

Lecturer: PhD Rale Nikolić, Belgrade Metropolitan University e-mail:rale.nikolic@metropolitan.ac.rs



Preface	About LAT _E X	About Beamer	Improving the teaching math using the Beamer	Conclusion	Appendix			
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Software package IATEX for preparation teaching materials for mathematics

WHY LEARN ATEX?

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tware package IATEX for preparation teaching materials for mathematics

WHY LEARN LATEX?

Students today are not interesting in lectures that are held in the traditional manner – they want a short, effective multimedia presentations with lots of examples and applications

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In the coming years in primary and secondary schools in Serbia will be introduced a distance learning (e-learning),

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WHY LEARN LATEX?

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In the coming years in primary and secondary schools in Serbia will be introduced a distance learning (e-learning),

The birthrate in Serbia rapidly decreasing and secondary school will be in a position to fight for every student – better teaching materials, more students

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 T_{EX} is designed specifically for the preparation of publications that contain mathematical formulas.

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T_EX not only helped in publishing and writing publications, but also enabled better communication among scientists and mathematicians.

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T_EX not only helped in publishing and writing publications, but also enabled better communication among scientists and mathematicians.

Use of TEX was quite complicated and because of that Leslie Lamport developed $\[mathbb{L}TEX$ to simplified using of TEX.

Donald Knuth has created a software suite for word processing which is called T_EX.

 $T_{\mbox{\rm E}} X$ is designed specifically for the preparation of publications that contain mathematical formulas.

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LATEX is not WYSIWYG ("what you see is what you get") word processor.

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- LATEX is far superior to other word processors when some text contains a lot of equations,
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• it can be too difficult for beginners,

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- it can be too difficult for beginners,
- learning how to use it takes time,

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- it can be too difficult for beginners,
- learning how to use it takes time,
- complicated workflow there are several steps to write, generate and produce a finished file.

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Disadvantages of using Later X:

- it can be too difficult for beginners,
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- complicated workflow there are several steps to write, generate and produce a finished file.

But, once you learn LATEX, you will not even think about the MS Word!

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Disadvantages of using Later X:

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But, once you learn LaTEX, you will not even think about the MS Word! Many books for learning LaTEX can be downloaded for free from internet.

Disadvantages of using LATEX:

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- complicated workflow there are several steps to write, generate and produce a finished file.

But, once you learn LATEX, you will not even think about the MS Word!

Many books for learning LATEX can be downloaded for free from internet.

For instance, book in serbian language can be downloaded for free at http://poincare.matf.bg.ac.rs/~janicic//books/latex2e.pdf

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HOW TO INSTALL LATEX?

To install T_EX or $\[Mathbb{E}]$ X you have to download from internet and run on your computer software package MiKTeX.

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This package can be downloaded for free at www.miktex.org

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HOW TO INSTALL LATEX?

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- MiKTeX is a typesetting system made for Microsoft Windows.
- This package can be downloaded for free at www.miktex.org
- MiKTeX provides the tools necessary to prepare documents using the TeX or $\mbox{\sc LeT}_{E\!X}.$

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- MiKTeX provides the tools necessary to prepare documents using the TeX or $\mbox{\sc Larger} X.$
- To use $\[Mathbb{L}T_EX\]$, you first must create a file using a plain text editor. There are many text editors for Windows: WinEdt, TexMaker, BaKoMa TeX, ...

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Software package LATEX for preparation teaching materials for mathematics							

Beamer is a LATEX class for creating presentations that are held using a projector, but it can also be used to create transparency slides.

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Preparing presentations with *Beamer* is different from preparing them with WYSIWYG programs like Microsoft PowerPoint, for instance.

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Preparing presentations with *Beamer* is different from preparing them with WYSIWYG programs like Microsoft PowerPoint, for instance.

You have to know $\&T_EX$ in order to use *Beamer*! Then you can use your knowledge of $\&T_EX$ also when creating a presentation, not only when writing publications.

