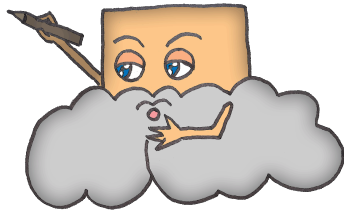
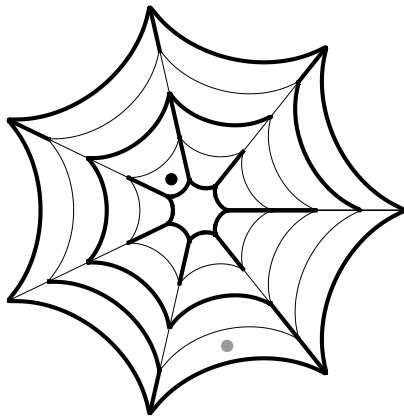


prof. Matemko

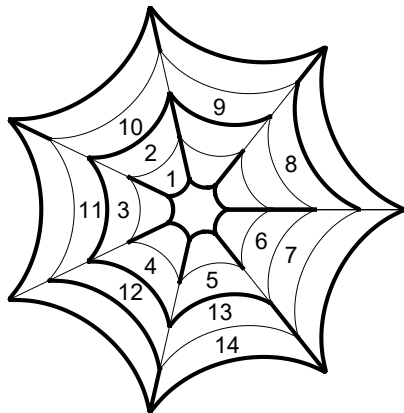


Labirinti na valju ali svitku hipocikloida

Poišči najkrajšo pot od črne do sive pike, ne