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That gives us a single equation in one variable, which we may solve and then substitute that solution into either original equation or, even better, into the formula we got for the other variable.

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3. Interchange two equations. *This is obviously legitimate but may seem pointless. It is essentially pointless if solving equations by hand but will not be pointless when instructing a computer to solve a system of equations.*

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Consider the following example, where we solve a system of two equations in two unknowns, simultaneously performing analogous operations on the coefficients.

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$$\begin{array}{rcl} 3x + y & = & 11 \\ x - y & = & -3 \end{array} \quad \begin{pmatrix} 3 & 1 & 11 \\ 1 & -1 & -3 \end{pmatrix}$$

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$$\begin{array}{rcl} 4x & = & 8 \\ x - y & = & -3 \end{array} \quad \begin{pmatrix} 4 & 0 & 8 \\ 1 & -1 & -3 \end{pmatrix}$$

Now we'll divide both sides of the first equation by 4 and simultaneously divide the coefficients in the first row of the matrix to the right by 4.

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We can read off the solution to the system from the matrix as well as from the equations.

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- ▶ Interchange two rows.

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A matrix is generally enclosed in a large pair of parentheses.

The Augmented Matrix

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A system of m equations with n unknowns will yield an $m \times n + 1$ matrix, that is, a matrix with m rows and $n + 1$ columns.

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Example

Pivot about the second row, third column of the matrix

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get: $\begin{pmatrix} -16 & -11 & 0 \\ 3 & 2 & 1 \\ 2 & 7 & 5 \end{pmatrix},$ and then subtract 5 times the second row

from the third row to get: $\begin{pmatrix} -16 & -11 & 0 \\ 3 & 2 & 1 \\ -13 & -3 & 0 \end{pmatrix}.$

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- ▶ We continue until we reach the lower right hand corner.