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In contrast, for instance, to Microsoft PowerPoint, there are some benefits of using *Beamer*:

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• you only need a text editor and LATEX to create a slideshow

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- you only need a text editor and LATEX to create a slideshow
- you only need a PDF reader to show it (they are nearly everywhere)

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- you deal with mathematical notation very easy

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- you only need a text editor and LATEX to create a slideshow
- you only need a PDF reader to show it (they are nearly everywhere)
- you generate slide navigation tools very simply
- you deal with mathematical notation very easy
- your presentation is in a light text file (+ media if present)

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Definition

A binary relation ρ in the set A is:

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Definition

A binary relation ρ in the set A is:

1. reflexive if it satisfied $(\forall a \in A) (a, a) \in \rho$,

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Definition

- A binary relation ρ in the set A is:
 - 1. reflexive if it satisfied $(\forall a \in A) (a, a) \in \rho$,
 - $2. \textit{ symmetric if it satisfied } (\forall a_1, a_2 \in A) \ (a_1, a_2) \in \rho \Rightarrow (a_2, a_1) \in \rho,$

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 - 3. antisymmetric if it satisfied $(\forall a_1, a_2 \in A) \ (a_1, a_2) \in \rho \land (a_2, a_1) \in \rho \Rightarrow a_1 = a_2,$

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 - 4. transitive if it satisfied $(\forall a_1, a_2, a_3 \in A) \ (a_1, a_2) \in \rho \land (a_2, a_3) \in \rho \Rightarrow (a_1, a_3) \in \rho.$

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In Beamer you can easily include some picture...

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Preface About LATEX About Beamer Improving the teaching math using the Beamer Conclusion Appendix ocoo Software package LATEX for preparation teaching materials for mathematics In Beamer you can easily include some picture...



Picture. The graph of function $y = anccosx_{ab} + back a back a$

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Example

Whether the formula $(p \Rightarrow q) \land q \Rightarrow p$ is tautology?

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Example

Whether the formula $(p \Rightarrow q) \land q \Rightarrow p$ is tautology? **Solution.** By using the truth-table

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Example

Whether the formula $(p \Rightarrow q) \land q \Rightarrow p$ is tautology?

Solution. By using the truth-table



we obtain that above formula is not a tautology.

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In easy way you can present the n-th order determinant

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In easy way you can present the n-th order determinant



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In easy way you can present the n-th order determinant



or Sarrus rule

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Also, you can present a system of linear equations involves \boldsymbol{m} equations and \boldsymbol{n} variables:

$$\begin{array}{l} a_{11}x_1 + a_{12}x_2 + a_{13}x_3 + \ldots + a_{1j}x_j + \ldots + a_{1n}x_n = b_1, \\ a_{21}x_1 + a_{22}x_2 + a_{23}x_3 + \ldots + a_{2j}x_j + \ldots + a_{2n}x_n = b_2, \\ a_{31}x_1 + a_{32}x_2 + a_{33}x_3 + \ldots + a_{3j}x_j + \ldots + a_{3n}x_n = b_3, \\ \ldots \\ a_{i1}x_1 + a_{i2}x_2 + a_{i3}x_3 + \ldots + a_{ij}x_j + \ldots + a_{in}x_n = b_i, \\ \ldots \\ a_{m1}x_1 + a_{m2}x_2 + a_{m3}x_3 + \ldots + a_{mj}x_j + \ldots + a_{mn}x_n = b_m, \end{array}$$

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		f(x) =	$\frac{\cos x}{2\sin^2 x} + \ln \sqrt{\frac{1+\cos x}{\sin x}}.$		

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			$f(x) = -\frac{1}{2}$	$\frac{\cos x}{2\sin^2 x} + \ln y$	$\sqrt{\frac{1+\cos x}{\sin x}}$		
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	$\int \frac{3}{\sqrt{2}}$	$\frac{3^{x} dx}{25 - 9^{x}} =$	$\int \frac{3^{x} dx}{\sqrt{25 - 3^{2x}}}$	$\begin{bmatrix} substit.: \\ 3^{x} = t \\ 3^{x} dx = \frac{dt}{\ln 3} \end{bmatrix} =$		

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Example

$$\int \frac{3^{x} dx}{\sqrt{25 - 9^{x}}} = \int \frac{3^{x} dx}{\sqrt{25 - 3^{2x}}} \begin{bmatrix} substit.:\\ 3^{x} = t\\ 3^{x} dx = \frac{dt}{\ln 3} \end{bmatrix} = \frac{1}{\ln 3} \int \frac{dt}{\sqrt{25 - t^{2}}} =$$

