```
4.0
                -1.000000x_2 + 1.000000x_3 + 3.000000x_4 + 2.000000x_5 - 3.000000x_6 - 3.000000x_7
x_8
   7.0
       x_9
   12.0
       +3.000000x_1 +3.000000x_2
                                 +2.000000x_4 +2.000000x_5 +1.000000x_6
x_{10}
x_{11}
   7.0
       +2.000000x_1 +2.000000x_2
                                 -2.000000x_4 + 2.000000x_5 + 3.000000x_6 - 2.000000x_7
   4.0
       x_{12}
   10.0
                +1.000000x_2 +3.000000x_3 +2.000000x_4
                                                  +3.000000x_6 +2.000000x_7
x_{13}
   1.0
       x_{14}
x_{15}
   15.0
       +2.000000x_1 -3.000000x_2
                                 -3.000000x_4
                         -2.000000x_3 -2.000000x_4 -3.000000x_5 +1.000000x_6 -1.000000x_7
   1.0
       +2.000000x_1
x_{16}
   12.0
       x_{17}
                -2.000000x_2 - 2.000000x_3 - 1.000000x_4 - 2.000000x_5 - 1.000000x_6 - 2.000000x_7
z
   0.0
```

No initialization required –; Proceed to Optimize.

```
x_8
    4.0
                -1.000000x_2 + 1.000000x_3 + 3.000000x_4 + 2.000000x_5 - 3.000000x_6 - 3.000000x_7
   7.0
       x_9
   12.0
       +3.000000x_1 +3.000000x_2
                                 +2.000000x_4 +2.000000x_5 +1.000000x_6
x_{10}
   7.0
       +2.000000x_1 +2.000000x_2
                                 -2.000000x_4 + 2.000000x_5 + 3.000000x_6 - 2.000000x_7
x_{11}
    4.0
       x_{12}
   10.0
                +1.000000x_2 +3.000000x_3 +2.000000x_4
                                                   +3.000000x_6 +2.000000x_7
x_{13}
x_{14}
   1.0
       15.0
       +2.000000x_1 -3.000000x_2
                                  -3.000000x_4
                                                           +1.000000x_7
x_{15}
   1.0
                         -2.000000x_3 - 2.000000x_4 - 3.000000x_5 + 1.000000x_6 - 1.000000x_7
       +2.000000x_1
x_{16}
   12.0
       x_{17}
                -2.000000x_2 -2.000000x_3 -1.000000x_4 -2.000000x_5 -1.000000x_6 -2.000000x_7
   0.0
z
```

 x_{-1} enters and Final Dictionary Solution: 0.0 Num Pivots: 0