da bi prečkal odebeljene črte. V primeru svitka, je notranjost povezana z zunanostjo.

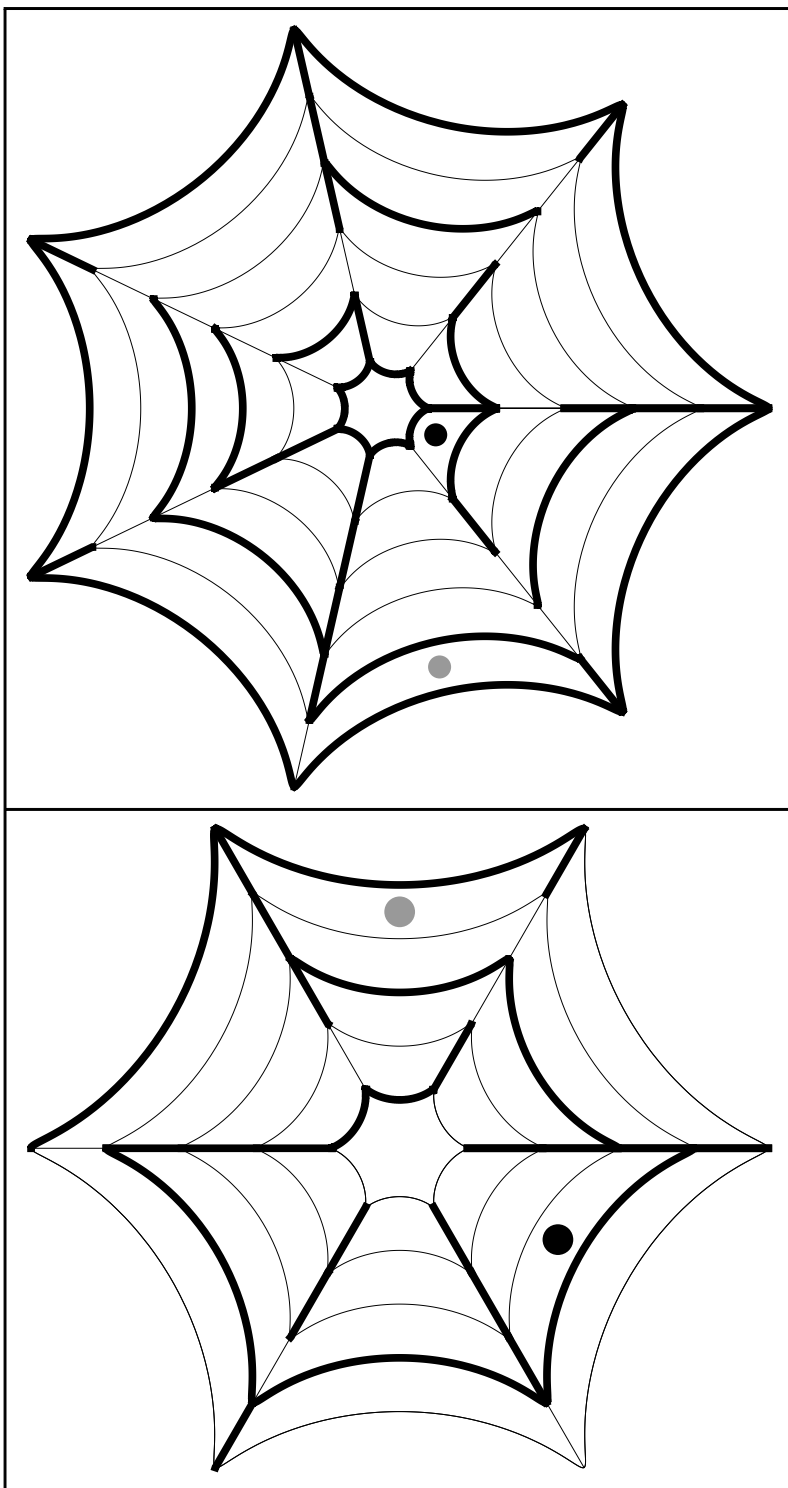


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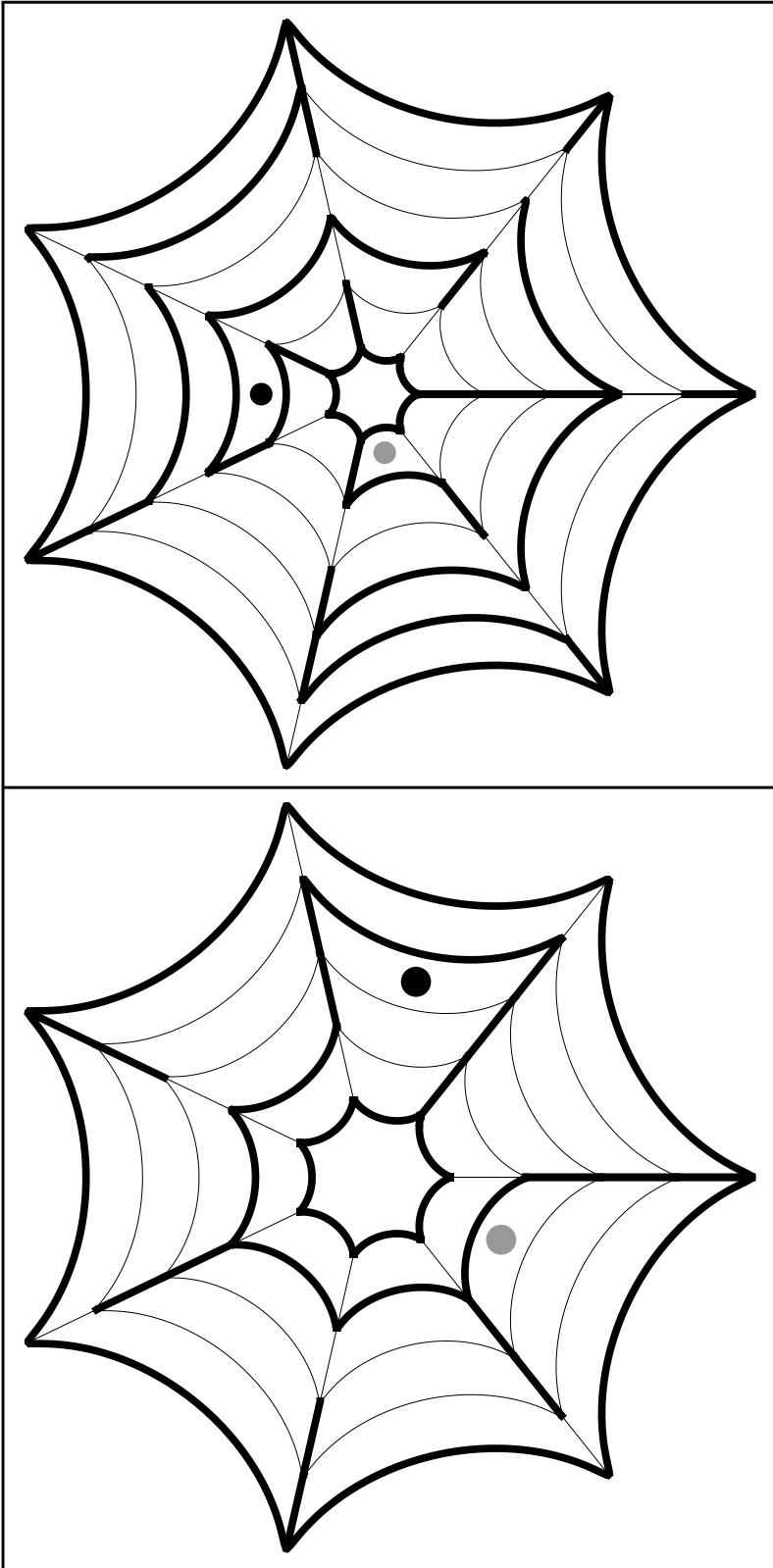