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Example

$$\int \frac{3^{x} dx}{\sqrt{25 - 9^{x}}} = \int \frac{3^{x} dx}{\sqrt{25 - 3^{2x}}} \begin{bmatrix} substit.:\\ 3^{x} = t\\ 3^{x} dx = \frac{dt}{\ln 3} \end{bmatrix} = \frac{1}{\ln 3} \int \frac{dt}{\sqrt{25 - t^{2}}} =$$

$$=rac{1}{\ln 3}\intrac{\mathrm{dt}}{\sqrt{25\left(1-rac{\mathrm{t}^2}{25}
ight)}}=$$

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D =
$$\begin{vmatrix} 1 & 1 & -1 \\ 2 & 3 & a \\ 1 & a & 3 \end{vmatrix}$$
 = $-a^2 - a + 6 = -(a - 2)(a + 3),$

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and the determinants of variables x, y and z denote as D_x , D_y i D_z respectively, are:

$$D_{x} = \begin{vmatrix} 1 & 1 & -1 \\ 3 & 3 & a \\ 2 & a & 3 \end{vmatrix} = -a^{2} - a + 6 = -(a - 2)(a + 3),$$

$$D_{y} = \begin{vmatrix} 1 & 1 & -1 \\ 2 & 3 & a \\ 1 & 2 & 3 \end{vmatrix} = -a + 2, \quad D_{z} = \begin{vmatrix} 1 & 1 & 1 \\ 2 & 3 & 3 \\ 1 & a & 2 \end{vmatrix} = -a + 2.$$

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and the determinants of variables x, y and z denote as D_x , D_y i D_z respectively, are:

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$$D_{y} = \begin{vmatrix} 1 & 1 & -1 \\ 2 & 3 & a \\ 1 & 2 & 3 \end{vmatrix} = -a + 2, \quad D_{z} = \begin{vmatrix} 1 & 1 & 1 \\ 2 & 3 & 3 \\ 1 & a & 2 \end{vmatrix} = -a + 2.$$

Discustion: We have next three cases. Firstly, if $a \neq -3$ and $a \neq 2$, we have $D \neq 0$, and system has unique solution:

$$x = \frac{D_x}{D} = 1$$
, $y = \frac{D_y}{D} = \frac{1}{a+3}$, $z = \frac{D_z}{D} = \frac{1}{a+3}$.

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In the case for a=-3, we have that $D_{\,y}\neq 0,$ and initial system has no solution.

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In the case for $\alpha=-3,$ we have that $D_y\neq 0,$ and initial system has no solution.

In last case, for a = 2, we have $D_x = D_y = D_z = 0$, and we can't apply the Cramer's rule. Now, we will directly put the value a = 2, in the system (1). Then we obtain:

For solving system (2) we will apply Kronecker-Capelli theorem.

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We have

$$\begin{split} A|B &= \begin{bmatrix} 1 & 1 & -1 & |1 \\ 2 & 3 & 2 & |2 \\ 1 & 2 & 3 & |2 \end{bmatrix} \overset{V_{12}(-2)}{\underset{V_{13}(-1)}{\sim}} \begin{bmatrix} 1 & 1 & -1 & |1 \\ 0 & 1 & 4 & |1 \\ 0 & 1 & 4 & |1 \end{bmatrix} \overset{V_{23}(-1)}{\underset{\sim}{\sim}} \\ V_{23}(-1) &\begin{bmatrix} 1 & 1 & -1 & |1 \\ 0 & 1 & 4 & |1 \\ 0 & 0 & 0 & |0 \end{bmatrix} \end{split}$$

From mentioned theorem we obtain rang(A) = rang(B) = 2 < 3, and initial system has infinitely many solutions, where number 3 denotes the number of variables in the system (2).

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This means that system (2) is equivalent to the next system:

$$x + y - z = 1,$$

 $y + 4z = 1,$

If we take the variable z to be free, than we can express variables x and y in term of z:

$$\mathbf{x} = 5\mathbf{z}, \quad \mathbf{y} = 1 - 4\mathbf{z}.$$

In this case solution set for system (1) is $(5z, 1-4z, z), z \in \mathbb{R}$.

