

**Source:**

## **1 | intro**

**1.1 | speaking is important**

**1.2 | tutorial: probably tuesdays and thursdays at lunch**

## **2 | isomorphisms**

**2.1 | an invertible / bijective map from one vectorspace to another**

**2.2 | an operator (map from a vector space to itself) is bijective iff it is surjective or injective**

## **3 | 3D Exercises**

**3.1 | Axler3D.3**