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In GeoGebra the Cartesian coordinate-system is used to define the basis vectors. The first basis vector is a vector from the origin to the point (1,0), the second vector is from the origin to the point (0,1).

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Let B = { v 1 , v 2 ,..., v m } be a basis of a subspace V . Finding the B -coordinates of a vector x means solving the vector equation. x = c 1 v 1 + c 2 v 2 + ⋯ + c m v m . If x is not in V , then this equation has no solution, as x is not in V = Span { v 1 , v 2 ,..., v m } .

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