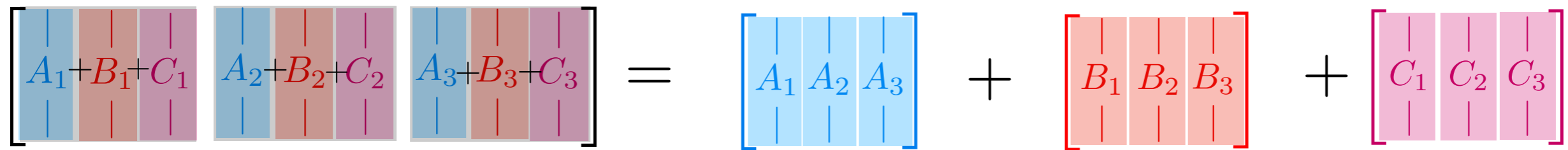
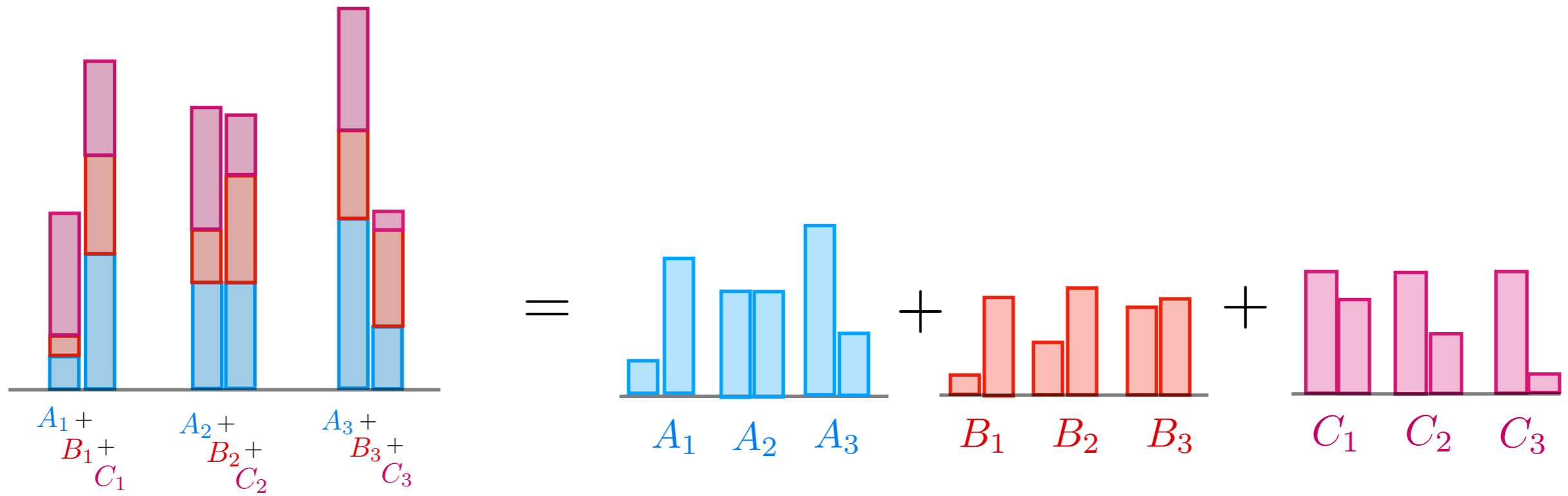
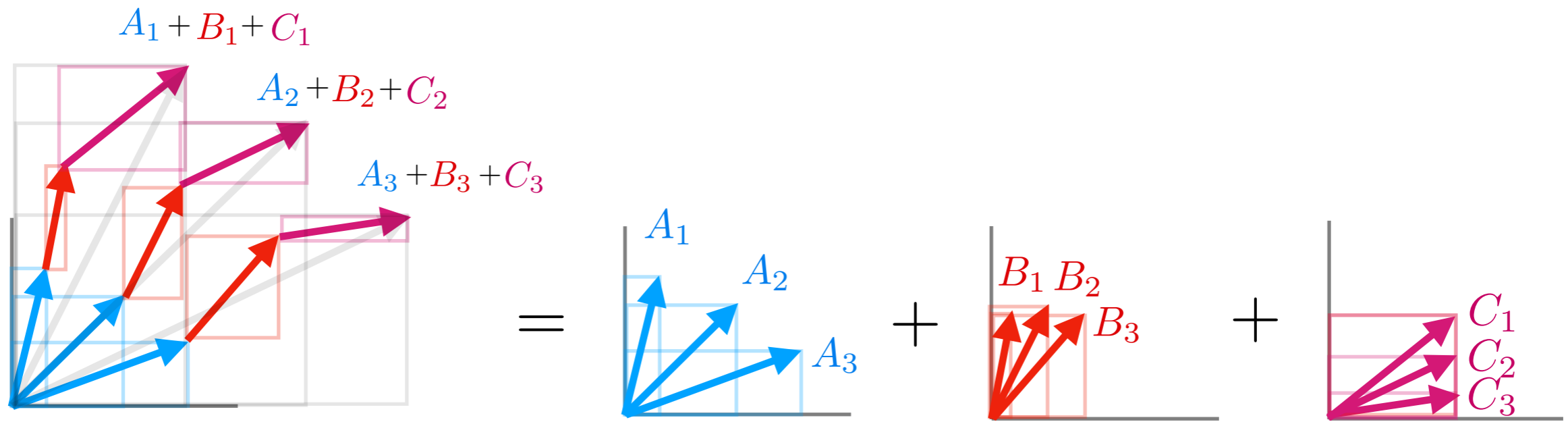
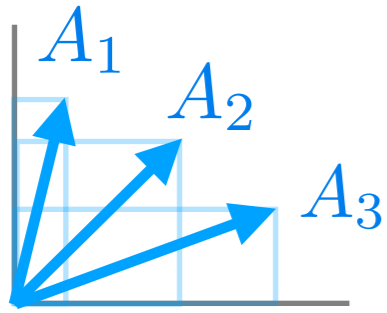


