

The SIMPLEX TABLEAU must be entered into MATRIX [A].

The program will perform 3 operations: 1) pivot, 2) divide, 3) stop.

You must determine the PIVOT ELEMENT. If this element is not already equal to “1”, then you must divide that row by that element, thus making the pivot element “1”.

When the pivot element is “1”, then you’re ready to make all the other elements in that column equal to “0”. The program will do that for you when you choose the “pivot” operation.

When there are no more pivot elements within the tableau, or you need to take a break (!!), you instruct the program to “stop”. The altered tableau will be stored in MATRIX [A].

### INSTRUCTIONS

- 1) Enter the SIMPLEX TABLEAU in MATRIX [A].
- 2) Press “2<sup>nd</sup>” QUIT MODE
- 3) Press PRGM. In that menu choose EXEC (for execution).  
Then scroll to “PIVOT II” and press ENTER ENTER ENTER

*(You should now see the matrix)*

- 4) Press ENTER, again. You should see:
  - 1 TO PIVOT
  - 2 TO DIVIDE
  - 3 TO STOP

*(You must locate the pivot element of the simplex tableau.)*

IF THE PIVOT ELEMENT IS NOT “1”, THEN GO TO STEP 5.

IF THE PIVOT ELEMENT IS ALREADY “1”, THEN GO TO STEP 6.

IF THERE ARE NO PIVOTS TO MAKE , or you’re done, THEN GO TO STEP 7.

- 5) Press 2, then ENTER. You should see “DIVIDE ROW \_.” Enter the row number of the pivot element and press ENTER. You should see “BY \_”. Enter the value of the pivot element. Press ENTER ENTER. You should see the matrix again, now with the pivot element equal to “1”. Go back to step 4.
- 6) Press 1, then ENTER. You should see “ROW \_”. Enter the row number of the pivot element and press ENTER. You should see “COLUMN \_”. Enter the column number of the pivot element. Press ENTER ENTER. Go back to step 4.
- 7) Press 3, then ENTER. You should see “Done” Press CLEAR