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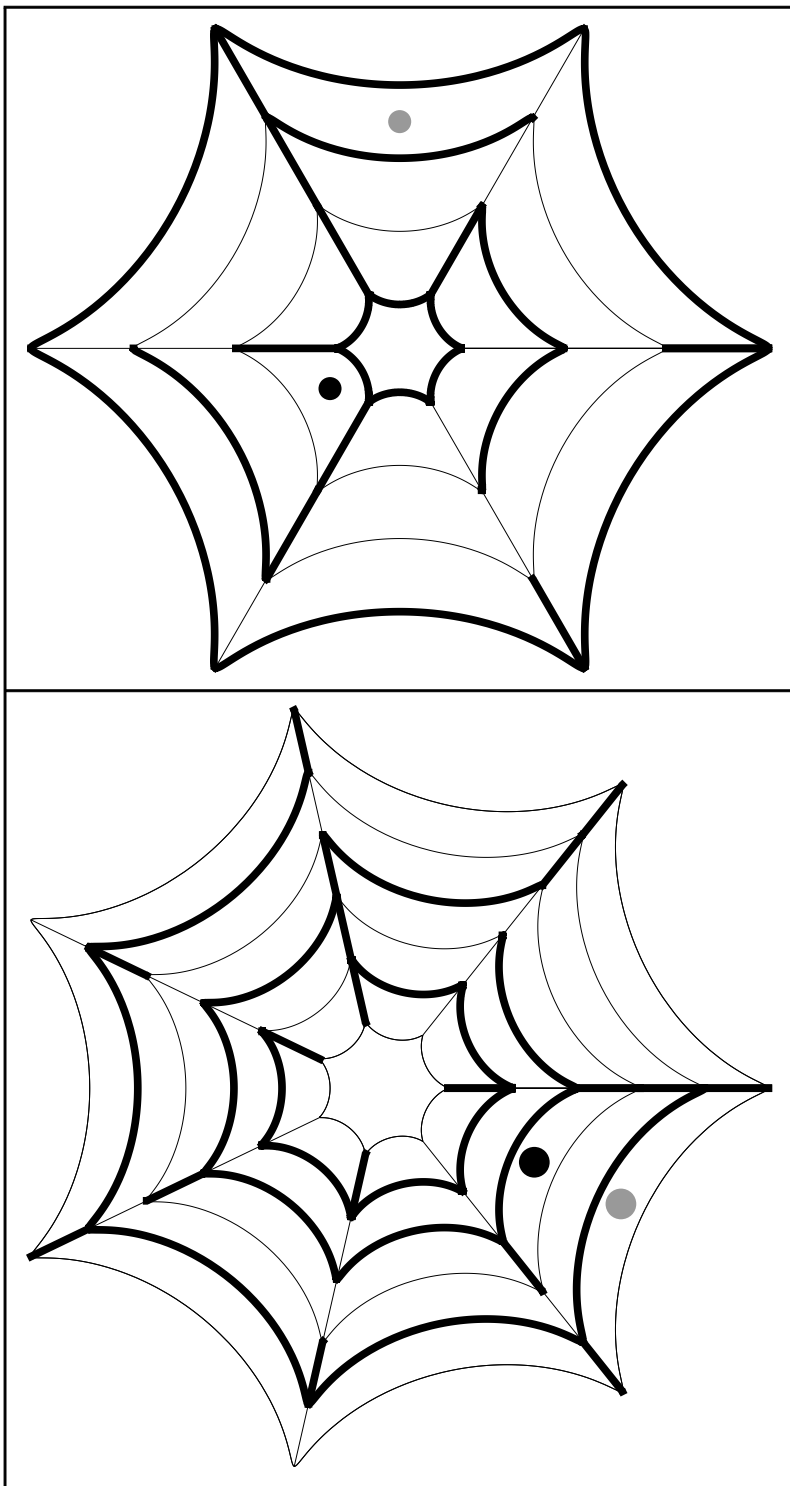
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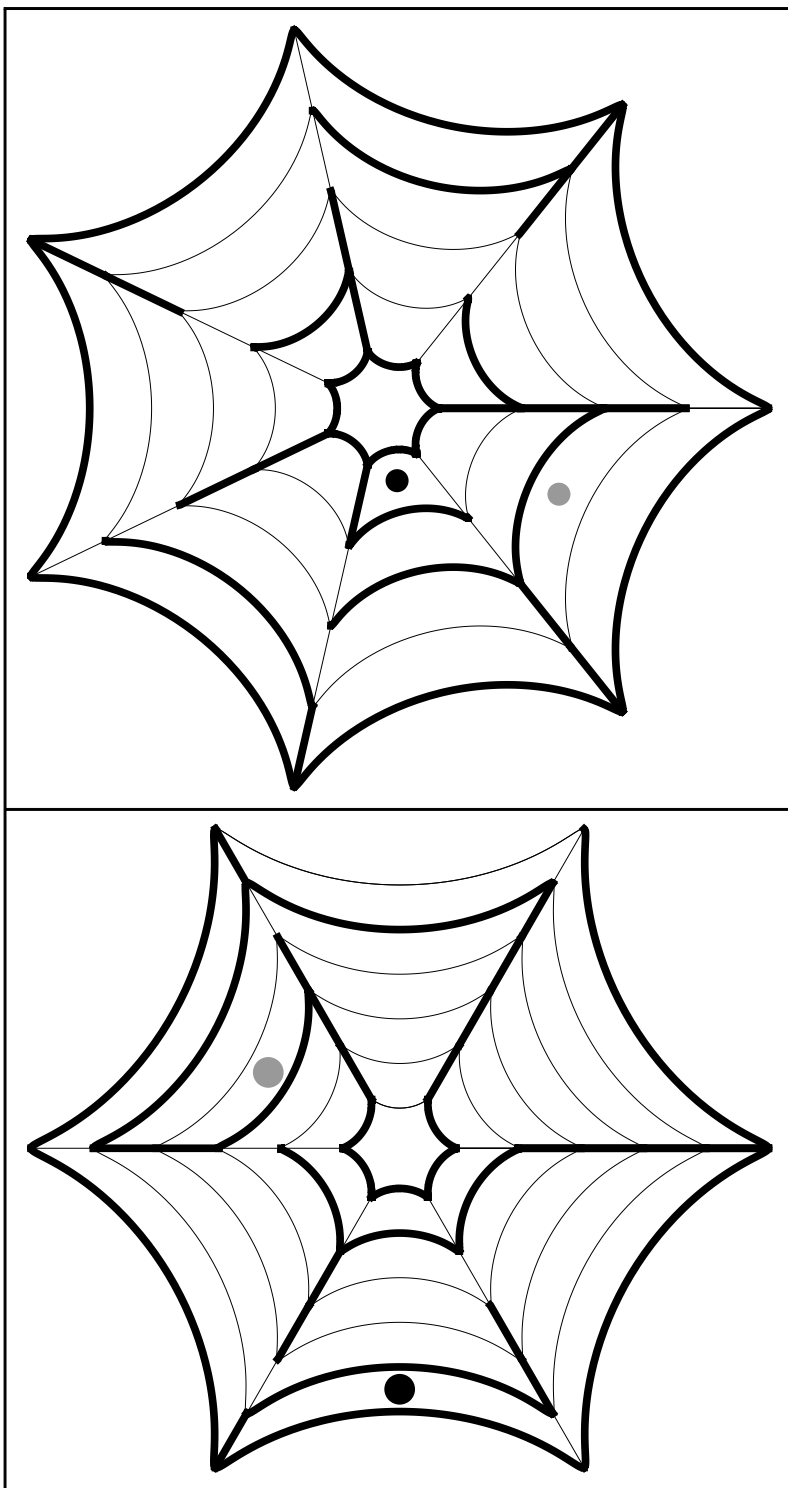
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