SAX=0; AX=6

81. Y2... Ym - goyngavermatuar aveneva AX=0

Xe-rocmuse peweur AX=6

Ilvorga C: ER Xo + C, Yx + C2 Y2 + .. + Cm Yn
peweure reognoprogram aveneur

Dou- 60:

no uzbecmnouy bouomby loance peweure

neognoprogram aveneur npegematicus

buge Z=Y+X, a woold peweure

ognoprogram weneur X=C, Yx + C2 Y2+... + Cm Yn

no meoreure o gayngavermationari

cucneur peweuruni => X= Xo+C1 Yx + C2 Y2+... + Cm Ym

- peweure neognoprogram aveneur, mo ung.

N3.215 $\begin{vmatrix}
2 & -7 & 1 & 2 & 3 & 2 \\
6 & -3 & 2 & 4 & 5 & 3 \\
6 & -3 & 4 & 8 & 13 & 9 \\
4 & -2 & 1 & 1 & 2 & 7
\end{vmatrix}
= \begin{vmatrix}
2 & -7 & 1 & 2 & 3 & 2 \\
6 & -3 & 2 & 4 & 5 & 3 \\
0 & 0 & 7 & 2 & 4 & 3 \\
4 & -2 & 1 & 1 & 2 & 7
\end{vmatrix}
= \begin{vmatrix}
2 & -7 & 1 & 2 & 3 & 2 \\
6 & -3 & 2 & 4 & 5 & 3 \\
0 & 0 & 7 & 2 & 4 & 3 \\
4 & -2 & 1 & 1 & 2 & 7
\end{vmatrix}$ $\begin{vmatrix}
2 - 1 & 1 & 2 & 3 & 12 \\
0 & 0 & -1 & -2 & -4 & 3 \\
0 & 0 & 1 & 2 & 4 & 3
\end{vmatrix} = \begin{vmatrix}
2 - 1 & 1 & 0 & 3 & | 2 \\
0 & 0 & 0 & -1 & 0 & 0
\end{vmatrix} = \begin{vmatrix}
0 & 0 & 1 & 2 & 4 & 3 \\
0 & 0 & -1 & 3 & -4 & -3
\end{vmatrix} = \begin{vmatrix}
0 & 0 & 0 & -1 & 0 & -4 & -3 \\
0 & 0 & -1 & 0 & -4 & -3
\end{vmatrix} = \begin{vmatrix}
0 & 0 & 0 & -1 & 0 & -4 & -3 \\
0 & 0 & -1 & 0 & -4 & -3
\end{vmatrix} = \begin{vmatrix}
0 & 0 & 0 & -1 & 0 & -4 & -3 \\
0 & 0 & -1 & 0 & -4 & -3
\end{vmatrix} = \begin{vmatrix}
0 & 0 & 0 & -1 & 0 & -4 & -3 \\
0 & 0 & 0 & -1 & 0 & -4 & -3
\end{vmatrix} = \begin{vmatrix}
0 & 0 & 0 & -1 & 0 & -4 & -3 \\
0 & 0 & 0 & -1 & 0 & -4 & -3
\end{vmatrix} = \begin{vmatrix}
0 & 0 & 0 & -1 & 0 & -4 & -3 \\
0 & 0 & 0 & -1 & 0 & -4 & -3
\end{vmatrix} = \begin{vmatrix}
0 & 0 & 0 & -1 & 0 & -4 & -3 \\
0 & 0 & 0 & -1 & 0 & -4 & -3
\end{vmatrix} = \begin{vmatrix}
0 & 0 & 0 & -1 & 0 & -4 & -3 \\
0 & 0 & 0 & -1 & 0 & -4 & -3
\end{vmatrix} = \begin{vmatrix}
0 & 0 & 0 & -1 & 0 & -4 & -3 \\
0 & 0 & 0 & -1 & 0 & -4 & -3
\end{vmatrix} = \begin{vmatrix}
0 & 0 & 0 & -1 & 0 & -4 & -3 \\
0 & 0 & 0 & -1 & 0 & -4 & -3
\end{vmatrix} = \begin{vmatrix}
0 & 0 & 0 & -1 & 0 & -4 & -3 \\
0 & 0 & 0 & 0 & -1 & 0 & -4 & -3
\end{vmatrix}$ $\frac{1}{3} = \begin{cases} 2 - 7 & 0 & 0 - 7 | - 7 | & (x_2 = 2x_1 + 1) \\ 0 & 0 & 0 - 7 & 0 | 0 | =) & (x_3 = 3 - 4) \\ 0 & 0 - 7 & 0 - 4 | - 3 | & (x_4 = 0) \\ 2x_1 + 7 - x_5 & = & \begin{vmatrix} 0 \\ 3 \\ 0 \\ 0 \end{vmatrix} + x_1 \begin{vmatrix} 1 \\ 2 \\ 0 \\ 0 \end{vmatrix} + x_5 \begin{vmatrix} 0 \\ 7 \\ 0 \\ 1 \end{vmatrix}$