Matrix Addition/Subtraction

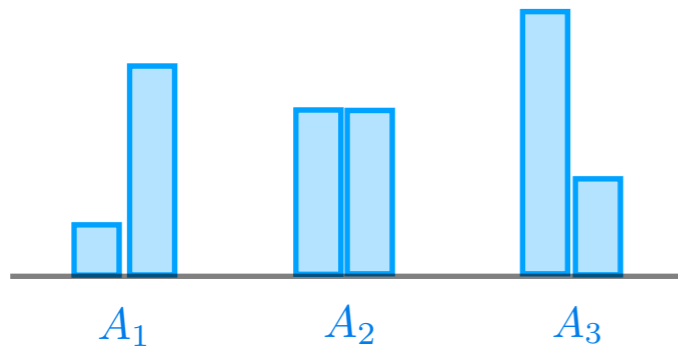
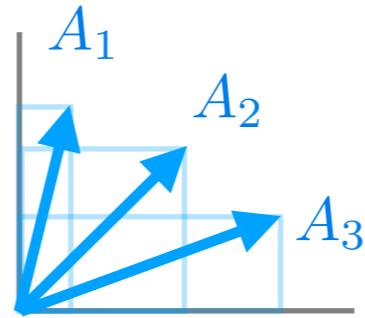
Column Geometry

Dan Calderone