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Each of us, in practice, met with the following situation: student often says that in the beginning of schooling he/she liked math, but at some level of schooling he/she lost a step with the math's curriculum.

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Each of us, in practice, met with the following situation: student often says that in the beginning of schooling he/she liked math, but at some level of schooling he/she lost a step with the math's curriculum.

The most common student's reasons for this are:

- math teacher did not like me,
- math teacher was not a good lecturer,
- I have not practiced enough math,
- at one moment math's curriculum has become too difficult for me.

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The most common student's reasons for this are:

- math teacher did not like me,
- math teacher was not a good lecturer,
- I have not practiced enough math,
- at one moment math's curriculum has become too difficult for me.

The consequence of this is that students are not motivated to continue to learn math, because they no longer have enough knowledge for it.

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When you creating lecture as a presentation, you might create some extra slides which contain mathematical knowledge that could cause problem to the student to follows the topic from the current lecture.

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When you creating lecture as a presentation, you might create some extra slides which contain mathematical knowledge that could cause problem to the student to follows the topic from the current lecture.

In *Beamer* you can place a hyperlink beside a mathematical notion or method that you assume the student from the previous schooling does not know. Clicking on the hyperlink, the student is transferred to the topic which he/she does not know enough, to learn it first.

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At the end of that topic, you may also place a hyperlink which returns student to original place in the text.

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Now, I will give one example.

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The simplest kind of linear system involves two equations and two variables: $a_{11}x_1 + a_{12}x_2 = b_1$ (3)

 $a_{21}x_1 + a_{22}x_2 = b_2$

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The simplest kind of linear system involves two equations and two variables: $a_{11}x_1 + a_{12}x_2 = b_1$ (3)

$$a_{21}x_1 + a_{22}x_2 = b_2$$

If we solve system (3) with some of well-known methods, for example, with Addition method (The method of opposite coefficients), we obtain that a unique solution to the system (3) is given by

$$x_{1} = \frac{a_{22}b_{1} - a_{12}b_{2}}{a_{11}a_{22} - a_{21}a_{12}}$$

$$x_{2} = \frac{a_{11}b_{1} - a_{21}b_{2}}{a_{11}a_{22} - a_{21}a_{12}}$$
(4)

under condition $a_{11}a_{22} - a_{21}a_{12} \neq 0$. \bullet more about Addition method).

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(4)

under condition $a_{11}a_{22} - a_{21}a_{12} \neq 0$. \bigcirc more about Addition method).

The existence of a unigue solution given by (4) for system (3) is determined by the condition $a_{11}a_{22} - a_{21}a_{12} \neq 0$, which is called the second order determinant.

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• the main text is not overloaded with unnecessary information,

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- the main text is not overloaded with unnecessary information,
- teaching materials are adapted to all students, according to their level of mathematical knowledge,

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- the main text is not overloaded with unnecessary information,
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- the main text is not overloaded with unnecessary information,
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- the main text is not overloaded with unnecessary information,
- teaching materials are adapted to all students, according to their level of mathematical knowledge,
- students learn at a pace that suit them,
- all the necessary mathematical knowledge are at the same location,
- more broadly, all math teachers from the same school can create repository of mathematical knowledge, from which they can pick up necessary teaching materials for creating some mathematical lecture.

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Using a modern multimedia learning materials, the deficiencies of traditional teaching of mathematics can be overcome. Also, e-learning is based on them.

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Preface	About LAT _E X	About Beamer	Improving the teaching math using the Beamer	Conclusion	Appendix
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Using a modern multimedia learning materials, the deficiencies of traditional teaching of mathematics can be overcome. Also, e-learning is based on them.

Beamer is a LATEX class for creating presentations that are held using a projector, but it can also be used to create transparency slides.

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With all mentioned properties, *Beamer* can be used as learning aids in teaching mathematics.

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Beamer can be used either for making teaching materials for traditional students and e-learning students.