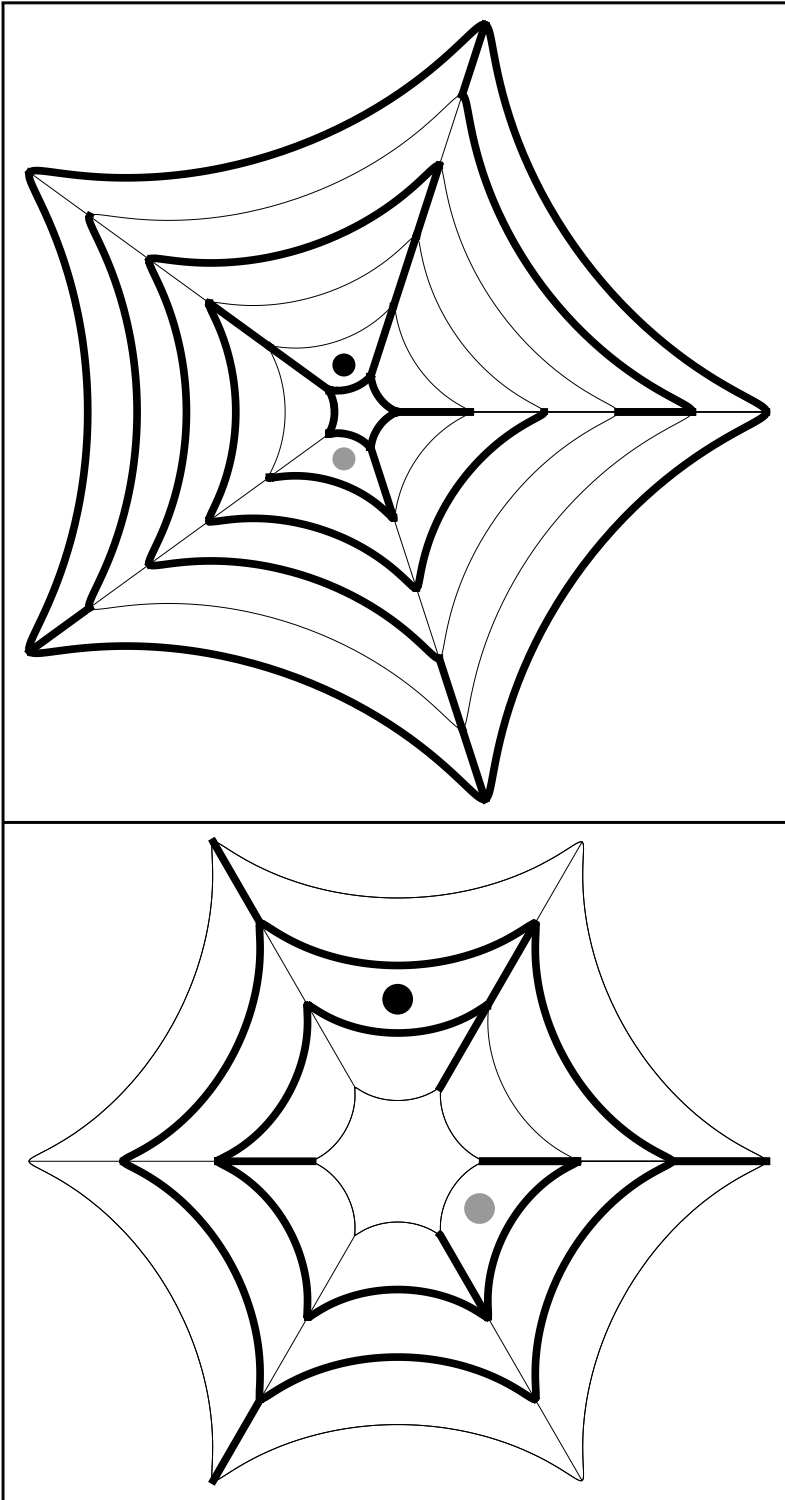
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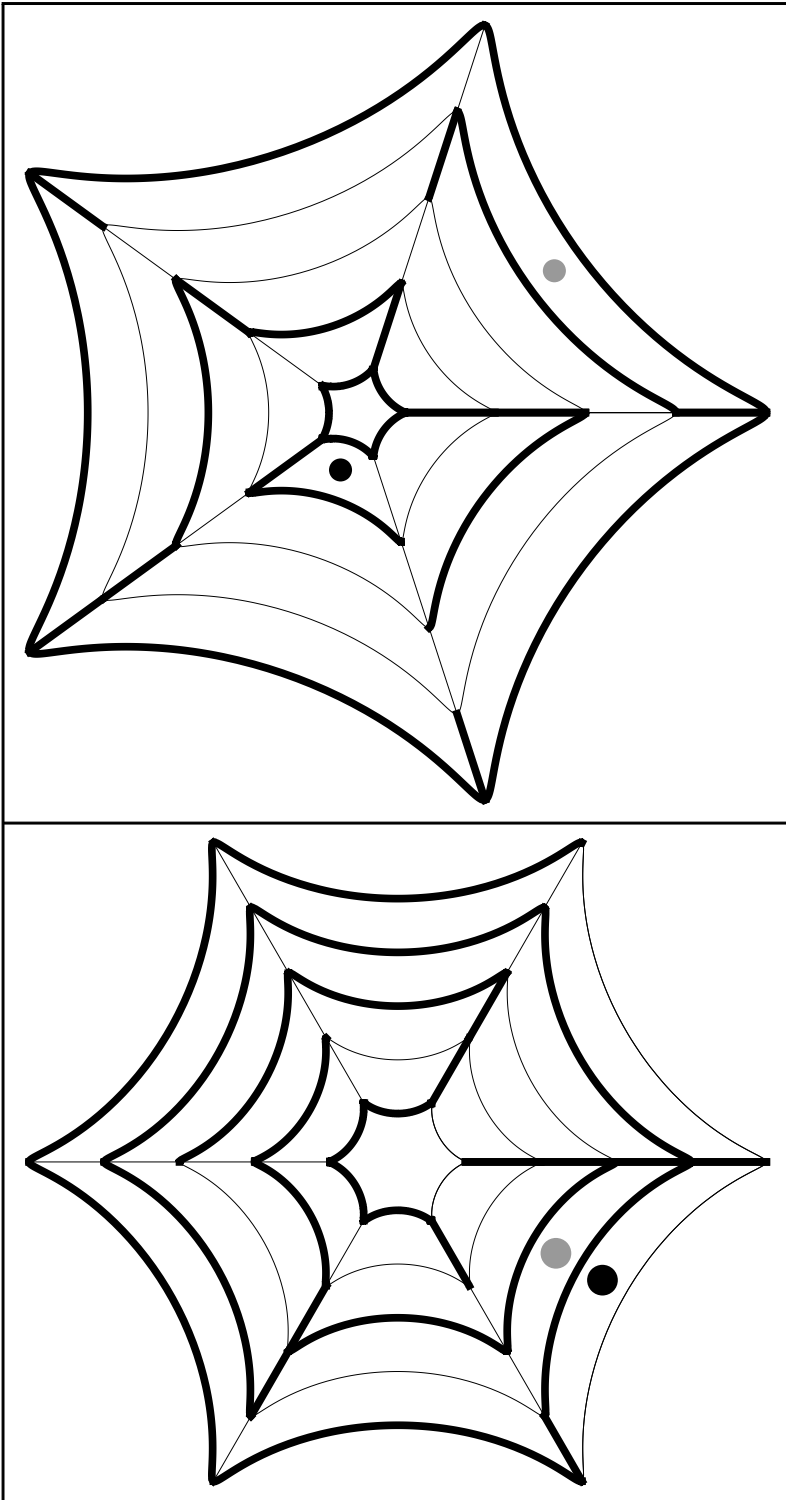
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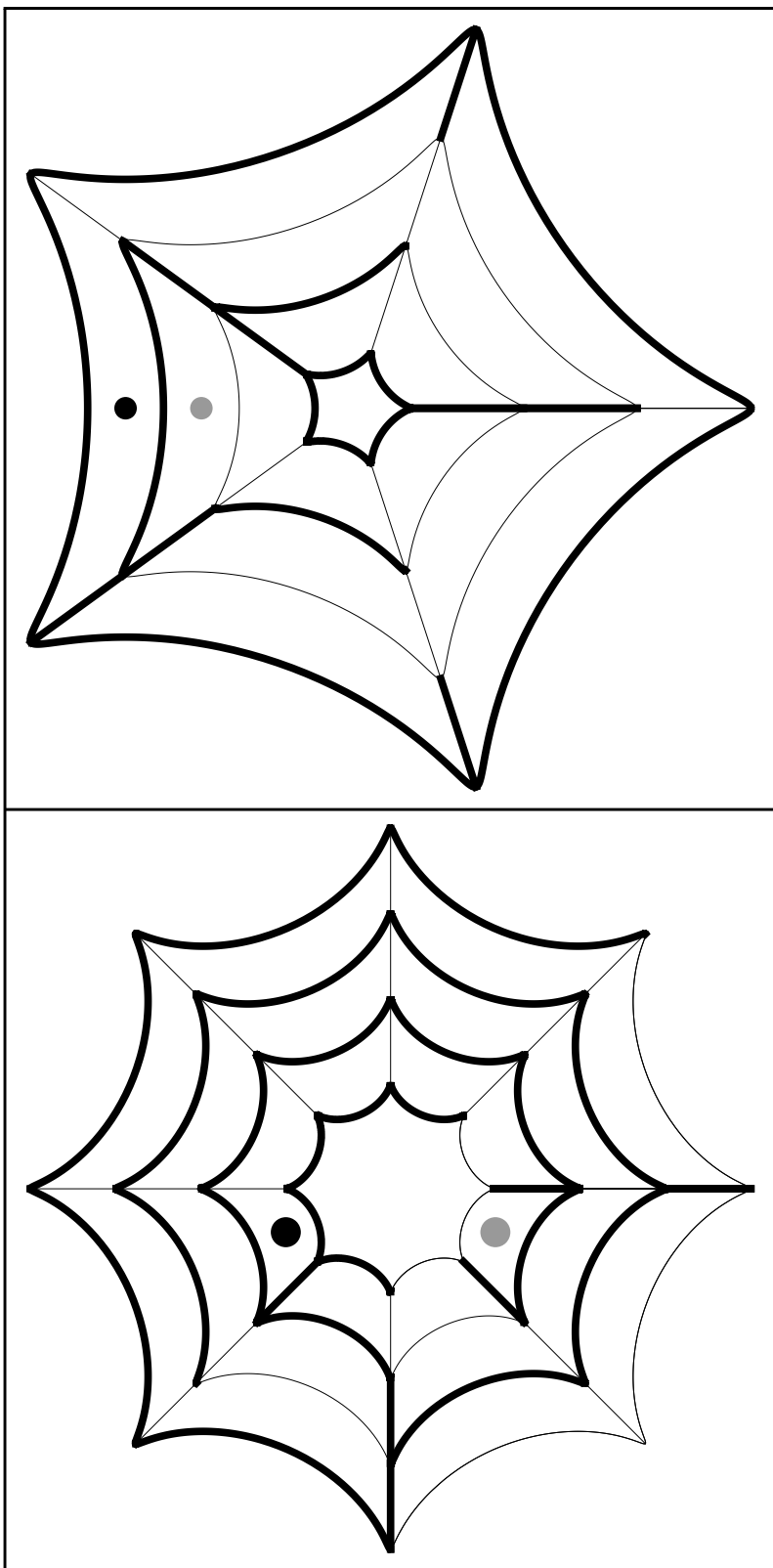
