

This project heavily depended on what method we chose to calculate a set of linear equations. We had the options of implementing variable-elimination and matrix methods. We decided to implement Cramer's rule because it's the easiest matrix method to understand. His rule is a simple way to solve for one of the variables instead of solving the whole system at once. Cramer's Rule tells us to form certain determinants and divide them in order to find variables' values. Cramer's Rule also says that we can find the value of a given variable by dividing that variable's determinant by the regular coefficient-determinant's value.

To start our project, we created a public repository that the two of us can work on and make edits to our program as we go. For further communication we texted each other along the course of the week so we could tell each other different tasks that needed to be done.

Implementing Cramer's Algorithm was fairly simple because we first had to set up each variable by taking each float and putting them into floating point registers. After setting up each input for the variables we had to evaluate each determinant for the variables to complete the ratios for each solved or unsolvable equation. We rarely ran into any bugs while implementing this method of matrix evaluation. Some of the bugs were minor like mixing up which registers go with what determinant to calculate each variable.

Compared to project 2 this project mainly tested us on our communication skills seeing that this project was a lot harder to implement than Booth's Algorithm from before. Overall, we handled this project surprisingly well.