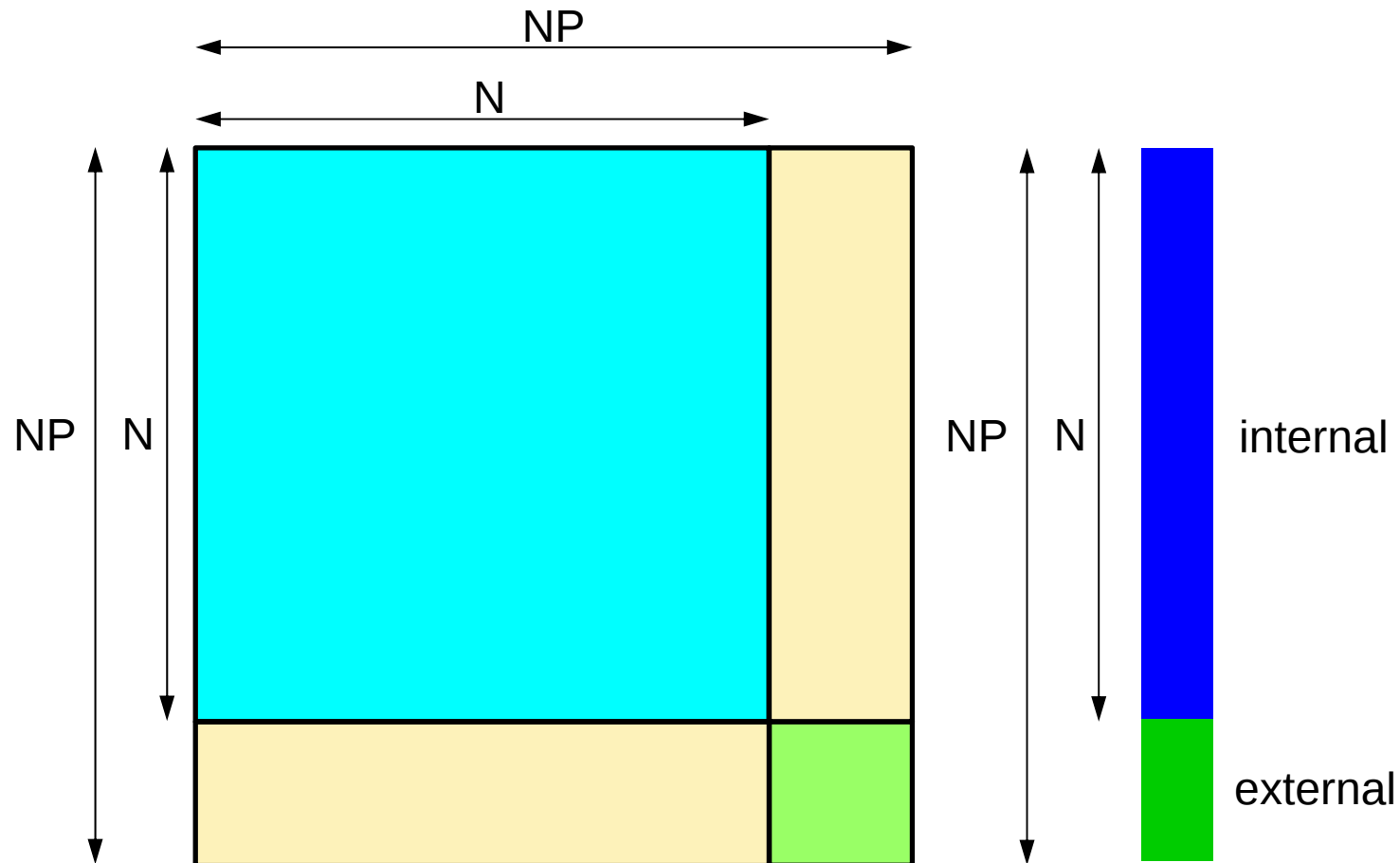
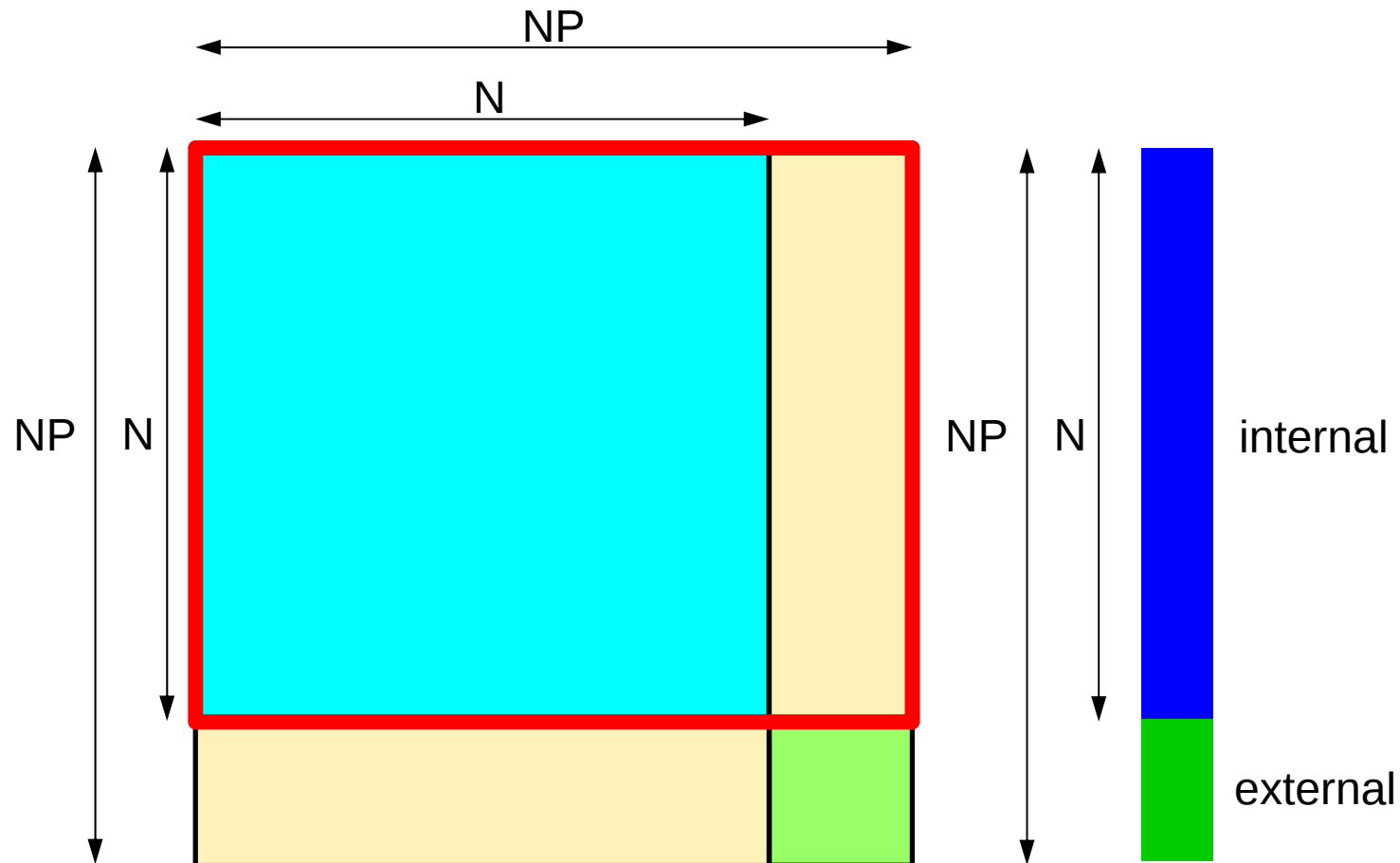


Local Matrix



We really need these parts:



```

/*
// +-----+
// | MATRIX assemble |
// +-----+
*/
for (icel=0; icel<NE; icel++) {
    in1= Icelnod[2*icel];
