```cpp
#include <iostream>
using namespace std;


struct PNT
{
    double x, y;
};

struct NODE
{
    NODE* p_Next;
    PNT pnt;
};



bool Satisfied(PNT inp)
{
    if (inp.y == (3 * inp.x + 2)) return true;
    else return false;
}

void PrintPoints(NODE* pHead)
{
    NODE* p_Temp = pHead;
    int counter = 1;

    while (p_Temp != NULL)
    {
        if (Satisfied(p_Temp->pnt))
        {
            cout << "[" << counter << "] x = " << p_Temp->pnt.x
                                    << " ; y = " << p_Temp->pnt.y << endl;
            counter++;
        }
    }
}



int main()
{
    NODE* p_New = new NODE;
    PrintPoints(p_New);

    return 0;
}
```