



CHALLENGE INFORMATION

✔ You have already solved this challenge ! Though you can run the code with different logic !



Course	JAVA	Session	Methods	Question Information	Level 1 Challenge 58
Problem	<p>Question description</p> <p>Nathan has been playing around with boomerangs lately to get hold of the neighbour's juicy oranges from the tree in their backyard.</p> <p>Once he was done enjoying those oranges he came back home to get back to studying as he was flipping through the pages of his textbook he found something related to boomerang's.</p> <p>Given an set of three points $x_{1,2,3}$, $y_{1,2,3}$ on the X-Y plane, the task is to find out if these points are a boomerang.</p> <p>A boomerang is a set of three points that are all distinct and not in a straight line.</p> <p>Can you help out Nathan?</p> <p>Constraints:</p> $0 \leq x_1, y_1, x_2, y_2, x_3, y_3 \leq 100$ <p>Input Format:</p> <p>Single line input consists of 6 integers representing the x and y coordinated of three points respectively</p> <p>Output Format:</p> <p>Print "true" if the points are in a boomerang else print "false"</p>				

Test Cases

✓ Logical Test Cases

Test Case 1

INPUT (STDIN)

```
1 1
2 3
3 2
```

EXPECTED OUTPUT

true

Test Case 2

INPUT (STDIN)

```
1 1
2 2
3 3
```

EXPECTED OUTPUT

false

✓ Mandatory Test Cases

Test Case 1

KEYWORD

```
static boolean
isBoomerang(int x1,int
y1,int x2,int y2,int
x3,int y3)
```

Test Case 2

KEYWORD

```
int x1,x2,x3,y1,y2,y3;
```

Test Case 3

KEYWORD

```
isBoomerang(x1,y1,x2,y2,x3
,y3)
```

✓ Complexity Test Cases

Test Case 1

Test Case 2

Test Case 3

CYCLOMATIC COMPLEXITY

2

TOKEN COUNT

220

NLOC

28

**Code
Editor**

✓ You have already solved this challenge ! Though you can run the code with different logic !



Code Editor

JAVA SE 1.8

Light Theme

```
1 import java.util.*;
2 public class Class332241010280 {
3     public static void main(String[] args) {
4         Scanner sc = new Scanner(System.in);
5         int x1,x2,x3,y1,y2,y3;
6         x1=sc.nextInt();
7         x2=sc.nextInt();
8         x3=sc.nextInt();
9         y1=sc.nextInt();
10        y2=sc.nextInt();
11        y3=sc.nextInt();
12        System.out.println(isBoomerang(x1,y1,x2,y2,x3,y3));
13    }
14    static boolean isBoomerang(int x1,int y1,int x2,int y2,
15        if((y2 - y1) * (x3 - x2) == (x2 - x1) * (y3 -y2)){
16        return true;
17        }
18        else
19        return false;
20    }
21 }
```

Custom Input (stdin)

T1

T2

Type Here



Output

MATCH T1

MATCH T2



Empty

Complexity Analysis

Test Case Status