

```
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//this is a c program to implement the gauss elimination method :-
```

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int N, i, j, V;
```

```
    printf("Enter the number of unknowns \n");
```

```
    scanf("%d", &N);
```

```
    V=N;
```

```
    float Aug[N][V + 1];
```

```
    printf("Enter the augmented matrix\n");
```

```
    for (i = 0; i < N; i++)
```

```
    {
```

```
        for (j = 0; j <= V; j++)
```

```
        {
```

```
            scanf("%f", &Aug[i][j]);
```

```
        }
```

```
    }
```

```

for (i = 0; i < N; i++)
{
    for (j = 0; j <= V; j++)
    {
        if (i > j)
        {
            float ut = Aug[i][j] / Aug[j][j];

            for (int k = 0; k < V + 1; k++)
            {
                Aug[i][k] = Aug[i][k] - (ut * Aug[j][k]);
            }
        }
    }
}

// printing the intermediate form of the augmented matrix
printf("Intermediate forms: \n");
for (int x = 0; x < N; x++)
{
    for (int y = 0; y < V + 1; y++)
    {
        printf("%f\t", Aug[x][y]);
    }
    printf("\n");
}
printf("\n");
}

```

```
}
```

```
float x[V];
```

```
x[V - 1] = Aug[2][3] / Aug[2][2];
```

```
for (i = N - 2; i >= 0; i--)
```

```
{
```

```
    float sum = 0;
```

```
    for (j = i + 1; j < V; j++)
```

```
    {
```

```
        sum = sum + Aug[i][j] * x[j];
```

```
    }
```

```
    x[i] = (Aug[i][V] - sum) / Aug[i][i];
```

```
}
```

```
printf("the value of unknowns are : \n");
```

```
for (int i = 0; i < V; i++)
```

```
{
```

```
    printf("%f\n", x[i]);
```

```
}
```

```
//printf("hello the world");
```

```
return 0;
```

```
}
```

// Output

Enter the number of unknowns

3

Enter the augmented matrix

2 1 1 10

3 2 3 18

1 4 9 16

Intermediate forms:

2.000000	1.000000	1.000000	10.000000
0.000000	0.500000	1.500000	3.000000
1.000000	4.000000	9.000000	16.000000

Intermediate forms:

2.000000	1.000000	1.000000	10.000000
0.000000	0.500000	1.500000	3.000000
0.000000	3.500000	8.500000	11.000000

Intermediate forms:

2.000000	1.000000	1.000000	10.000000
0.000000	0.500000	1.500000	3.000000
0.000000	0.000000	-2.000000	-10.000000

the value of unknowns are :

7.000000

-9.000000

5.000000