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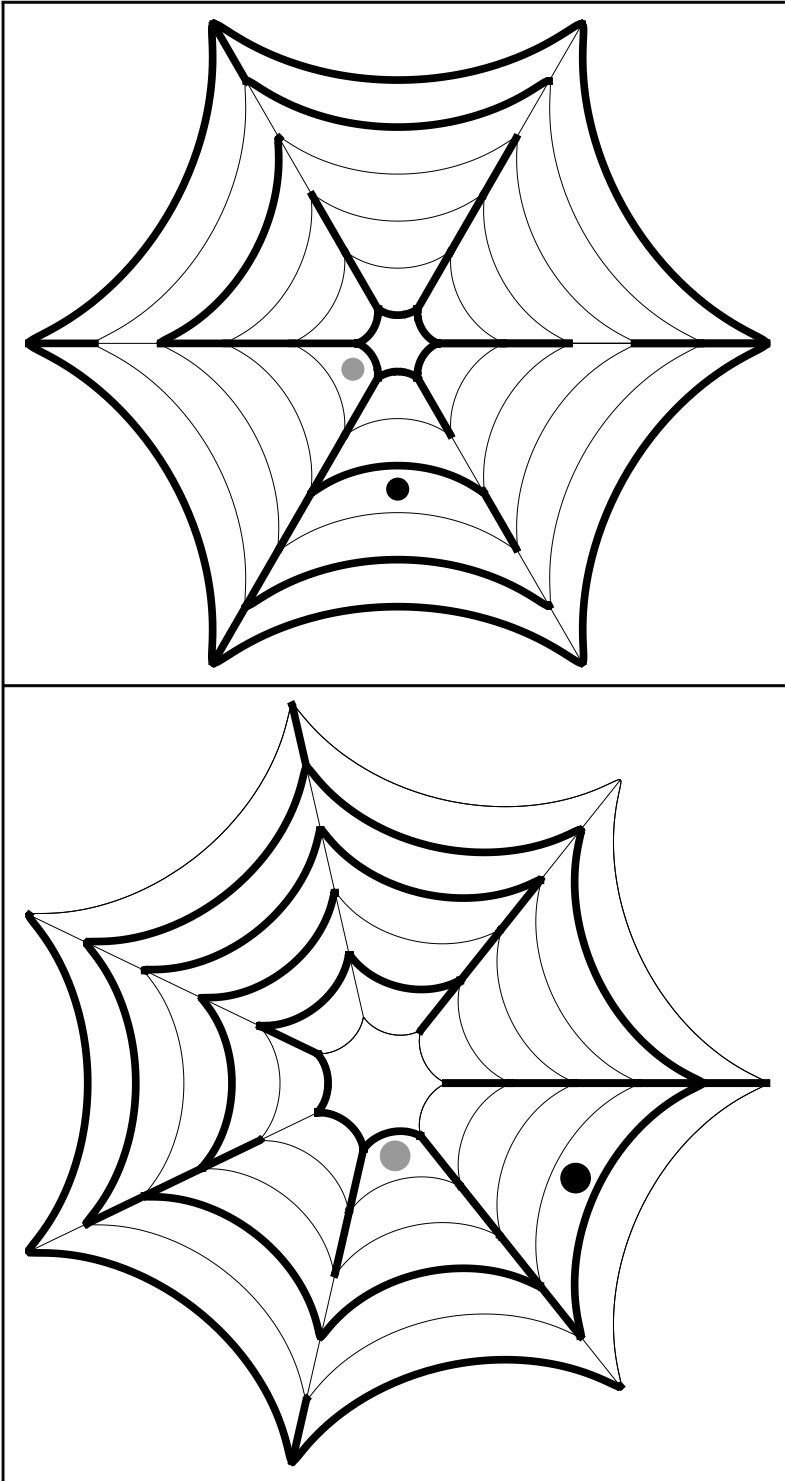
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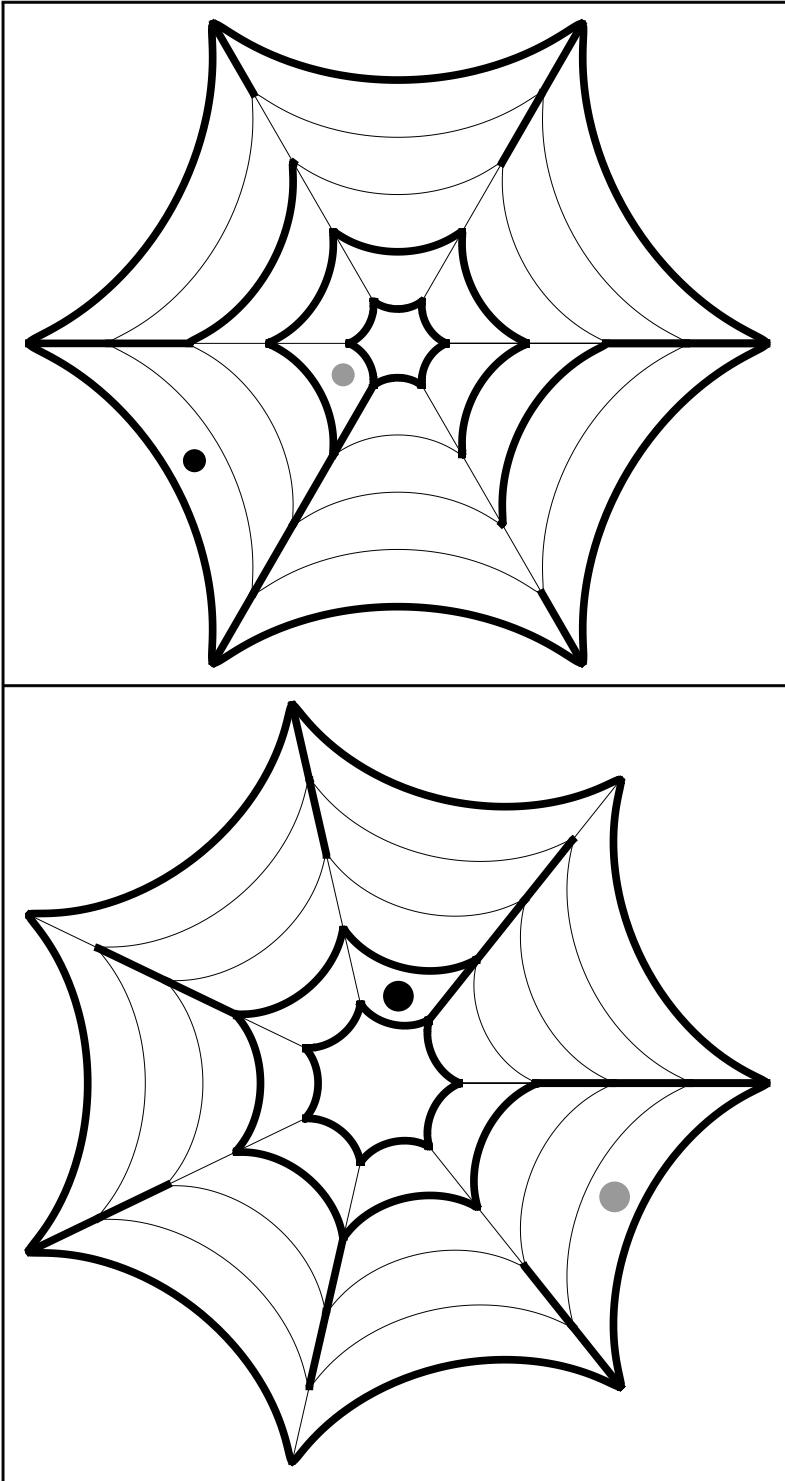
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