
- A method `getSlope()` that return the slope m for the slope-intercept form of the line (i.e. m from the form: $y = mx + b$). The slope is calculated as: $m = \frac{y_2 - y_1}{x_2 - x_1}$
- A method `getYIntercept()` that return the y-intercept b for the slope-intercept form of the line (i.e. b from the form: $y = mx + b$). The y-intercept is calculated as: $b = y_1 - mx_1$
- A method `getSlopeIntercept()` that return a sting with the slope-intercept form of the line (in the form: $y = mx + b$)
- A method `equalSlopeIntercept(Line other)` that return a true if the argument `other` is a line with the same slope-intercept form of the line (both with the same values for m and b from the form: $y = mx + b$)

Implement a test class, `TestLine`, with a main method and test your solution