

```
input:
y >= 1.0 x + (0.0)
y <= 3.0 x + (0.0)
y <= -1.0 x + (7.0)
y <= 0.5 x + (1.0)
(1, 2)
(2, 2)
(3, 3)
(2, 5)
(4, 3)
(1, 0.5)
(2, 1)
(1, 5)
(3, 6)
(2, 1.5)
```

```
output:
pontos válidos:
(2, 2)
```

```
pontos não válidos:
(1, 2)
(3, 3)
(2, 5)
(4, 3)
(1, 0.5)
(2, 1)
(1, 5)
(3, 6)
(2, 1.5)
```