    in2= Icelnod[2*icel+1];
    DL = dX;

    Ck= Area*Young/DL;
    Emat[0][0]= Ck*Kmat[0][0];
    Emat[0][1]= Ck*Kmat[0][1];
    Emat[1][0]= Ck*Kmat[1][0];
    Emat[1][1]= Ck*Kmat[1][1];

    Diag[in1]= Diag[in1] + Emat[0][0];
    Diag[in2]= Diag[in2] + Emat[1][1];

    if ((MyRank==0)&&(icel==0)) {
        k1=Index[in1];
    } else {k1=Index[in1]+1;}

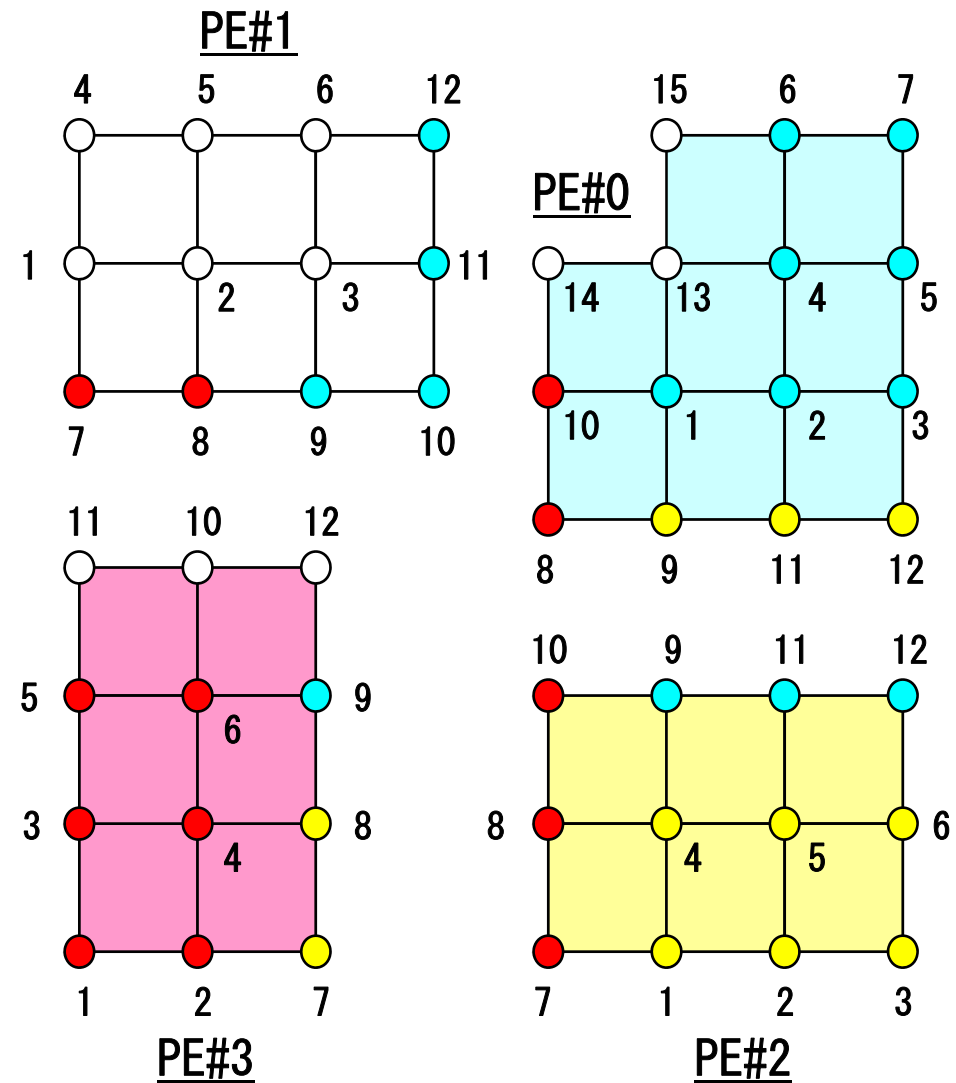
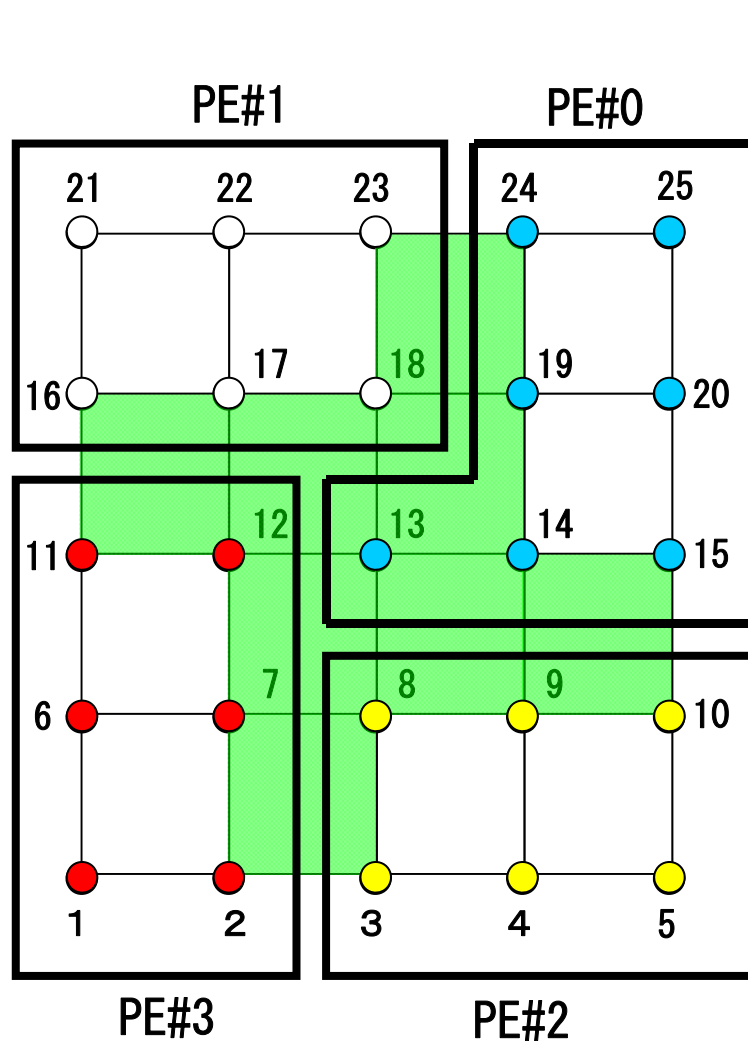
    k2=Index[in2];

    AMat[k1]= AMat[k1] + Emat[0][1];
    AMat[k2]= AMat[k2] + Emat[1][0];
