1. RowReduce[] - Gives RREF of matrix
2. NullSpace[] - Gives a basis for the solution space of AX=0
3. MatrixRank[] - # of linearly independent columns of matrix
4. myMatrix = Table[m\*n, {m, 25}, {n, 25}];
   1. Creates new matrix full of elements (m\*n)
   2. M is the number of rows (25)
   3. N is the number of columns (25)
   4. (Can also create vectors by using only one dimension)
5. myMatrix[[2,3]]=7 sets element in row 2, column 3 to value of 7
6. myMatrix[[2,4;;8]]=9 sets elements in row 2, columns 4-8 to value of 9
7. myMatrix[[3,{1,2,4,8}]]=10 sets elements in row 3, columns 1,2,4,& 8 respectively to value of 10
8. otherVector = {1,2,3,4,5,...24,25} etc.
9. LinearSolve[myMatrix, otherVector] returns a vector of values for all variables if myMatrix\*X=otherVector
10. myMatrix//MatrixForm displays easy, readable matrix
11. ListPlot[] plot series of points
12. Plot[] graph function along range
13. (See “Revenge of Sith” for interpolation and graphs)
14. (See “Attack of Clones” for matrix operations and creation)
15. Google other stuff