

input:

(0, 0) (1, 1)  
(0, 2) (2, 0)  
(0, 3) (3, 0)  
(0, 1) (1, 0)

output:

$y = 1.0 x + (0.0)$   
 $y = -1.0 x + (2.0)$   
 $y = -1.0 x + (3.0)$   
 $y = -1.0 x + (1.0)$