>> A=Vandermonde(5)

A	=

1.0000	0	0	0	0
1.0000	0.2500	0.0625	0.0156	0.0039
1.0000	0.5000	0.2500	0.1250	0.0625
1.0000	0.7500	0.5625	0.4219	0.3164
1.0000	1.0000	1.0000	1.0000	1.0000

>> [W,R]=house(A)

M =

0.8507	0	0	0	0
0.2629	-0.7486	0	0	0
0.2629	0.1305	-0.9421	0	0
0.2629	0.3418	-0.3343	-0.8004	0
0.2629	0.5530	0.0265	0.5995	-1.0000

R =

-2.2361	-1.1180	-0.8385	-0.6988	-0.6184
0.0000	0.7906	0.7906	0.7609	0.7313
0.0000	0.0000	0.2339	0.3508	0.4155
0.0000	0.0000	0	0.0593	0.1186
0 0000	0 0000	0	0 0000	0 0112

>> Q=formQ(W)

Q =

-0.4472	-0.6325	0.5345	-0.3162	0.1195
-0.4472	-0.3162	-0.2673	0.6325	-0.4781
-0.4472	0	-0.5345	0.0000	0.7171
-0.4472	0.3162	-0.2673	-0.6325	-0.4781
-0.4472	0.6325	0.5345	0.3162	0.1195

>> [q,r]=qr(A)

q =

-0.4472	-0.6325	0.5345	-0.3162	-0.1195
-0.4472	-0.3162	-0.2673	0.6325	0.4781
-0.4472	0.0000	-0.5345	-0.0000	-0.7171
-0.4472	0.3162	-0.2673	-0.6325	0.4781
-0.4472	0.6325	0.5345	0.3162	-0.1195

```
-2.2361 -1.1180 -0.8385 -0.6988 -0.6184
0 0.7906 0.7906 0.7609 0.7313
0 0 0.2339 0.3508 0.4155
0 0 0 0.0593 0.1186
0 0 0 0 0.0593
0.1186
0 0 0 0 0 0.0593
0.1186

>> norm(A-Q*R,2)

ans =
1.6103e-15

>> norm(A-q*r,2)

ans =
9.4520e-16

>> norm(q'*q-eye(5),2)

ans =
4.7902e-16
```

>>