```
input:
y = -4.0 \times + (10.0)
y = 2.0 \times + (6.0)

y = -1.8 \times + (14.0)
y = -1.8 x + (14.6

y = 1.8 x + (9.0)

(0, 10)

(1, 8)

(2, 10)

(3, 9)

(4, 16)

(5, 2)

(6, 20)

(2, 6)
(2, 6)
(1, 5)
(3, 14)
output:
pontos válidos:
pontos não válidos:
(0, 10)
(1, 8)
(2, 10)
(3, 9)
 (4, 16)
(5, 2)
(6, 20)
(2, 6)
(1, 5)
(3, 14)
```