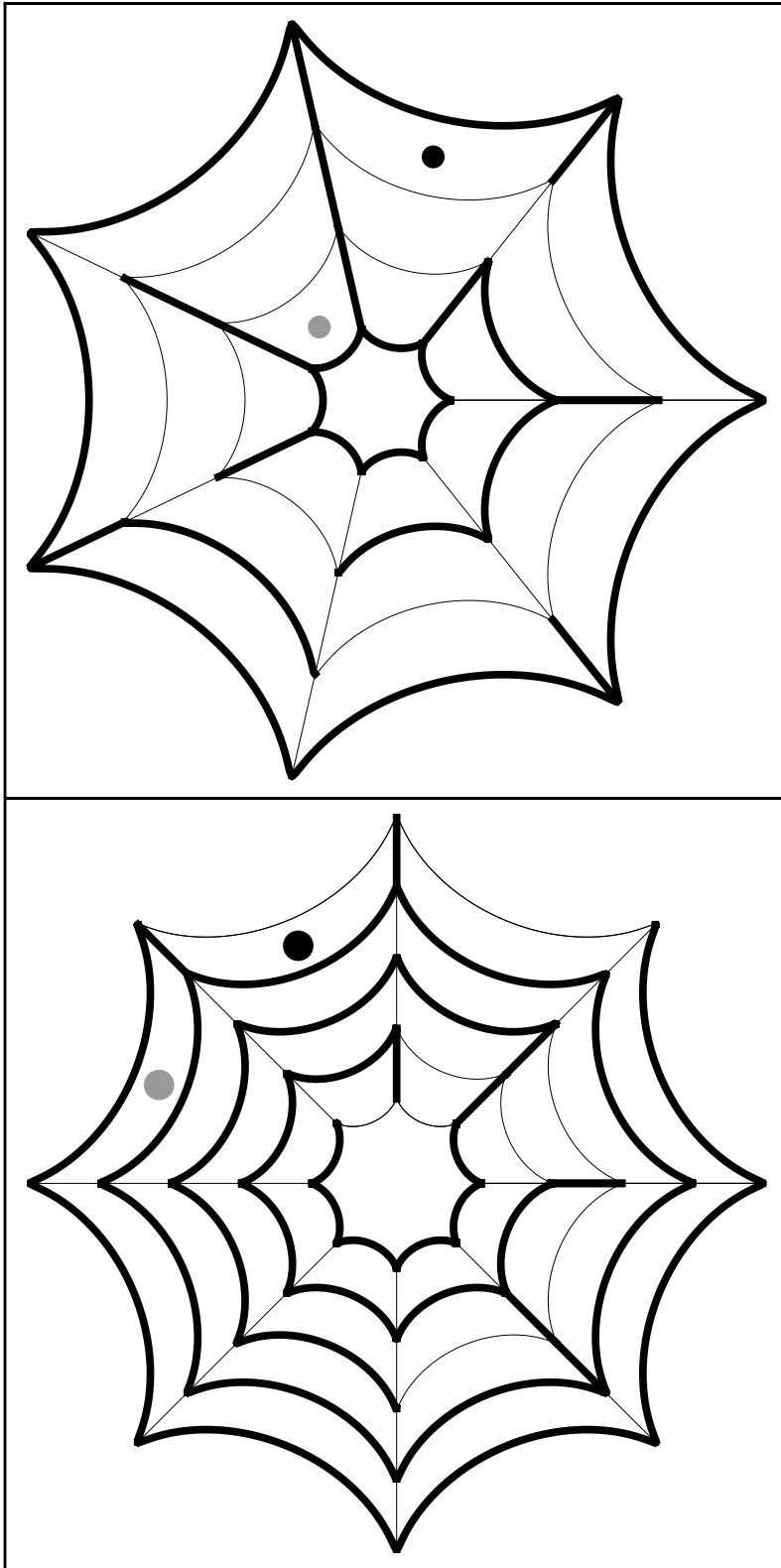
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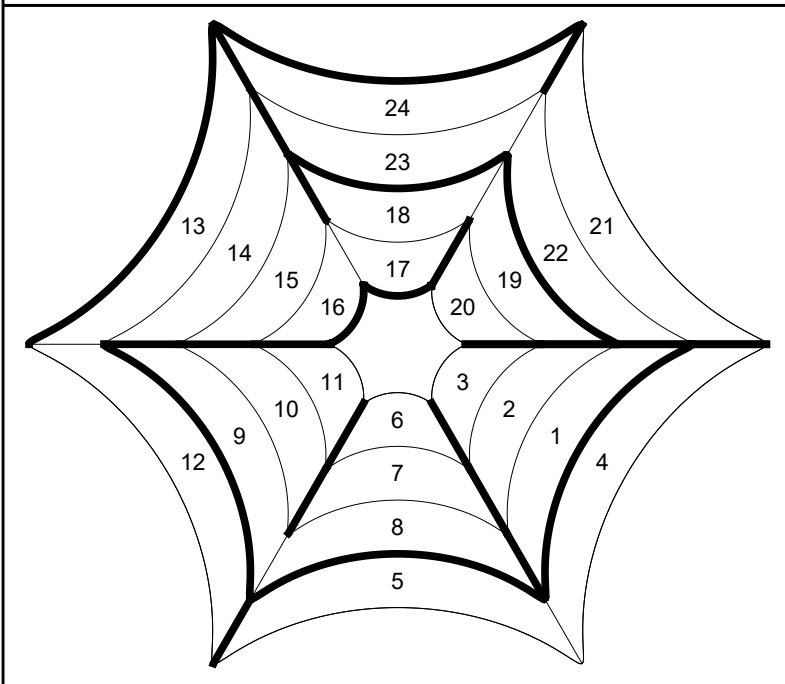
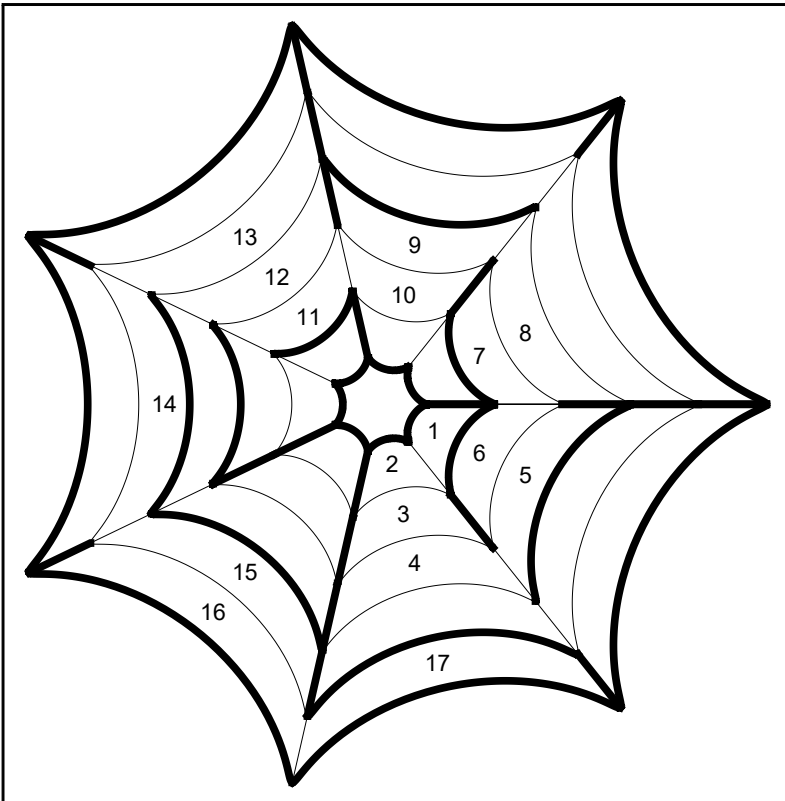
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