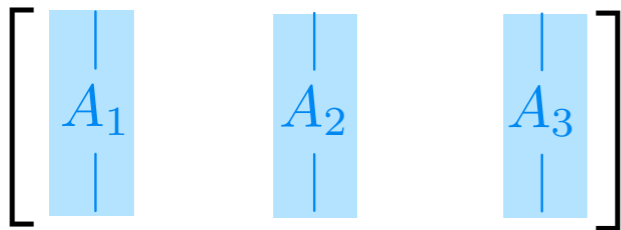
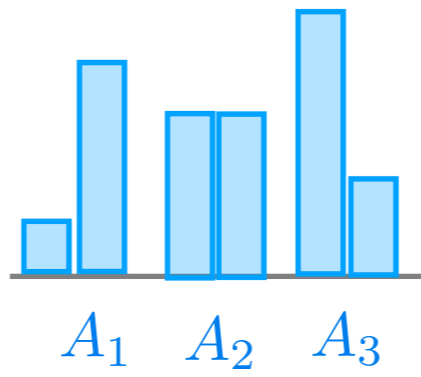




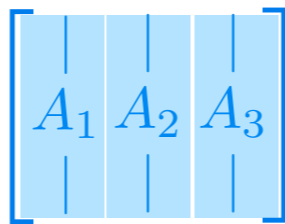
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