

```

1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <math.h>
4 #include <time.h>
5 #include "matrice.h"
6 #define epsilon 1e-12
7
8 int main()
9 {
10     int nr,n;
11
12     n = 3;
13     double A[]={1,2,-3,4,-7,-16,-7,-18,-16};
14     double B[]={1,2,3,4,7,6,7,8,-16};
15     double C[]={-1,3,4,2,2,10,16,20,21};
16     double *minusA=malloc(n*n*sizeof(double));
17     double *CminusA=malloc(n*n*sizeof(double));
18     double *Binv=malloc(n*n*sizeof(double));
19     double *X=malloc(n*n*sizeof(double));
20
21     if((nr=inverse(B,Binv,n)){
22         printf("\nNe postoji B^(-1), rang(B) je %d.",n-nr);
23     }
24     else{
25         multscal(-1,A,minusA,3,3);
26         addmat(C,minusA,CminusA,3,3);
27         multmat(Binv,CminusA,X,3,3,3);
28         printmatrix(X,3,3);
29     }
30     return 0;
31 }

```