class Solution {

public:

bool checkStraightLine(vector<vector<int>>& coordinates) {

if(coordinates.size()==2){

return true;

}

float x1=coordinates[0][0];

float y1=coordinates[0][1];

float x2=coordinates[1][0];

float y2=coordinates[1][1];

float slope=(abs(y2-y1)/abs(x2-x1));

for(int i=1;i<coordinates.size()-1;i++){

x1=coordinates[i][0];

y1=coordinates[i][1];

x2=coordinates[i+1][0];

y2=coordinates[i+1][1];

float slope2=(abs(y2-y1)/abs(x2-x1));

if(slope2!=slope){

return false;

}

}

return true;

}

};