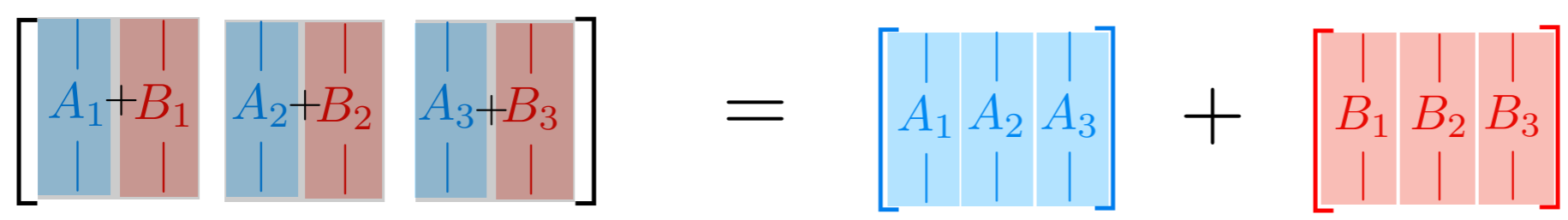
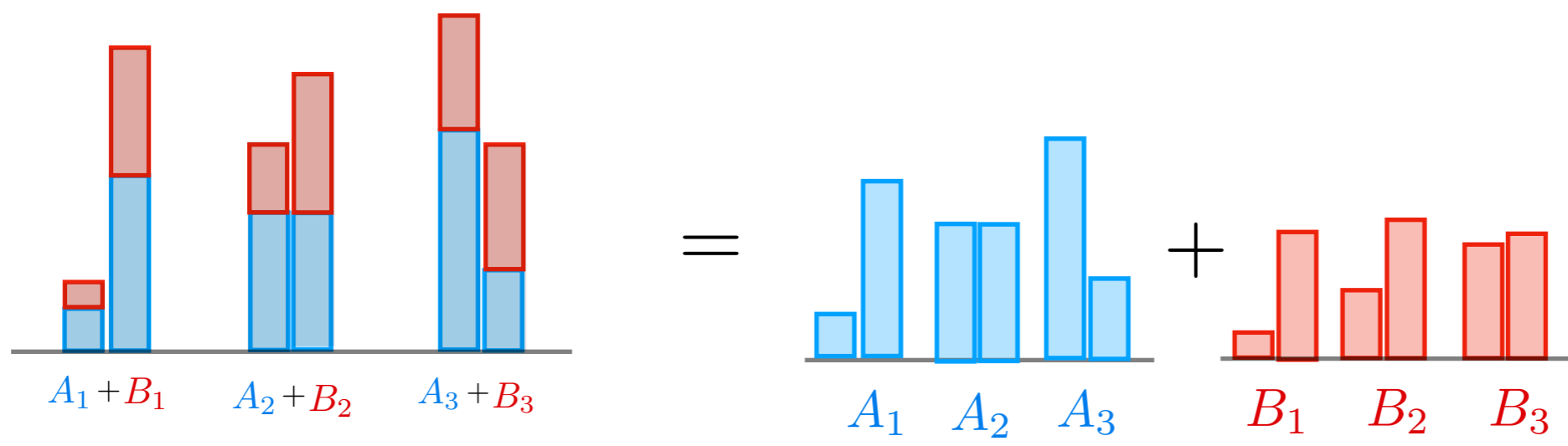
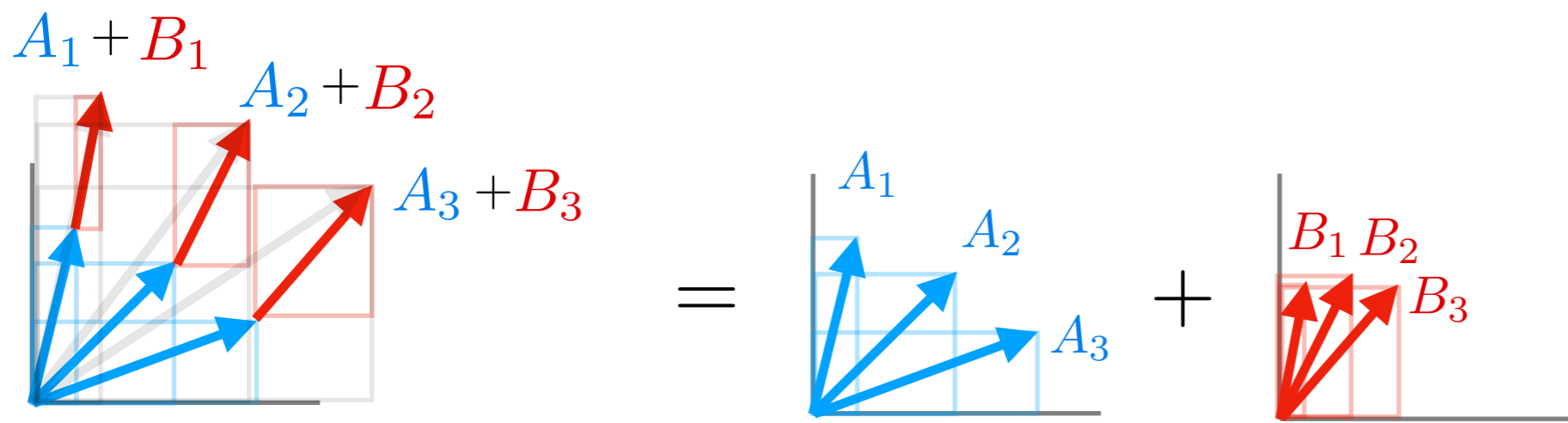


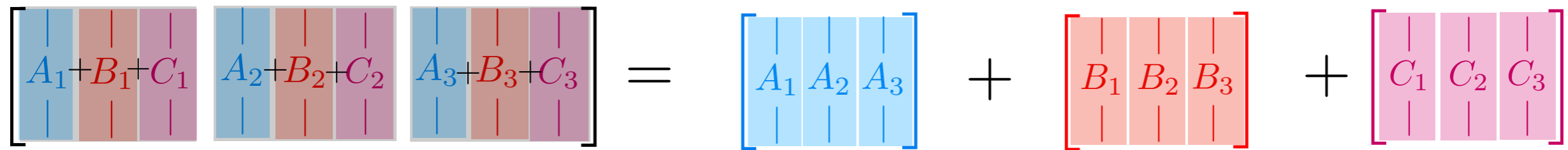