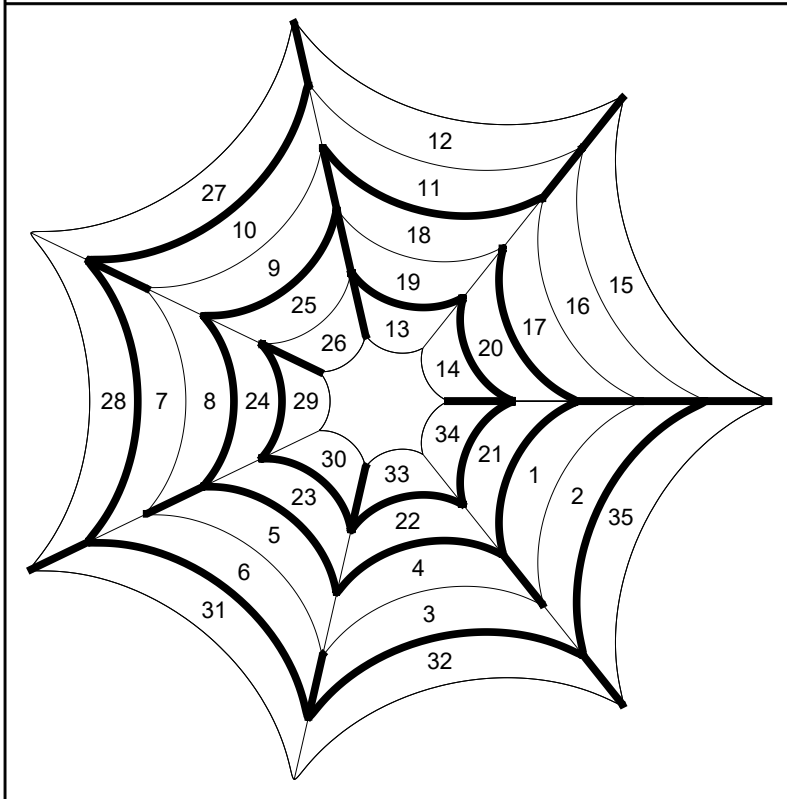
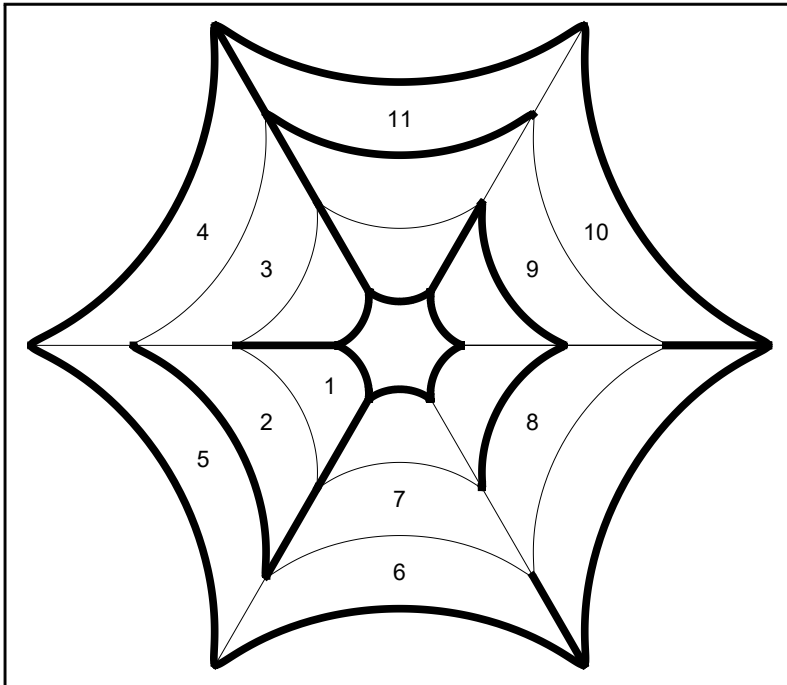
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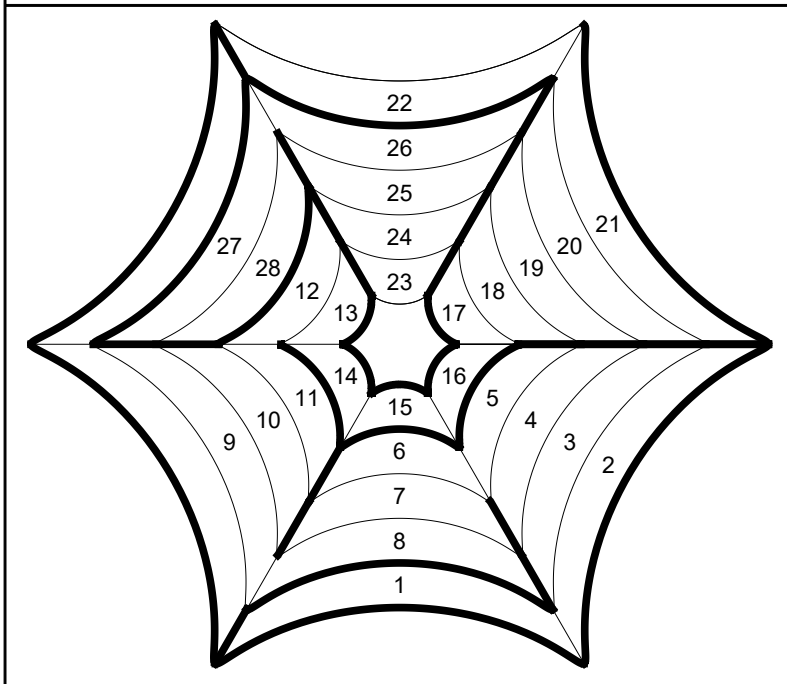
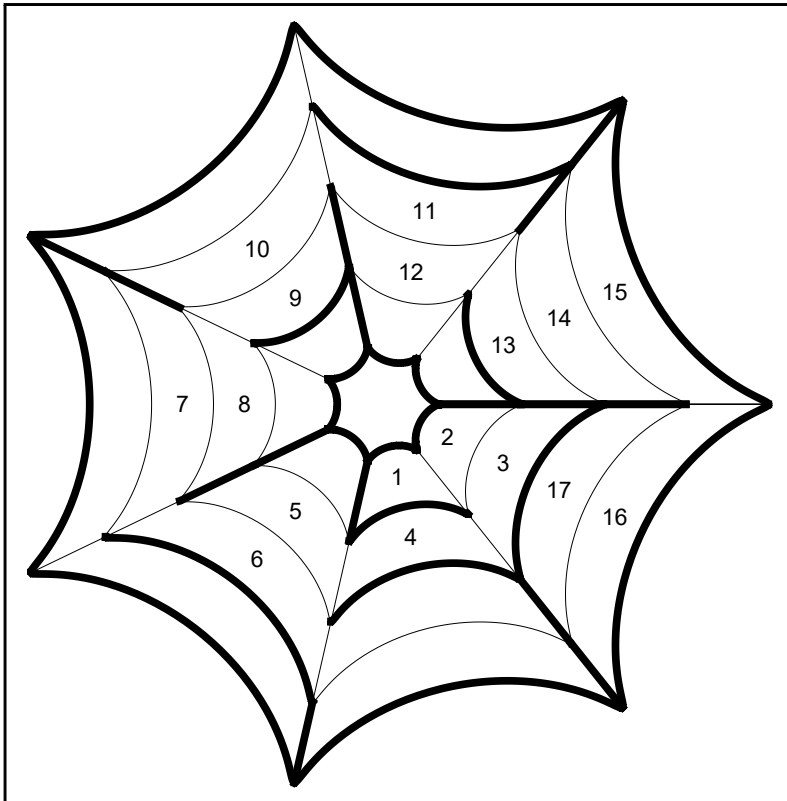
