Título

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#ifndef MAC_DETERMINANTE_HPP
#define MAC_DETERMINANTE_HPP
#include <vector>
#include <cmath>
#include <iostream>
#include <stdexcept>
#include <armadillo>
namespace mac {
    using namespace std;
    using Matrix = arma::mat;
    double determinante2x2(const Matrix& mat) {
        if (!mat.is_square() && (mat.n_rows == 2UL))
            throw logic_error("Matrix is not 2x2!");
        return mat(OUL, OUL) * mat(1UL, 1UL) - mat(OUL, 1UL) * mat(1UL, OUL);
    }
    double determinante(const Matrix& mat) {
        if (!mat.is_square())
            throw logic_error("Matrix is not square!");
        auto n = mat.n_rows;
        if (n == 2UL)
            return determinante2x2(mat);
        double result = 0;
        Matrix new_mat = Matrix(n - 1UL, n - 1UL);
        for (auto k = OUL; k < n; ++k) {
            for (auto i = 1UL; i < n; ++i) {
                for (auto j = OUL; j < n; ++j) {
                    if (k == j) continue;
                    new_mat(i - 1, j < k? j : j - 1) = mat(i, j);
```

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}
}
result += pow(-1, k) * mat(0, k) * determinante(new_mat);
}
return result;
}
#endif
```