

```
k := stack(1, 0.4)
```

$$G(t, x, px) := \begin{bmatrix} px_1 + k_1 \cdot x_1 \\ px_2 - k_1 \cdot x_1 + k_2 \cdot x_2 \\ px_3 - k_2 \cdot x_2 \end{bmatrix} \quad J1(t, x, px) := \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Min step

```
hmn := 10-4
```

Max step

```
hmx := 10
```

Tolerance

```
eps := 0.01
```

Method: (1, 2, 3)

```
nm := 3
```

```
x0 := stack(1, 0, 0)    tmin := 0    tmax := 10    N := 40
```

```
res := manzhuk(x0, tmin, tmax, N, G, J1)
```

Error code

```
ier = 0
```

```
rows(res) = 41
```

```
p1 := res [1..N] [1]    p2 := res [1..N] [2]    p3 := res [1..N] [3]
```

