

```
input:
y <= 2.0 x + (3.0)
y >= 1.0 x + (-1.0)
y <= -1.0 x + (7.0)
y <= -0.5 x + (5.0)
(1, 1)
(2, 2)
(3, 3)
(4, 3)
(5, 2)
(2, 5)
(0, 3)
(1, 4)
(3, 4)
(4, 2)
```

```
output:
pontos válidos:
(1, 1)
(2, 2)
(3, 3)
(4, 3)
(0, 3)
(1, 4)
```

```
pontos não válidos:
(5, 2)
(2, 5)
(3, 4)
(4, 2)
```