(58) Muororneon e benjeembesessenn kosgsos-mu. cledismoa kommencourx reposeis. Teoperica opayconcerner demenorment à beeyeent. Rosque-een Ma ellevien une u kbagpamurant userone-ul. $\underline{\text{Out}} \quad P(\forall) = a_0 \forall^n + \dots + a_n, a_0 \neq 0, \qquad a_1, \dots a_n \in \mathbb{R}, \forall \in \mathbb{C}$ morga P(Z) revorouen c benjeont. Kojop-eur. meepen: Tyoms $P(X) = aoX^h_{+,+}+a_m$, $ao \neq 0$, $n \geq 1$ elemon-mcbery. Kosqs-4 Сени Е перень компиенский мен-а Р(Е) кратmoenne K > 1, mo kommencer. Conprencerence

rueno To manne elusemens kopiene P(Z) такой те кратыссти.

D-bo! 1) Cenu Zo ER, mo Zo= Zo u ymb. bepro. 2) Zo= L+Bi rge B+0, Zo+ Zo, ao, a,...an ER =>

ao = a, ... an = an , 0=0 0=P(20) = ao Zo+ ... + cm => 0=0 = ao Zo+ ... + an =

 $= a_0 \mathcal{I}_0^n + ... + a_m = \overline{a_0 \cdot \mathcal{I}_0^n} + ... + a_n$

 $\overline{a_0} = a_0$, $\overline{a_1} = a_1$... $\overline{a_n} = a_n \Rightarrow 0 = a_0 \overline{J_0}^n + ... + a_n = P(\overline{J_0}) \Rightarrow$

=> P(Zo) = 0, moreus P(x)

hueen P(20)=0, P(20)=0, P(20) \$0, lever For P (Z)=0 => P (Z)=0 = P (Z)=0 =>

Lo - kopeais kpamaiocinii k

megneura! Tyomo P(X)= ao Z+,+au, ao +0, n>1, cy...aneR, Torga $P(x) = a_0(x-d_1)^{\frac{1}{4}} ... (x-d_s)^{\frac{1}{4}} (x^2 + P_1 x + q_1)^{\frac{1}{4}} ... (x^2 + P_t x + q_t)^{\frac{1}{4}} rge$ ao-Imo cm. kosp. P(x) d... de bee benjeemb. napapres pajurre reponer un-ora P(x) repansioomie K1... Ks coomb-ue s>0 $(x^2 + \beta_j x + q_j)^{nj} = (x - \overline{z}_j)^{nj} (x - \overline{z}_j)^{nj} \operatorname{rge} \overline{z}_j = d_{S+j} + i \beta_j$ $\beta_j > 0$, $\overline{z}_j = \lambda_{sij} - i\beta_j$ coembement bee nenapuo размени. парот (Z; Z;) компи. сопрет. х

керией кратиости ту имоготима i≤j≤ £ , t>0 tance pagnomenue egueremberno c тегностью до порядка минопоченя.

 $\Re - 60! (x-70)(x-70) = (x-1-\beta i)(x-1-\beta i) =$ = $(x-d)^2 + \beta^2 = x^2 - 2dx + d^2 + \beta^2 = x^2 + px + q$ $p = -2 \angle eR$, $q = 2^2 + \beta^2 > 0$, $g = p^2 + q = 4 \angle 2 - 4 \angle 2 - 4 \angle 2 - 4 \angle 3 = -4 \angle 3 =$ (x2+px+g)=(x-Zo)m/x-Zo)m.