```
%%graphical
%step 1 define
A = [1 \ 2;3 \ 1;4 \ 3;0 \ 1;1 \ 0]
B = [40;30;60;0;0]
C = [20 \ 10]
%step 2 generate points
x1 = 0:max(B)
X21 = (B(1)-A(1,1)*x1)/A(1,2)
x22 = (B(2)-A(2,1)*x1)/A(2,2)
x23 = (B(3)-A(3,1)*x1)/A(3,2)
x21 = max(0,x21)
x22 = max(0,x22)
x23 = max(0,x23)
%step 3 plot
figure
plot(x1,x21,x1,x22,x1,x23)
xlabel('x1')
ylabel('x2')
title('Graph')
legend('x+2y \leq 40', '3x+y \geq 30', '4x+3y \geq 60', 'Location', 'Best')
grid on
hold off
%step 4 intersection
sol = []
for i = 1:size(A,1)
  A1 = A(i,:)
  B1 = B(i,:)
  for j = i+1:size(A,1)
    A2 = A(j,:)
    B2 = B(j,:)
    A3 = [A1; A2]
    B3 = [B1; B2]
    X = A3\B3 \% or inv(A3)*B3
    sol = [sol; X'];
  end
end
disp('Intersection Points:');
disp(sol);
%step 5
x = sol(:,1)
y = sol(:,2)
H1 = find(x+2*y-40>0)
sol(H1,:) = []
x = sol(:,1)
y = sol(:,2)
```

H2 = find(3\*x+y-30<0)

sol(H2,:) = []

```
x = sol(:,1)
y = sol(:,2)
H3 = find(4*x+3*y-60<0)
sol(H3,:) = []
%step 6 find max
for i=1:size(sol,1)
  obj(i,:) = sum(sol(i,:).*C)
end
A = max(obj)
P = find(obj==A)
s = sol(P,:)
% Basic sol
A = [1 1 2 3; 0 1 2 1];
B = [12; 8];
C = [1 \ 2 \ -3 \ 4];
n = 4;
m = 2;
if n > m
  ncm = nchoosek(n, m);
  p = nchoosek(1:n, m);
  sol = [];
  obj = [];
  for i = 1:ncm
    y = zeros(1, n);
    A1 = A(:, p(i,:));
    if rank(A1) == m
       X = A1 \setminus B;
       if all(X >= 0)
         y(p(i,:)) = X';
         sol = [sol; y];
         obj = [obj; C * y'];
       end
    end
  end
  if ~isempty(sol)
    [maxx, idx] = max(obj);
    opsol = sol(idx, :);
    disp('Feasible Solutions:');
    disp(sol);
    disp('Optimal Solution:');
    disp(opsol);
    disp('Maximum Objective Function Value:');
    disp(maxx);
    % Display points where the value is max
```

```
disp('Points corresponding to maximum value:');
  disp(find(obj == maxx));
  disp('Solution(s) corresponding to maximum value:');
  disp(sol(obj == maxx, :));
  else
    disp('No feasible solution found.');
  end
else
  error('Not a valid condition.');
end
```