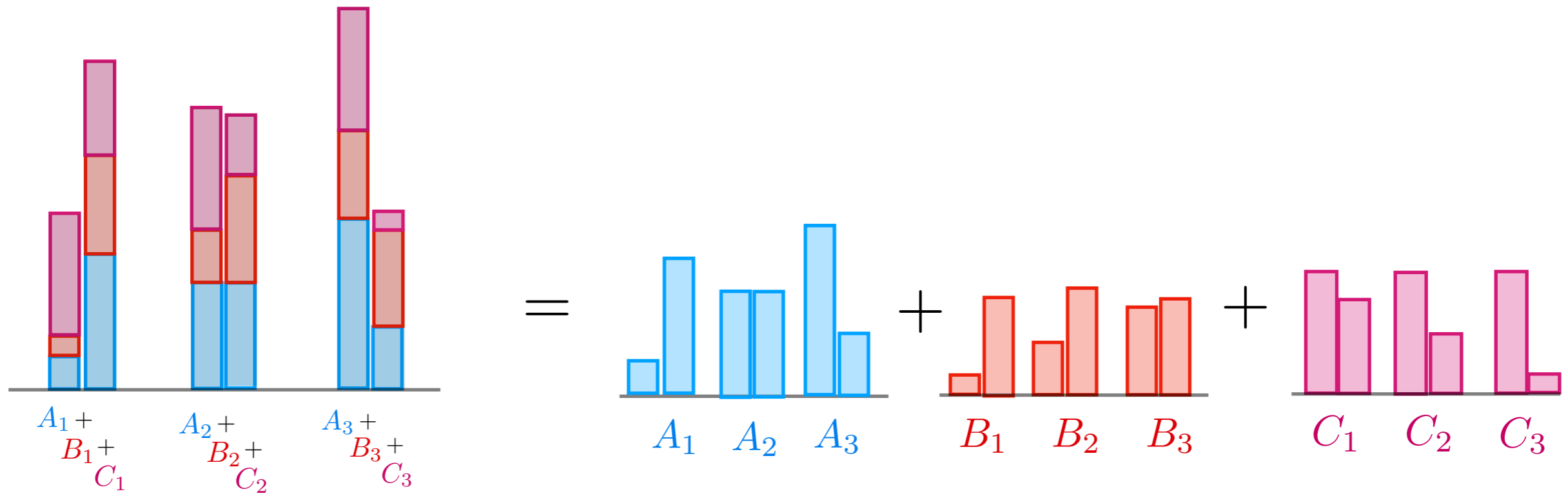
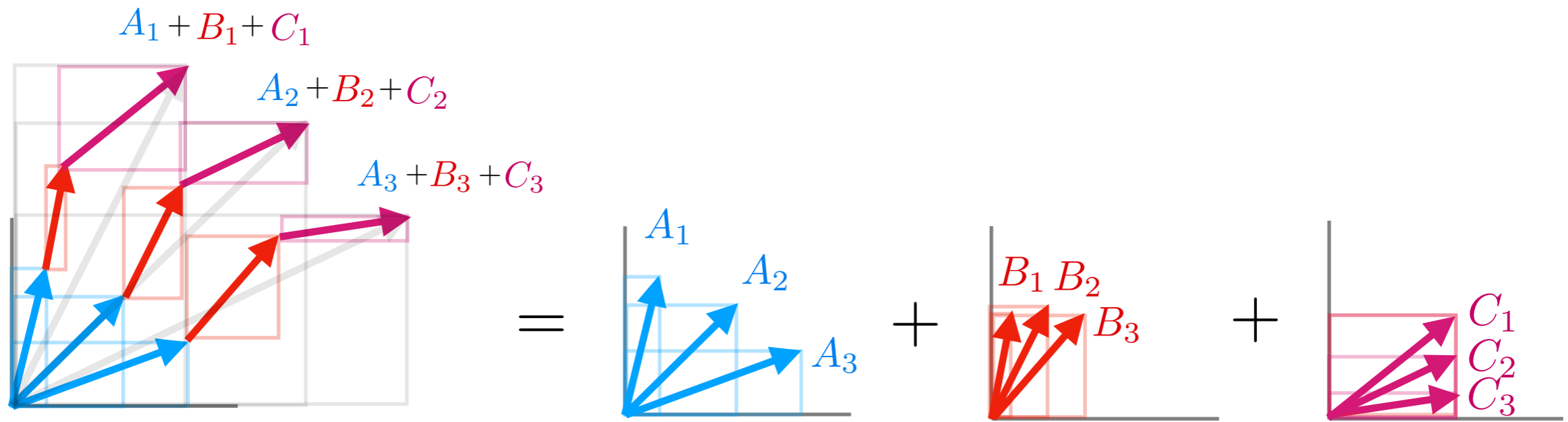
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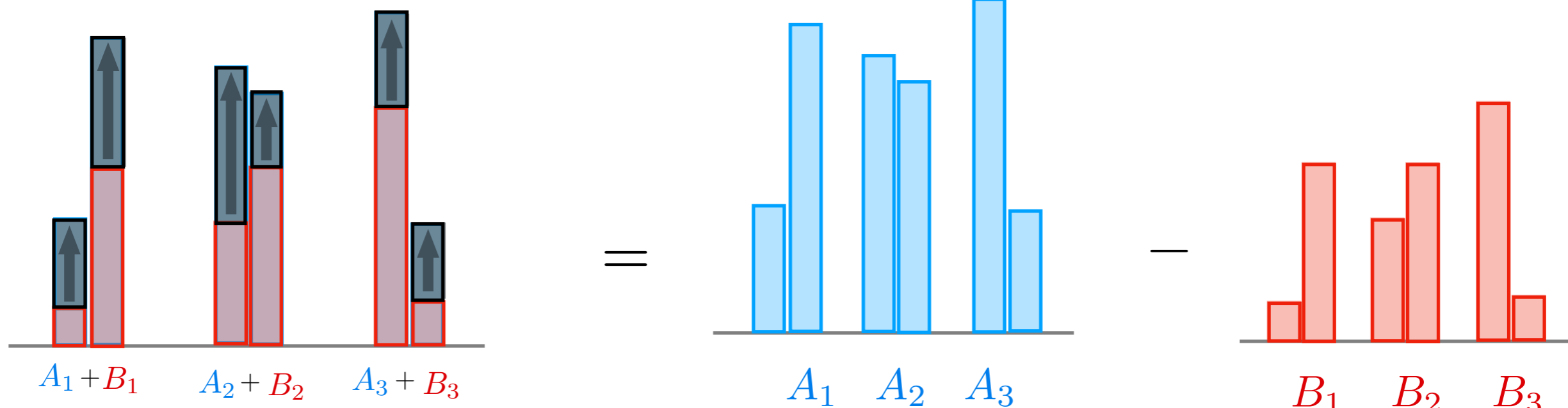
