VE = E1

RM => (3/5) / (1/5) = 3 1/1 = 1

VS = H1

Pivote

	x	**y**	**A1**	**A2**	**H1**	**E1**	**VS**
H1 ⇒ E1	0	0	1	1	1	1	1

X	H1	R
X = 1 − (1/5·0) = 1	X = 0 − (5/3·0) = 0	X = 0 − (5/3·0) = 0
Y = 0 − (1/5·0) = 0	Y = 1 − (5/3·0) = 1	Y = 0 − (5/3·0) = 0
A1 = 0 − (1/5·1) = −1/5	A1 = 0 − (5/3·1) = −5/3	A1 = 0 − (5/3·1) = −5/3
A2 = 0 − (1/5·1) = −1/5	A2 = 0 − (5/3·1) = −5/3	A2 = 0 − (5/3·1) = −5/3
H1 = 0 − (1/5·1) = −1/5	H1 = 1 − (5/3·1) = −2/3	H1 = 0 − (5/3·1) = −5/3
E1 = 1/5 − (1/5·1) = 0	E1 = −3/5 − (5/3·1) = −34/15	E1 = 1/5 − (5/3·1) = −22/15
VS = 3/5 − (1/5·1) = 2/5	VS = 1 − (5/3·1) = −2/3	VS = 18/5 − (5/3·1) = 17/5

Base	Variable de Decisión		Variable de Holgura				Valor solución
	x	y	A1	A2	H1	E1	
X	1	0	−1/5	−1/5	−1/5	0	2/5
Y	0	1	3/5	3/5	3/5	0	9/5
E1	0	0	1	1	1	1	1
R	0	0	−1/5	−1/5	−1/5	0	17/5