```
[]: X \text{ vec} = [1.41; 2.31; 4.13; 4.89; 5.31; 6.01]
Y \text{ vec} = [-1.4156; 2.3901; 3.0567; 0.9812; 4.1245; 2.7569]
x = 4.96
function LagrangeBasisPolynomial(X_vec, cur_ind, x)
    N = length(X_vec)
    basis poly = 1.0
    for i in 1:N
        if (i != cur ind)
            basis poly *= (x - X vec[i]) / (X vec[cur ind] - X vec[i])
    end
    return basis poly
end
function LagrangePolynomial(X_vec, Y_vec, x)
    N = length(X_vec)
    value = 0
    for i in 1:N
        value += Y_vec[i] * LagrangeBasisPolynomial(X_vec, i, x)
    end
    return value
end
print(LagrangePolynomial(X vec, Y vec, x))
```

## 1.3550790271122342