1=x=0=y-1=, 1=x " t=y suine Divi Ve 11=)i) SAT & SDOESAT. Dea NESOT = N + 0 = 0+V = 1 3.1.31 /R = 10,+00) Rst m/R-yatin rectorie ED: RXXIR, -R, X EBY = XY, KXYER, D:RXR, -JR, XDX = X, toxelR, T(R, H) gry abelian. 1) apelatio interna X, y e/R; =1 X >0 | X y >0 =) X[+]yy >0-y>0 | X y >0 =) X[+]yy >0-x Dy e/R; 2) Banutativitati; x, y & /P, :) X Dy: y DX X By = xy = y-x=y bx 3/ Asociativitate - evident desarece, · usuale estraroc

13) Elevent menter O E 1R, VXelR => X HO = O BX = X XH 0=X(=) X0=X=1X0-X=0=> X(O-1)=0=, 0=1. Elmente sinetisabele (inversabile File x = /R, = > 3 x E/R, 0.7. x = x = = X B X=0-X B x = O (=) X-X = 1 = 1 x = Z = R; -) * (R*) = 1R* Dir 1) 2) 3) 415/=> (1R, FH) glup abelie To Latisfociles axiamelor. D: 1R x 1R, -> 1R, x, x 10x=xx N) X 四(X世兴)=(DX)五从印架 XDIXFY)=XDXY=XYJ=X·Y= = (x Dx) · (x Dy) = (x Dx) (x Dy) 2) (+B) UX = X OX F/B UX (X+B) DX=XX+B-XX-XB=(XDX).(BDX) = (X (DX) (B (DX)