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Software package IATEX and Beamer for preparation teaching materials for Math

Metod suprotnih koeficijenata predstavlja jednu od elementarnih metoda za rešavanje sistema linearnih jednačina. U slučaju sistema od dve linearne jednačine, sa dve promenljive metoda se primenjuje jednostavno. Ilustruvaćemo primerom.

Rešiti sledeći sistem metod suprotnih koeficijenata:

2x + 5y = 2049x - 3y = 204

(5)

lz datog sistema eliminisaćemo promenljivu y tako što ćemo prvu jednačinu pomnožiti sa 3, drugu sa 5:

 $2x + 5y = 204 / \cdot 3$ $9x - 3y = 204 / \cdot 5$

Dakle, cilj je da se ispred promenljive y naprave suprotni koeficijenti u jednačinama sistema. Tada dobijamo:

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6x + 15y = 612

$$45x - 15y = 1020$$

Sabirajući poslednje dve jednačine imamo 51x = 1632 tj. da je x = 32. Vraćajući ovu vrednost u neku od jednačina početnog sistema (5), na primer prvu imamo da je 64 + 5y = 204, tj. 5y = 140, tj. y = 28.

Posmatrajmo sada opšti oblik sistema od dve linearne jednačine sa dve nepoznate:

$$a_{11}x_1 + a_{12}x_2 = b_1,$$

$$a_{21}x_1 + a_{22}x_2 = b_2.$$
(6)

dredićemo njegova rešenja metodom suprotnih koeficijenata. S ciljem da iminišemo promenljivu
$$\mathbf{x}_2$$
, uradićemo sledeće:

$$a_{11}x_1 + a_{12}x_2 = b_1 / a_{22}$$

 $a_{21}x_1 + a_{22}x_2 = b_2 \quad / \cdot (-a_{12}) \quad \text{are in the set of a set o$

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 $a_{11}a_{22}x_1 + a_{12}a_{22}x_2 = a_{22}b_1$

$$-a_{12}a_{21}x_1 - a_{12}a_{22}x_2 = -a_{12}b_2$$

Sabiranjem poslednje dve jednačine imamo

$$(a_{11}a_{22}-a_{12}a_{21})x_1=a_{22}b_1-a_{12}b_2,$$

odnosno

$$x_1 = \frac{a_{22}b_1 - a_{12}b_2}{a_{11}a_{22} - a_{21}a_{12}}.$$

Vraćajući dobijenu vrednost za x_1 u npr. prvu jednačinu početnog sistema (6), možemo da izračunamo promenljivu x_2 :

 $a_{11}\frac{a_{22}b_1-a_{12}b_2}{a_{11}a_{22}-a_{21}a_{12}}+a_{12}x_2=b_1, \ \ \text{odnosno} \ \ a_{12}x_2=b_1-a_{11}\frac{a_{22}b_1-a_{12}b_2}{a_{11}a_{22}-a_{21}a_{12}}$

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Preface About LAT⊨X About Beamer Improving the teaching math using the Beamer Conclusion Annendix 0000 Software package LATEX and Beamer for preparation teaching materials for Math Sredjivanjem poslednje jednačine dobijamo: $a_{12}x_2 = \frac{a_{11}a_{22}b_1 - a_{21}a_{12}b_1 - a_{11}a_{22}b_1 + a_{11}a_{12}b_2}{a_{11}a_{22} - a_{21}a_{12}}$ odnosno nakon potiranja prvog i trećeg člana iz brojioca i izvlačenia zajedničkog elementa a_{12} za preostale članove dobijamo $a_{12}x_2 = \frac{a_{12}(a_{11}b_2 - a_{21}b_1)}{a_{11}a_{22} - a_{21}a_{12}},$ Dakle, nakon skraćivanja sa a_{12} , konačno je $x_2 = \frac{a_{11}b_2 - a_{21}b_1}{a_{11}a_{22} - a_{21}a_{12}}.$ Svakako, promenljive x_1 i x_2 je moguće odrediti pod pretpostavkom da je $a_{11}a_{22} - a_{21}a_{12} \neq 0$ i tada kažemo da sistem (6) ima jedinstveno rešenje. U suprotnom sistem ima ili beskonačno mnogo rešenja ili ih nema uopšte.

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