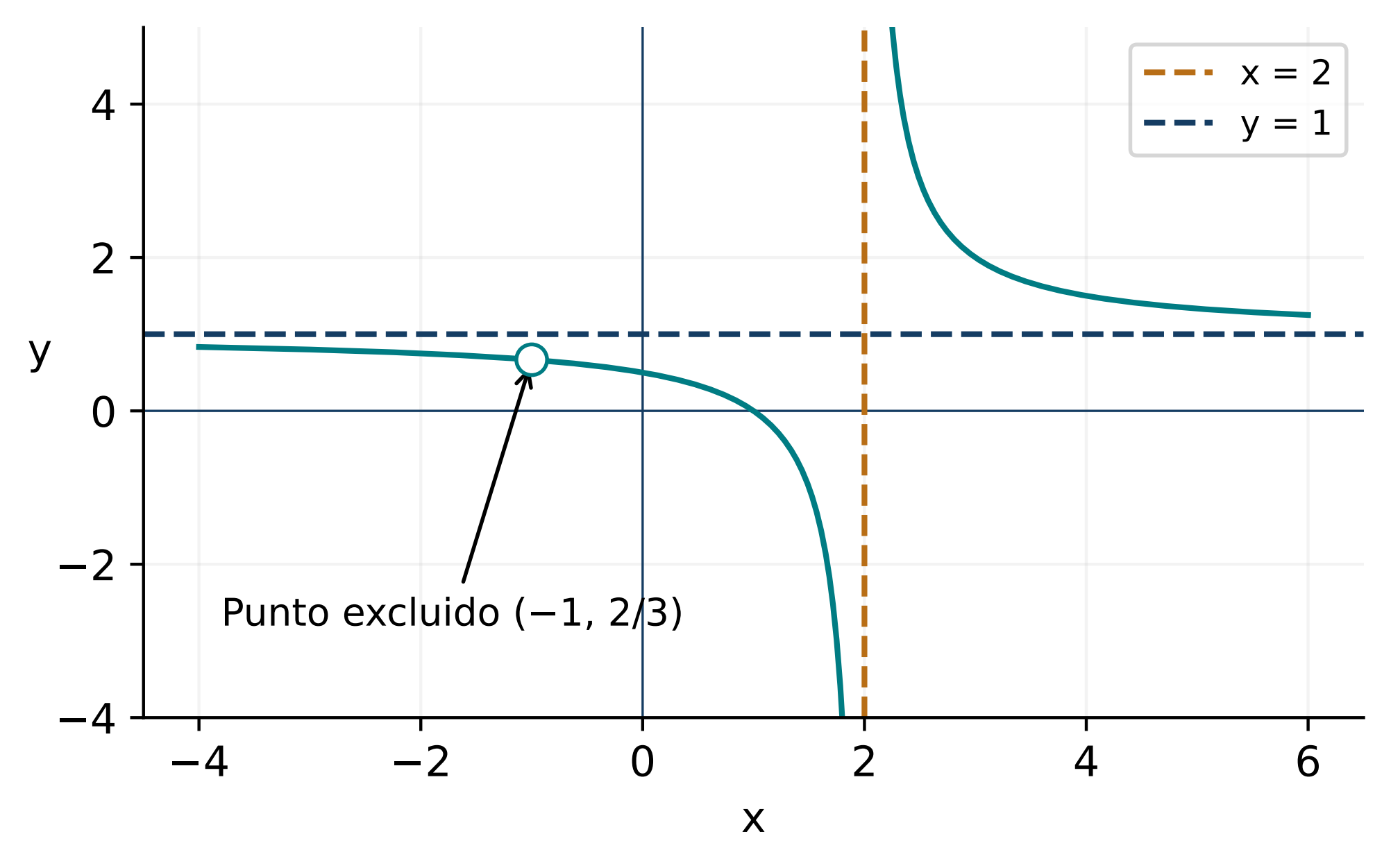

x = 2
y = 1
Punto excluido (−1, 2/3)
y
x
4
2
0
−2
−4
−4
−2
0
2
4
6