```
__________object
 peration == "MIRROR_X":
mirror_mod.use_x = True
"Irror_mod.use_y = False
"Irror_mod.use_z = False
 _operation == "MIRROR_Y"
Irror_mod.use_x = False
 irror_mod.use_y = True
 irror_mod.use_z = False
  operation == "MIRROR_Z"
  rror_mod.use_x = False
  rror_mod.use_y = False
  rror_mod.use_z = True
 melection at the end -add
   ob.select= 1
  er ob.select=1
   ntext.scene.objects.action
  "Selected" + str(modified
   irror ob.select = 0
  bpy.context.selected_obj
  lata.objects[one.name].sel
 int("please select exaction
  -- OPERATOR CLASSES ----
```



## Cálculo Numérico Computacional

Aula 4-Criação de Vetores e Matrizes

ypes.Operator):
 X mirror to the selected
ject.mirror\_mirror\_x"
 ror X"

, ic not

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$$+2)$$
 Vetor = [2,850]

7000

\*3) Vetor = valor\_inicial : incremento : valor\_final

$$*X = 2 : 2 :$$

1) mat = 
$$[2, 8; [5, 2] \rightarrow [5, 2]$$

2) mat = 
$$[2,8;5,2]$$
  $\longrightarrow$   $\begin{bmatrix} 2 & 8 \\ 5 & 2 \end{bmatrix}$   $\longrightarrow$   $=$   $\begin{bmatrix} 2 & 8 \\ 5 & 2 \end{bmatrix}$   $\longrightarrow$   $=$   $\begin{bmatrix} 2 & 8 \\ 5 & 2 \end{bmatrix}$ 

## 3) mat = [vetor1 vetor2 vetor3]