}

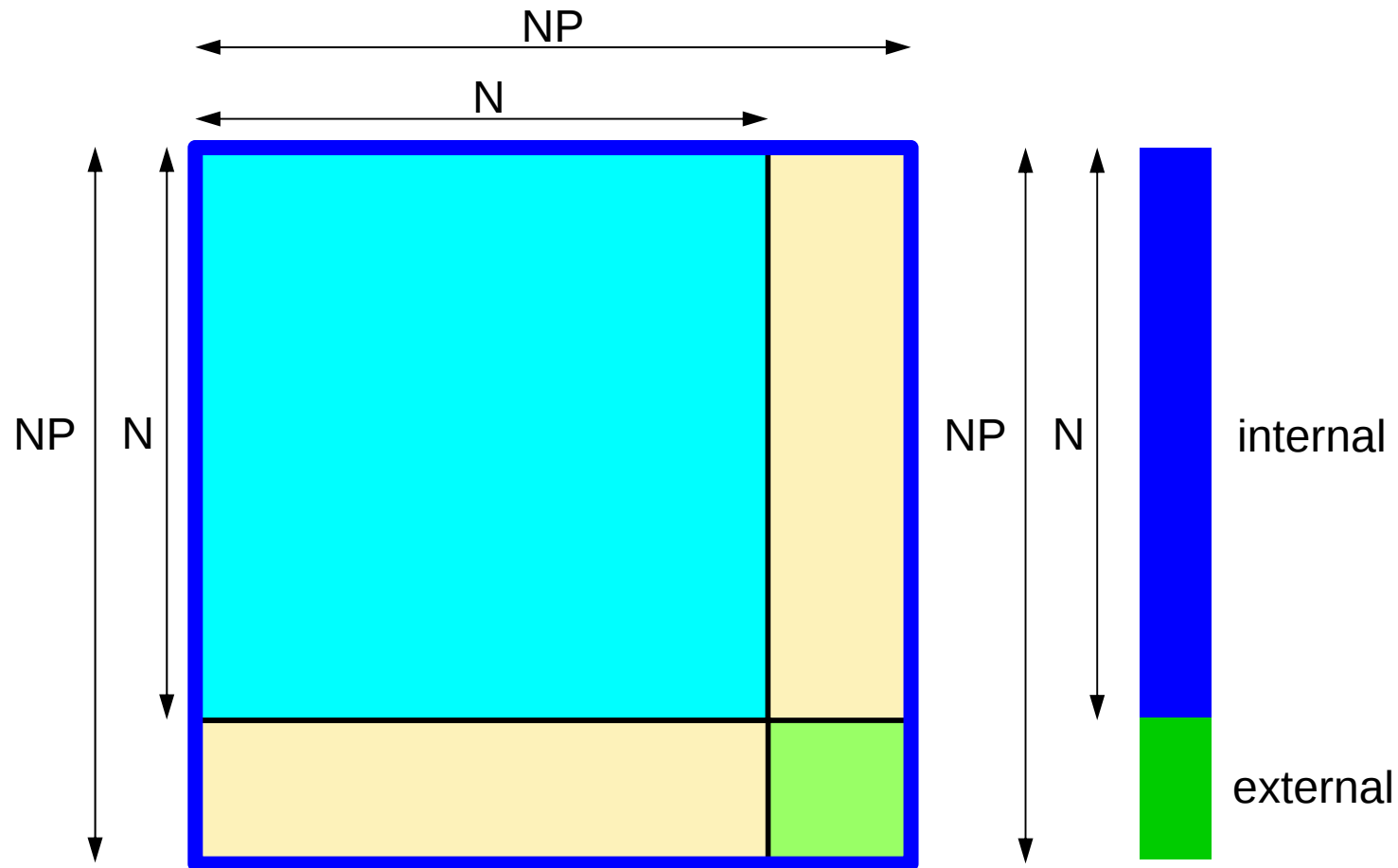
```

MAT_ASS_MAIN visits all elements

including overlapped elements with external nodes



Therefore, we have this matrix



But components of this part are not complete, and not used in computation