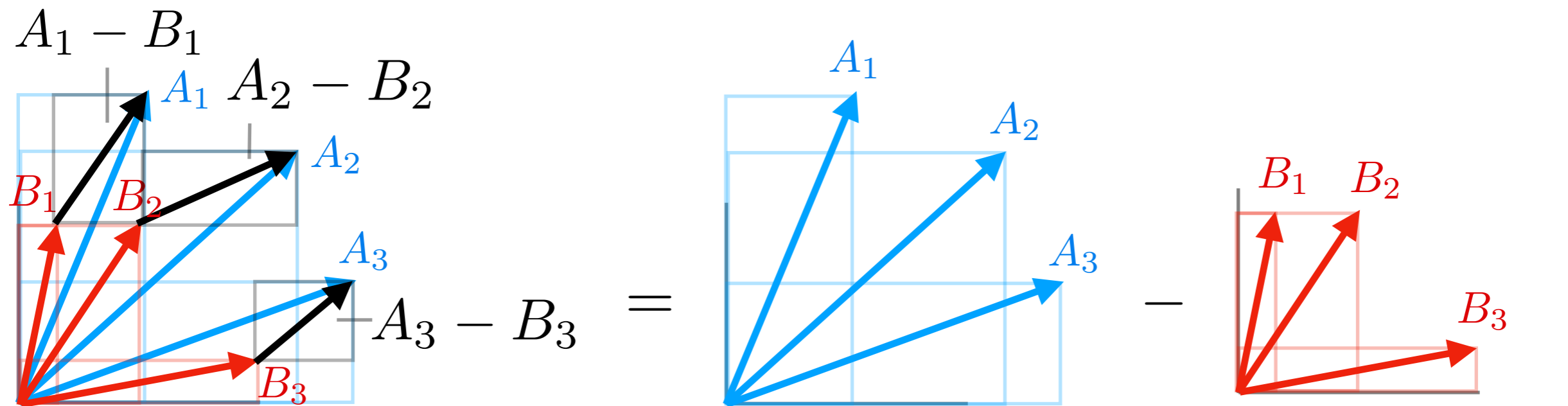


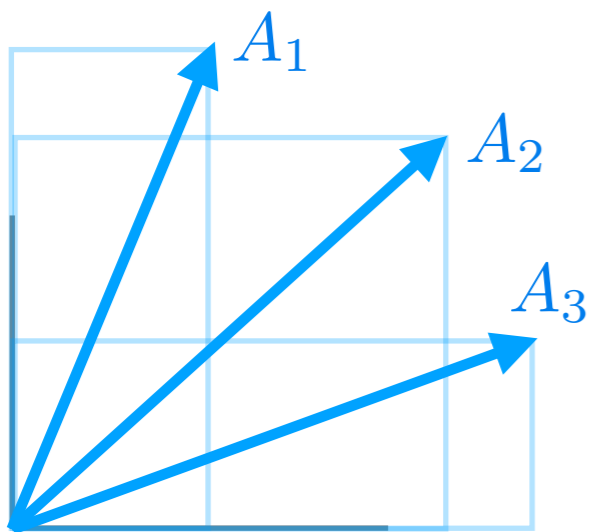
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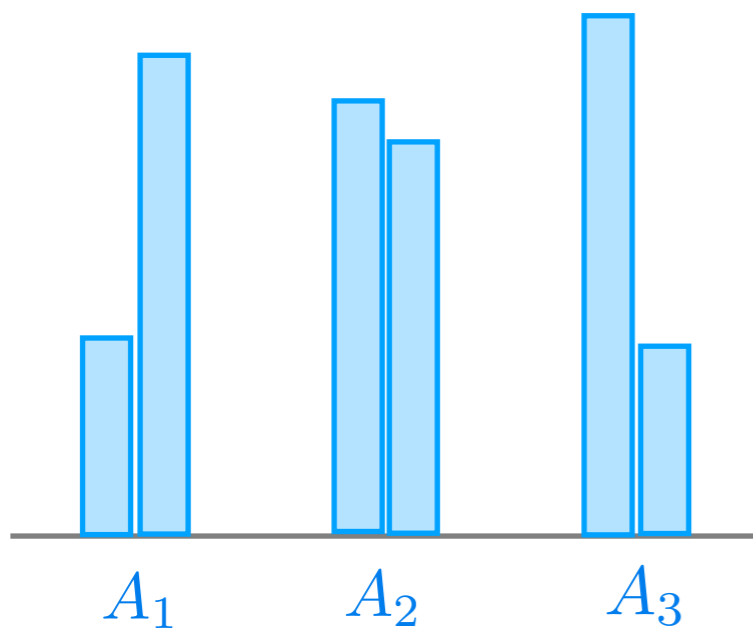
