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1 // fo1/2/LinearEquation.java
2 //
3 //
4 // Copyright 2003 Bill Campbell and Ethan Bolker
5 /**
6  * A LinearEquation models equations of the form  $y = mx + b$ .
7  *
8  * @version 2
9  */
10
11 public class LinearEquation
12 {
13     private double m; // The equations's slope
14     private double b; // The equations's y-intercept
15
16     /**
17      * Construct a LinearEquation from a slope and y-intercept.
18      *
19      * @param m the slope.
20      * @param b the y-intercept.
21      */
22
23     public LinearEquation( double m, double b )
24     {
25         this.m = m;
26         this.b = b;
27     }
28
29     /**
30      * Construct a LinearEquation from two points.
31      *
32      * @param x1 the x coordinate of the first point
33      * @param y1 the y coordinate of the first point
34      * @param x2 the x coordinate of the second point
35      * @param y2 the y coordinate of the second point
36      */
37
38     public LinearEquation( double x1, double y1,
39                           double x2, double y2 )
40     {
41         m = (y2 - y1) / (x2 - x1);
42         b = y1 - x1 * m;
43     }
44
45     /**
46      * Compute Y, given x.
47      *
48      * @param x the input value.
49      * @return the corresponding value of y: mx+b.
50      */
51
52     public double compute( double x )
53     {
54         return m*x + b;
55     }
56

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57
58     /**
59      * Compute the inverse of this linear equation.
60      *
61      * @return the LinearEquation object you get by "solving for x".
62      */
63
64     public LinearEquation getInverse()
65     {
66         return new LinearEquation( 1.0/m, -b/m );
67     }
68 }

```