

Hello Kohait

This could be other focus, perhaps more algebraic . Just a draft:

```
class Function2D {
    virtual double GetX(double y) {}; // Get the first value
    virtual double GetY(double x) {};
    virtual Array <double> GetX(double y) {}; // Get all values
    virtual Array <double> GetY(double x) {};
};

class Line : public Function2D {
private:
    Point p1, p2;

public:
    Line(Point p1, Point p2) : p1(p1), p2(p2) {};

    virtual double GetX(double y);
    virtual double GetY(double x);
};

class Polynomial : public Function2D {
public:
    Polynomial(Point p1, ...); // Polynomial defined by points
    Polynomial(double coeff, ...); // Polynomial defined by coefficients
};

... other functions ...
```
