

Page 611 Example 48

Finding the intersection of three planes

TI-84 Plus	Casio fx-9860GII																																															
<div>SYSTEM MATRIX (3×4)</div> <div><table><tr><td>1</td><td>1</td><td>3</td><td>5</td></tr><tr><td>-1</td><td>2</td><td>2</td><td>3</td></tr><tr><td>4</td><td>1</td><td>-3</td><td>2</td></tr></table></div> <div>(3,4)=2</div> <div>MAINMODECLRLOADSOLVE</div> <div>SOLUTION</div> <div><table><tr><td>X1</td><td>=</td><td>1</td></tr><tr><td>X2</td><td>=</td><td>1</td></tr><tr><td>X3</td><td>=</td><td>1</td></tr></table></div> <div>MAINMODESYSMSSTOIF4D1</div>	1	1	3	5	-1	2	2	3	4	1	-3	2	X1	=	1	X2	=	1	X3	=	1	<div>$anX+bnY+CnZ=dn$</div> <div><table><tr><th></th><th>a</th><th>b</th><th>c</th><th>d</th></tr><tr><td>1</td><td>1</td><td>1</td><td>3</td><td>5</td></tr><tr><td>2</td><td>-1</td><td>2</td><td>2</td><td>3</td></tr><tr><td>3</td><td>4</td><td>1</td><td>-3</td><td>2</td></tr></table></div> <div>2</div> <div>SOLVDELCLEREDIT</div> <div>$anX+bnY+CnZ=dn$</div> <div><table><tr><td>X</td><td>1</td></tr><tr><td>Y</td><td>1</td></tr><tr><td>Z</td><td>1</td></tr></table></div> <div>1</div> <div>REPT</div>		a	b	c	d	1	1	1	3	5	2	-1	2	2	3	3	4	1	-3	2	X	1	Y	1	Z	1
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