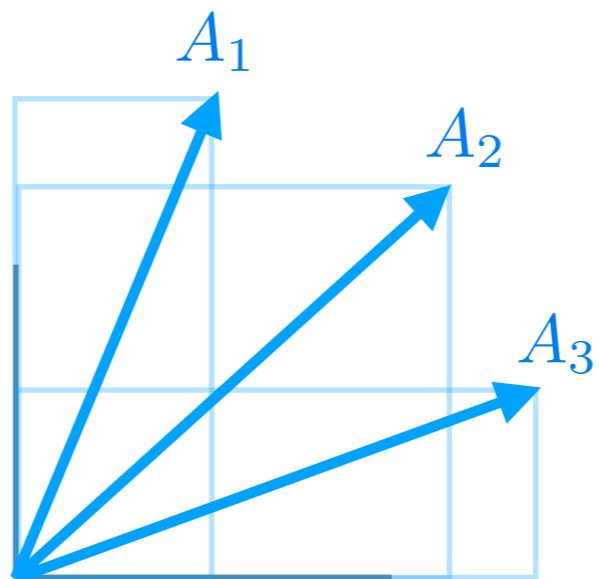




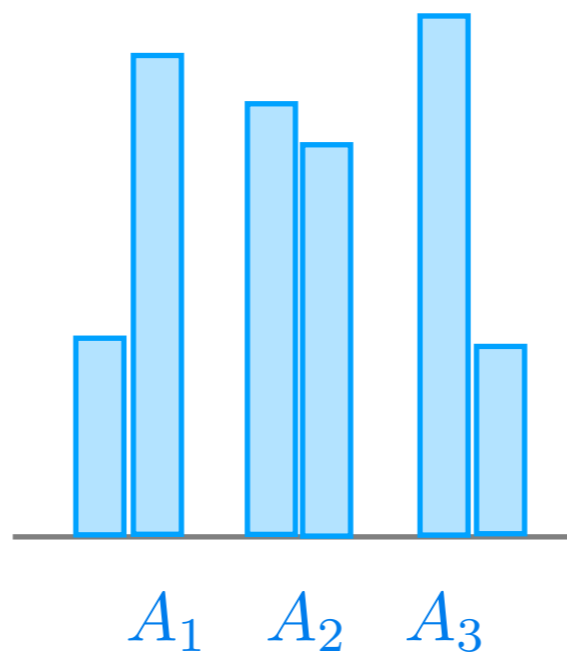




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