Generate elements of a matrix A nxn by random drawing (function srand())should be deployed) of numbers belonging to the range -10,…,10.

Thereafter:
Calculate matrix A^{-1} (inverse of matrix A) and draw a vector B {nx1} from random numbers within a range 2,…,4. Solve a system:
$\{X\} = A^{-1} x\{B\}$

Separately solve:
A x{X}={B},

Using Gauss elimination method. Compare the results, calculate the difference between the results and prepare a graph (x1, x2, x3,… vs errors).