

# RESOLVER POR CRAMER

$$3x+2y+z=2$$

$$4x+2y+2z=8$$

$$x-y+z=4$$



$$\Delta = \begin{vmatrix} 3 & 2 & 1 \\ 4 & 2 & 2 \\ 1 & -1 & 1 \end{vmatrix} = ( (3)(2)(1) + (4)(-1)(1) + (1)(2)(2) ) - ( (1)(2)(1) + (2)(-1)(1) + (1)(4)(2) ) =$$

|    |                                                          |                                                                                                                                                                  |                                                                                                                                                                                                                                                         |
|----|----------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| x= | $\begin{vmatrix} 2 & 1 \\ 2 & 2 \\ -1 & 1 \end{vmatrix}$ | $= ( \quad ) ( \quad ) (1) + ( \quad ) (-1)(1) + (4)( \quad ) ( \quad ) - ( \quad ) (1)(2)( \quad ) + (2)(-1)( \quad ) + (1)(2)( \quad ) = \frac{\quad}{\Delta}$ | <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">x = <input style="width: 80%;" type="text"/></div> <div style="background-color: #e0f0ff; padding: 5px; margin-bottom: 5px;">x = <input style="width: 80%;" type="text"/></div> |
|----|----------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

|    |                                                         |                                                                                                                                                                           |                                                                                                                                                                                                                                                         |
|----|---------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| y= | $\begin{vmatrix} 3 & 1 \\ 4 & 2 \\ 1 & 1 \end{vmatrix}$ | $= ( \quad ) (3)( \quad ) (1) + ( \quad ) ( \quad ) (1) + (1)( \quad ) ( \quad ) - ( \quad ) (1)( \quad ) (1) + (2)(4)( \quad ) + (1)(2)( \quad ) = \frac{\quad}{\Delta}$ | <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">y = <input style="width: 80%;" type="text"/></div> <div style="background-color: #ffff00; padding: 5px; margin-bottom: 5px;">y = <input style="width: 80%;" type="text"/></div> |
|----|---------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

$$z = \begin{vmatrix} 3 & 2 & 2 \\ 4 & 2 & 8 \\ 1 & -1 & 4 \\ 3 & 2 & 8 \\ 4 & 2 & 8 \end{vmatrix} = \left( (3)(2)(\quad) + (4)(-1)(\quad) + (1)(2)(\quad) \right) - \left( (\quad)(\quad)(1) + (\quad)(-1)(3) + (\quad)(2)(\quad) \right) =$$

$\Delta$

$z =$

$z =$