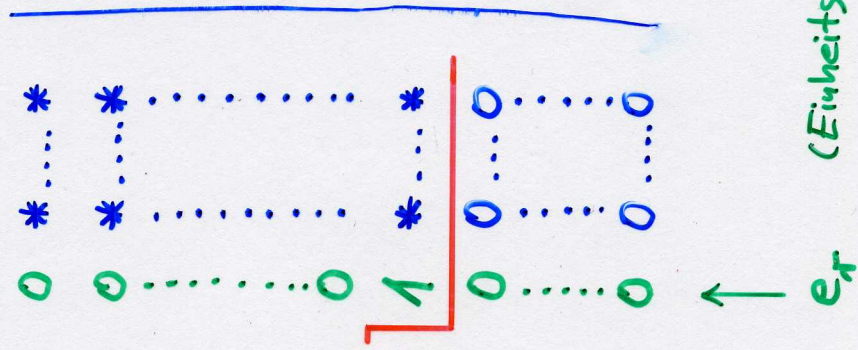
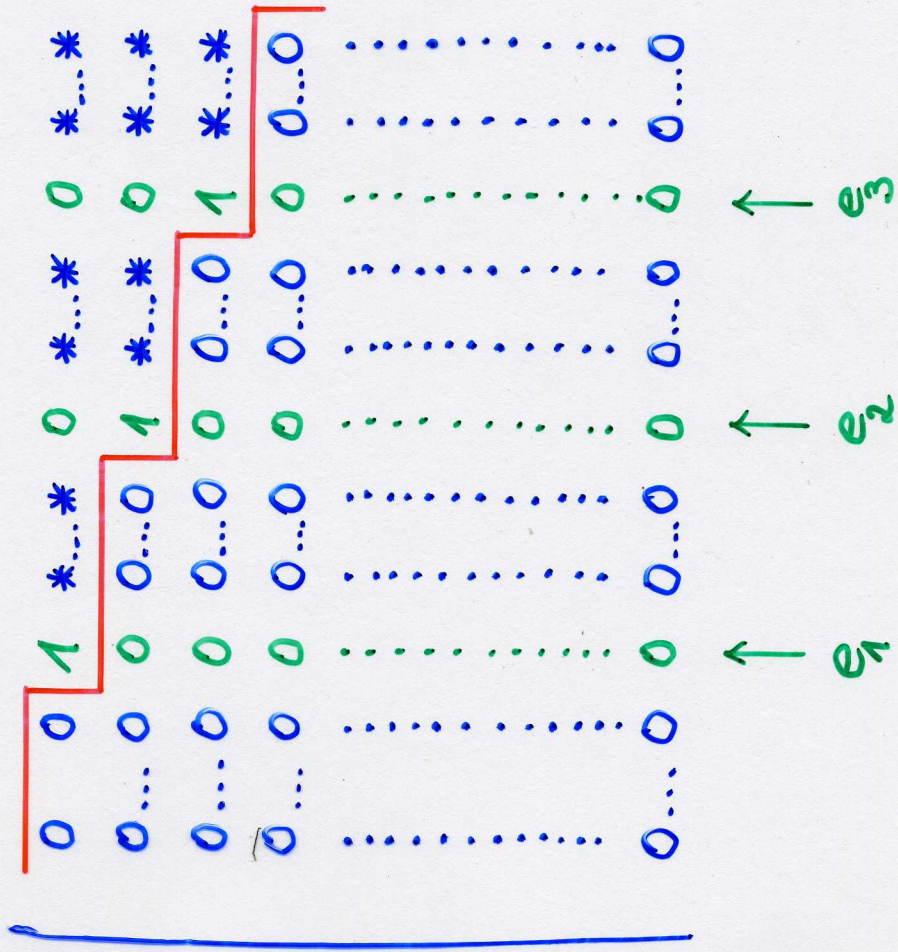


# Treppenmatrix



(Einheitsvektoren)

\* : beliebiges Element (auch 0 möglich)