

CrInGeCrInGe Production. Super cringe introduction here:
Let's calculate smth with expression given:

$$x^{3.000}$$

Firstly, let's insert all constants and simplify it:

$$x^{3.000}$$

BRITISH SCIENTISTS WERE SHOCKED, WHEN THEY COUNT THIS EX-
PRESSION IN THE POINT (x = 0.000)IT'S VALUE = 0.000 !!!

1 step: finding a derivation of function:

$$x$$

here it is:

$$1.000$$

2 step: finding a derivation of function:

$$x^{3.000}$$

here it is:

$$3.000 \cdot x^{2.000}$$

Congratulations! The first derivation of the expression is:

$$3.000 \cdot x^{2.000}$$

IN THE POINT (x = 0.000)IT'S VALUE = 0.000 !!!

Let's calculate the 2 derivation of the expression:

Calculating the 1 derivation of the expression:

1 step: finding a derivation of function:

$$x$$

here it is:

$$1.000$$

2 step: finding a derivation of function:

$$x^{3.000}$$

here it is:

$$3.000 \cdot x^{2.000}$$

Calculating the 2 derivation of the expression:

1 step: finding a derivation of function:

$$x$$

$$1$$

here it is:

$$1.000$$

2 step: finding a derivation of function:

$$x^{2.000}$$

here it is:

$$2.000 \cdot x$$

3 step: finding a derivation of function:

$$3.000$$

here it is:

$$0.000$$

4 step: finding a derivation of function:

$$3.000 \cdot x^{2.000}$$

here it is:

$$3.000 \cdot 2.000 \cdot x$$

Finally... The 2 derivation of the expression:

$$3.000 \cdot 2.000 \cdot x$$

BRITISH SCIENTISTS WERE SHOCKED, WHEN THEY COUNT THE 2
DERIVATION OF THIS EXPRESSION!!! IN THE POINT ($x = 0.000$)IT'S
VALUE = 0.000 !!!

Partial derivation of the expression on the variable 'x':

$$3.000 \cdot x^{2.000}$$

IN THE POINT ($x = 0.000$) IT'S VALUE = 0.000000 !!!

Full derivation:

$$\sqrt{(3.000 \cdot x^{2.000})^{2.000}}$$

IN THE POINT ($x = 0.000$)IT'S VALUE = 0.000 !!!

Maklorens formula for x near to 0.000000:

$$x^{3.000}$$

And remainig member is o maloe from:

$$x^{3.000}$$

Tangent equation in point 3.000: $f(x) =$

$$27.000 \cdot (x - 3.000) + 27.000$$

Normal equation in point 3.000: $f(x) =$

$$(-0.037) \cdot (x - 3.000) + 27.000$$