```
>> A
```

A =

1	2	3 -1
1 2	0	-1
1	0 3 5	5 6 3
4 3	5	6
3	-3	3

>> housecartoon(A)

C =

1	2	3
1 2 1	0	3 -1 5
1	0 3 5	5
4	5	6 3
3	-3	3

C =

C =

C =

>>