

```
> g := 2*x-3;
g := 2x - 3 (1)
```

```
> a := expand( g*randpoly(x,dense,degree=5) );
a := -14x6 + 65x5 - 176x4 - 23x3 + 456x2 - 373x + 168 (2)
```

```
> b := expand( g*randpoly(x,dense,degree=5) );
b := -124x5 + 380x4 - 437x3 + 211x2 - 154x + 249 (3)
```

```
> gcd(a,b);
2x - 3 (4)
```

```
> m := lcoeff(b,x)^2;
m := 15376 (5)
```

```
> rem(m*a,b,x);
-906344x4 - 1917324x3 + 7856940x2 - 6589472x + 3265428 (6)
```

```
> prem(a,b,x);
-906344x4 - 1917324x3 + 7856940x2 - 6589472x + 3265428 (7)
```

```
> content(a,x);
1 (8)
```

```
> content(b,x);
1 (9)
```

The primitive Euclidean algorithm in $\mathbb{Z}[x]$

```
> r[0] := a;
r[1] := b;
k := 1;
while r[k] <> 0 do # the primitive Euclidean algorithm in Z[x]
  r[k+1] := primpart( prem(r[k-1],r[k],x), x );
  print( evaln(r[k+1]) = r[k+1] );
  k := k+1;
od;
n := k-1;
gcd = primpart( r[n], x );
r0 := -14x6 + 65x5 - 176x4 - 23x3 + 456x2 - 373x + 168
r1 := -124x5 + 380x4 - 437x3 + 211x2 - 154x + 249
r2 = -226586x4 - 479331x3 + 1964235x2 - 1647368x + 816357
r3 = -9585474986x3 + 22307021423x2 - 17598916464x + 8558554572
r4 = 67355561565652x2 - 2682736267844x - 147525909120951
r5 = -2x + 3
r6 = 0
n := 5
gcd = -2x + 3 (10)
```