3-digit rounding 106 = 30-
$$\frac{1-66}{206}$$

1, 0.125 , 0.0370 , 0.0156 , 0.008

0.008 + 0.0156 = 0.0236
0.0236 + 0.037 = 0.0606
0.0606 + 0.125 = 0.186
0.186 + 1 = 1.19

1+ 0.125 = 1.13
1.13 + 0.0370 = 1.17
1.17 + 0.0156 = 1.19

$$P_3(x) = 8 - 20x + 15x^3$$
 $P_3(0) = 8$

1.19+0.008 = (1,20)

$$x_{i+1} = x_i - \frac{f(x_i)}{f'(x_i)} = x_i - \frac{mx_{i+b}}{m} = \frac{b}{m}$$

$$= \frac{mx_i - mx_{i+b}}{m} = \frac{b}{m}$$

$$x_{i-2} = \frac{b}{m} en \theta = \frac{b}{m} = \frac{3n(-6e)}{n} = \frac{3n(-6e)}{n}$$

$$= \frac{b}{m} en \theta = \frac{3n(-6e)}{n} = \frac{3n(-6e)}{n} = \frac{n}{m}$$

$$g'(x) = 1 + cos(x)$$

 $g'(0) = 1 + 1 = 2 > 1$
 $p(x) = 1 + 1 = 2 > 1$
 $p(x) = 1 + 1 = 2 > 1$

$$\begin{bmatrix} 4 & 0 & 1 \\ 1 & 4 & 1 \end{bmatrix} \cdot \begin{bmatrix} x \\ 4 \\ 2 \end{bmatrix} = \begin{bmatrix} 5 \\ 3 \\ -10 \end{bmatrix}$$

: Sp GE

$$X = \begin{pmatrix} 2 \\ 1 \\ -3 \end{pmatrix}$$

$$T = \begin{pmatrix} 0 & 0 & -\frac{1}{4} \\ -\frac{1}{4} & 0 & 0 \\ -\frac{1}{4} & 0 & 0 \end{pmatrix}$$

$$\begin{cases} x_1 \\ y_1 \\ z_1 \end{cases} = \begin{cases} \frac{1}{4}(5+3) \\ \frac{1}{5}(3-2+3) \\ \frac{1}{4}(-10-2) \end{cases} = \begin{bmatrix} 2\\1\\-3 \end{bmatrix}$$