//Gauss Elimination
#include<iostream>
#include<iomanip>
using namespace std;

int main()
{
    int n,i,j,k;
    cout.precision(4);   //set precision
    cout.setf(ios::fixed);
    cout<<"\nEnter the no. of equations\n";
    cin>>n;               //input the no. of equations
    float a[n][n+1],x[n]; //declare an array to store the elements of augmented-matrix
    cout<<"\nEnter the elements of the augmented-matrix row-wise:\n";
    for (i=0;i<n;i++)
        for (j=0;j<=n;j++)
            cin>>a[i][j];    //input the elements of array
    for (i=0;i<n;i++)                    //Pivotisation
        for (k=i+1;k<n;k++)
            if (abs(a[i][i])<abs(a[k][i]))
                for (j=0;j<=n;j++)
                    {
                        double temp=a[i][j];
                        a[i][j]=a[k][j];
                        a[k][j]=temp;
                    }
    cout<<"\nThe matrix after Pivotisation is:\n";
    for (i=0;i<n;i++)            //print the new matrix
    {
        for (j=0;j<=n;j++)
            cout<<a[i][j]<<setw(16);
        cout<<"\n";
    }
    for (i=0;i<n-1;i++)            //loop to perform the gauss elimination
        for (k=i+1;k<n;k++)
            {
                double t=a[k][i]/a[i][i];
                for (j=0;j<=n;j++)
                    a[k][j]=a[k][j]-t*a[i][j];    //make the elements below the pivot elements equal to zero or eliminate the variables
            }
    cout<<"\n\nThe matrix after gauss-elimination is as follows:\n";
    for (i=0;i<n;i++)            //print the new matrix
    {
        for (j=0;j<=n;j++)
            cout<<a[i][j]<<setw(16);
        cout<<"\n";
    }
    for (i=n-1;i>=0;i--)                //back-substitution
    {
        x[i]=a[i][n];                    //x is an array whose values correspond to the values of x,y,z..
        for (j=i+1;j<n;j++)
            x[j]=x[j]-x[i]*a[j][n];
    }
    return 0;
}
```cpp
x[i]=a[i][n];                //make the variable to be calculated equal to the
rhs of the last equation
for (j=i+1;j<n;j++)
    if (j!=i)            //then subtract all the lhs values except the
        //coefficient of the variable whose value is being calculated
        x[i]=x[i]-a[i][j]*x[j];
        x[i]=x[i]/a[i][i];            //now finally divide the rhs by the coefficient
        of the variable to be calculated
}
cout<>"\nThe values of the variables are as follows:\n";
for (i=0;i<n;i++)
    cout<<x[i]<<endl;                // Print the values of x, y,z,....
return 0;
```

The matrix after Pivotisation is:

<table>
<thead>
<tr>
<th></th>
<th>6.0000</th>
<th>1.0000</th>
<th>-6.0000</th>
<th>-5.0000</th>
<th>6.0000</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.0000</td>
<td>2.0000</td>
<td>0.0000</td>
<td>1.0000</td>
<td>0.0000</td>
<td></td>
</tr>
<tr>
<td>2.0000</td>
<td>2.0000</td>
<td>3.0000</td>
<td>2.0000</td>
<td>-2.0000</td>
<td></td>
</tr>
<tr>
<td>4.0000</td>
<td>-3.0000</td>
<td>0.0000</td>
<td>1.0000</td>
<td>-7.0000</td>
<td></td>
</tr>
</tbody>
</table>

The matrix after gauss-elimination is as follows:

<table>
<thead>
<tr>
<th></th>
<th>6.0000</th>
<th>1.0000</th>
<th>-6.0000</th>
<th>-5.0000</th>
<th>6.0000</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.0000</td>
<td>2.0000</td>
<td>0.0000</td>
<td>1.0000</td>
<td>0.0000</td>
<td></td>
</tr>
<tr>
<td>0.0000</td>
<td>0.0000</td>
<td>5.0000</td>
<td>2.8333</td>
<td>-4.0000</td>
<td></td>
</tr>
<tr>
<td>0.0000</td>
<td>0.0000</td>
<td>-0.0000</td>
<td>3.9000</td>
<td>-7.8000</td>
<td></td>
</tr>
</tbody>
</table>

The values of the variables are as follows:

-0.5000
1.0000
0.3333
-2.0000
C++ Program for Gauss-Elimination for solving a System of Linear Equations

The matrix after Pivotisation is:
4.0000  -2.0000   1.0000  15.0000
-3.0000  -1.0000  4.0000  8.0000
1.0000   -1.0000  3.0000  13.0000

The matrix after gauss-elimination is as follows:
4.0000  -2.0000   1.0000  15.0000
0.0000  -2.5000  4.7500  19.2500
0.0000   0.0000  1.8000   5.4000

The values of the variables are as follows:
2.0000
-2.0000
3.0000

Sample 2

Tutorial Video:

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