```
\vdash restart: with(LinearAlgebra): with(plots): with(plottools): \lor v1 := Vector([2, 3, 0]):
v2 := Vector([1, -2, 3]):
> u1 := \frac{v1}{Norm(v1, 2)}
                                                            u1 \coloneqq \begin{bmatrix} \frac{2\sqrt{13}}{13} \\ \frac{3\sqrt{13}}{13} \end{bmatrix}
                                                                                                                                                        (1)
 u2 := \frac{(v2 - (u1 \cdot v2) \cdot u1)}{Norm(v2 - (u1 \cdot v2) \cdot u1, 2)} 
                                                       u2 := \begin{bmatrix} \frac{21\sqrt{2158}}{2158} \\ -\frac{7\sqrt{2158}}{1079} \\ \frac{3\sqrt{2158}}{166} \end{bmatrix}
                                                                                                                                                         (2)
 > # iii)
\searrow y := Vector([-1, 2, 2]):
 \rightarrow y proj := (u1 \cdot y) \cdot u1 + (u2 \cdot y) \cdot u2
                                                         y\_proj := \begin{vmatrix} \frac{149}{166} \\ \frac{61}{83} \\ \frac{87}{} \end{vmatrix}
                                                                                                                                                         (3)
Ļ> # Now plot
line_v1 := line(\langle 0, 0, 0 \rangle, v1):
 [ > line_v2 := line(\langle 0, 0, 0 \rangle, v2) : 
[ line_y := line(\langle 0, 0, 0 \rangle, y) :
\begin{bmatrix} \mathbf{y} \end{bmatrix} line \begin{bmatrix} \mathbf{y} \end{bmatrix} proj := line(\langle 0, 0, 0 \rangle, \mathbf{y} \end{bmatrix} :
 > display(line v1, line v2, line u1, line u2, line y, line y proj)
```

