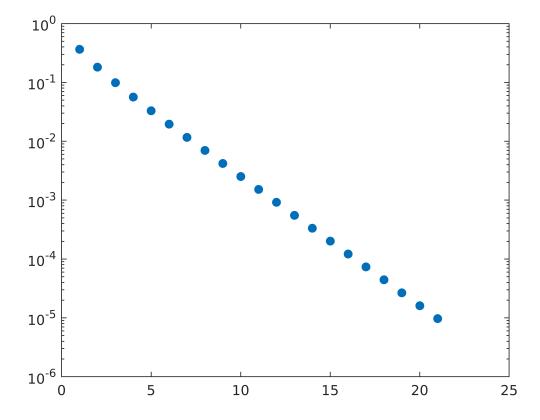
```
%METODO DI JACOBI
A = [4, -1, 0, -1, 0, 0; -1, 4, -1, 0, -1, 0; 0, -1, 4, 0, 0, -1; -1, 0, 0, 4, -1, 0; 0, -1, 0, -1, 4, -1; 0, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0, -1, 0,
A = 6 \times 6
                                      -1 0 -1
                                                                                                           0
                                                                                                                                   0
                   4
                                   4 -1 0
-1 4 0
                                                                                                            -1
                                                                                                                                   0
                -1
                                                                                                           0
                  0
                                                                                                                                     -1
                -1
                                     0
                                                                0
                                                                                     4
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                                                                                                                                      0
                                                                                    4
-1
                                                                                                           4
                                                                                                                                     -1
                    0
                                       -1
                                                            0
                                     0
                                                                                   0
                                                                                                            -1
                                                                                                                                       4
b=[2 1 2 2 1 2]'
b = 6 \times 1
                    2
                    1
                    2
                    2
                    1
                    2
 xo=zeros(6, 1);
N_{max}=100
N_max = 100
 err=0.00001;
 flag=1;
D=diag(diag(A));
J=-inv(D)*(A-D);
q=inv(D)*b;
xn=J*xo+q;
k=1;
 eps(k)=norm(xn-xo)/norm(xn);
while ((k \le N_max) \& (eps(k) > err))
                   xo=xn;
                   xn=J*xo+q;
                   k=k+1;
                    eps(k)=norm(xn-xo)/norm(xn);
                    epsVect(k-1)=eps(k);
 end
xn
xn = 6x1
               1.0000
               1.0000
               1.0000
               1.0000
               1.0000
```

```
k
```

```
semilogy(epsVect, "o", 'MarkerFaceColor', [0 0.447 0.741]);
```



```
if (k>N_max)
    disp('Il metodo non converge.');
    flag=0;
end
```