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                                                                                                                                                                                                                                                                                                                                                                                                                                                                              ).
                       Log \ \text{Pr} \ ice = \texttt{S}_0 + \texttt{S}_1 \cdot Log LivSP + \texttt{S}_2 \cdot Log Plan + \texttt{S}_3 \cdot Log KitSP + \texttt{S}_4 \cdot Log KolEt + \texttt{S}_5 \cdot Floor + \texttt{S}_4 \cdot Log KolEt + \texttt{S}_5 \cdot Floor + \texttt{S}_7 \cdot Log KolEt + \texttt{S}_8 \cdot Log KolEt + \texttt{S}_8 \cdot Floor + \texttt{S}_8 \cdot Log KolEt + \texttt{S}_8 \cdot Floor + \texttt{S}_8 \cdot Log KolEt + \texttt{S}_8 \cdot Log Kol
                       + \, \mathsf{S}_{6} \cdot Brick + \, \mathsf{S}_{7} \cdot Bal + \, \mathsf{S}_{8} \cdot Lift + \, \mathsf{S}_{9} \cdot \mathrm{Re}\,m + \, \mathsf{S}_{10} \cdot R1 + \, \mathsf{S}_{11} \cdot R2 + \, \mathsf{S}_{12} \cdot R3 + \, \mathsf{S}_{13} \cdot R4 + \mathsf{V}
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      (1)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             (KitSP),
                                                                                                                                                                                                                                                                                                                                                                                                              (Plan),
(KolEt);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   0
                                                                                                                                                                                                                                                                                                                                                                                                                                                     (Brick),
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         (Bal),
                                                                1:
                                                                                                                                                                                                                                                                                                                                                               (Lift),
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         (Rem), R1, R2, R3,
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R4 -

0

2:

$$\ln Q_i = S_0 + S_1 \cdot \ln \Pr ice_i + S_2 \cdot t + V_i$$
 (2)

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