CP.2.2.2.a, 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.a.

(a) $$\begin{pmatrix} 3 & 1 & 2 \\ 6 & 3 & 4 \\ 3 & 1 & 5 \end{pmatrix} \begin{pmatrix} x_0 \\ x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \\ 3 \end{pmatrix}$$