CP.2.2.2.b, Sauer3

Add two-step back substitution to your script from CP.2.2.1, and use it to solve the systems in EX.2.2.4.b.

$$\text{(b)} \quad \begin{pmatrix} 4 & 2 & 0 \\ 4 & 4 & 2 \\ 2 & 2 & 3 \end{pmatrix} \begin{pmatrix} x_0 \\ x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 2 \\ 4 \\ 6 \end{pmatrix}$$