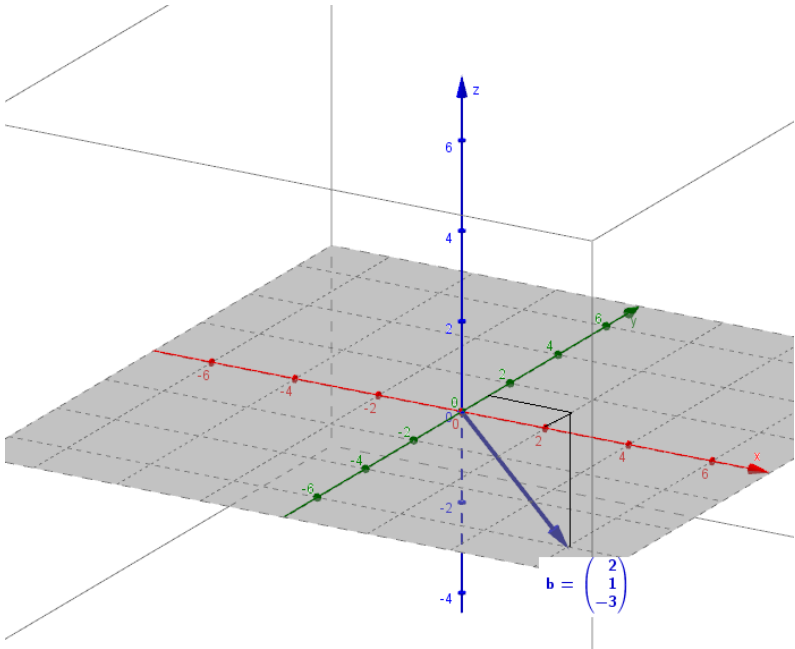
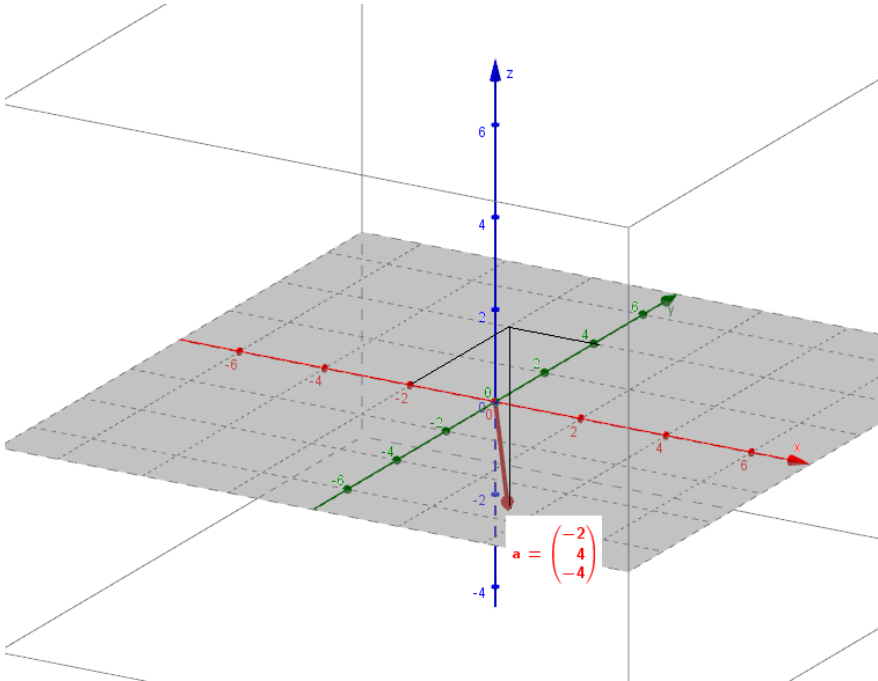
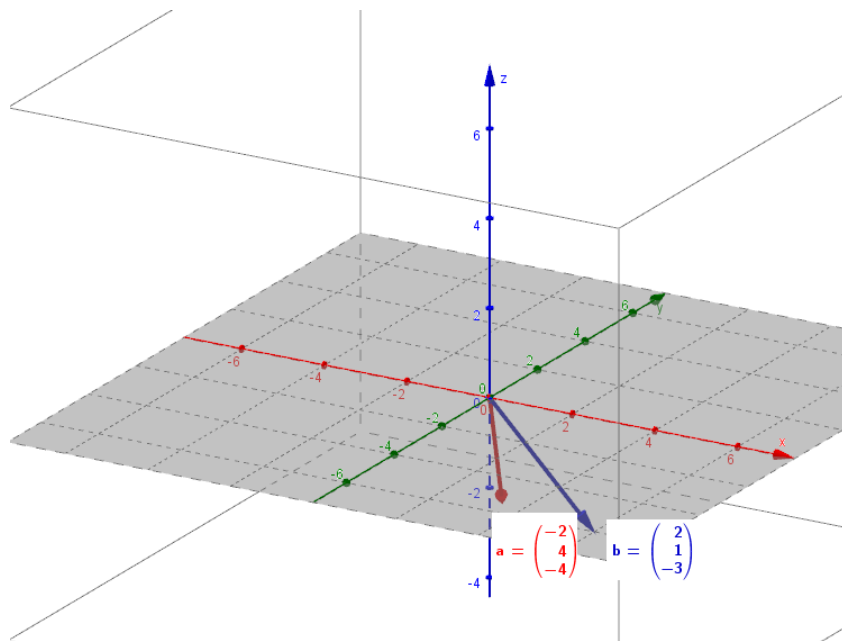


Darstellung von Vektoren in 3D mit GeoGebra





$$\mathbf{a} = \begin{pmatrix} -2 \\ 4 \\ -4 \end{pmatrix} \quad \mathbf{b} = \begin{pmatrix} 2 \\ 1 \\ -3 \end{pmatrix}$$