

```
input:
y <= 2.0 x + (1.0)
y >= 1.0 x + (-2.0)
y <= 0 x + (6.0)
y <= 0 x + (5.0)
(1, 1)
(1, 2)
(2, 5)
(3, 6)
(4, 4)
(5, 1)
(6, 5)
(7, 7)
(5, 4)
(1, 7)
```

```
output:
pontos válidos:
(1, 1)
(1, 2)
(2, 5)
(4, 4)
(6, 5)
(5, 4)
```

```
pontos não válidos:
(3, 6)
(5, 1)
(7, 7)
(1, 7)
```