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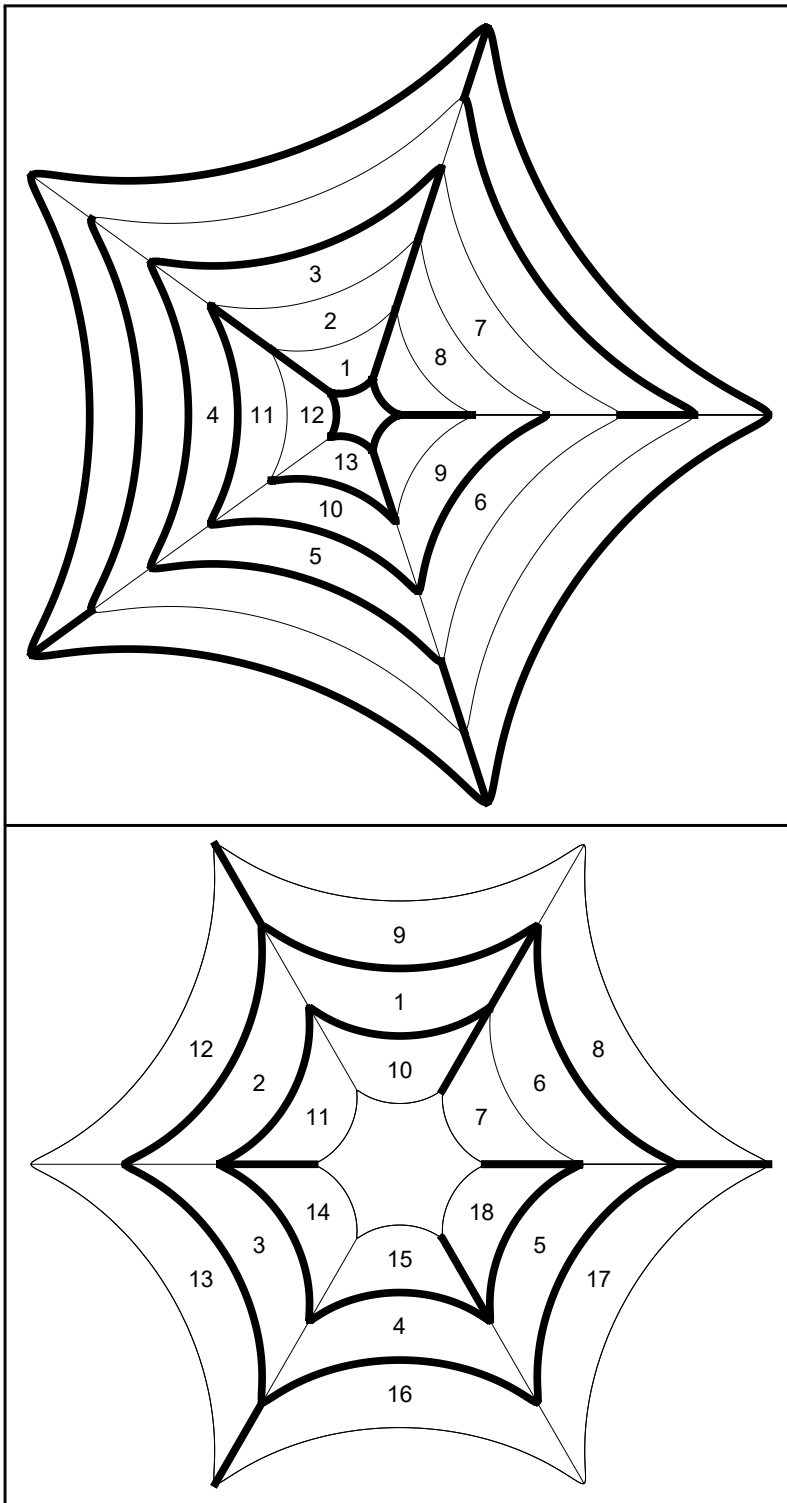
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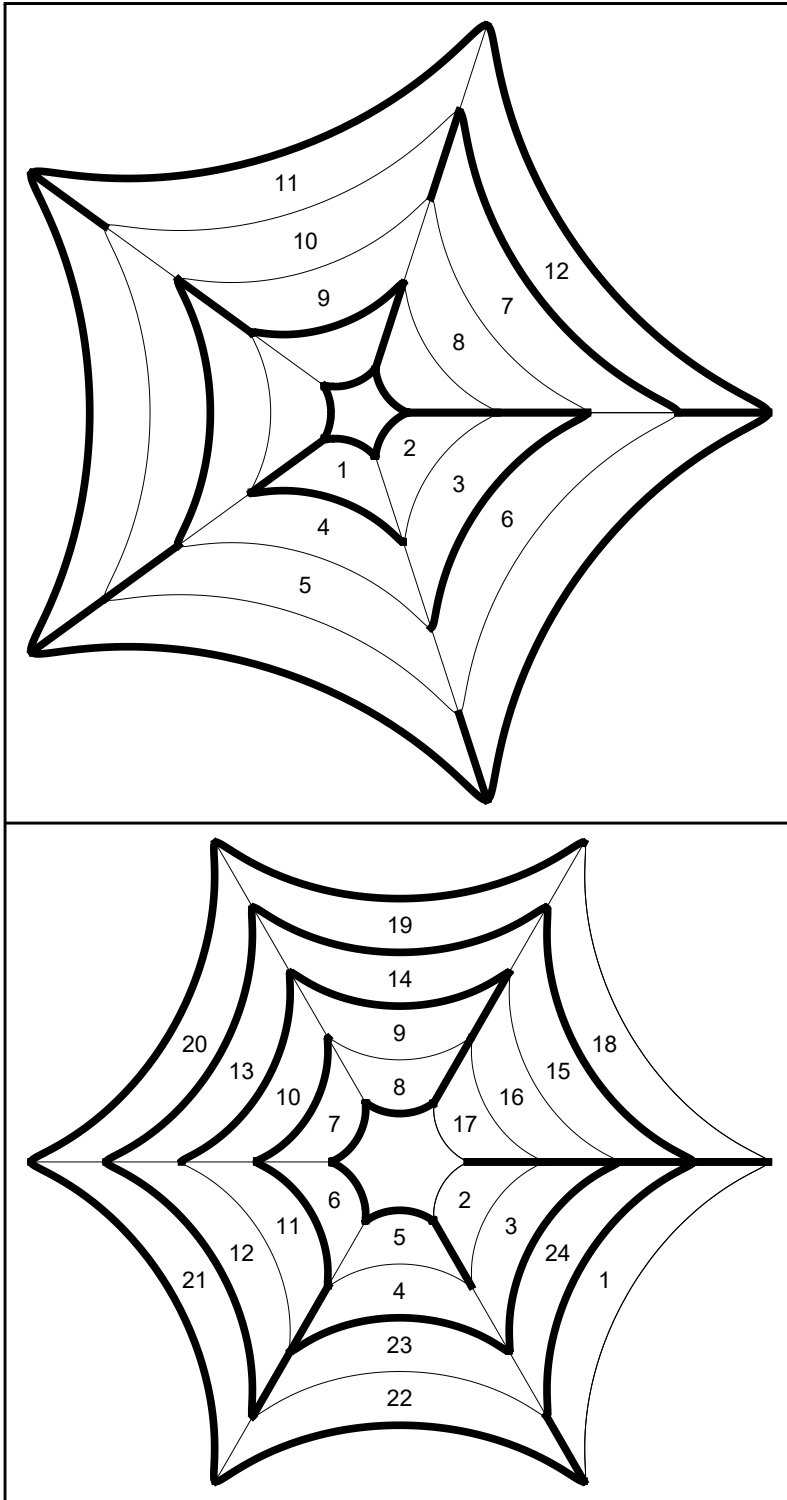
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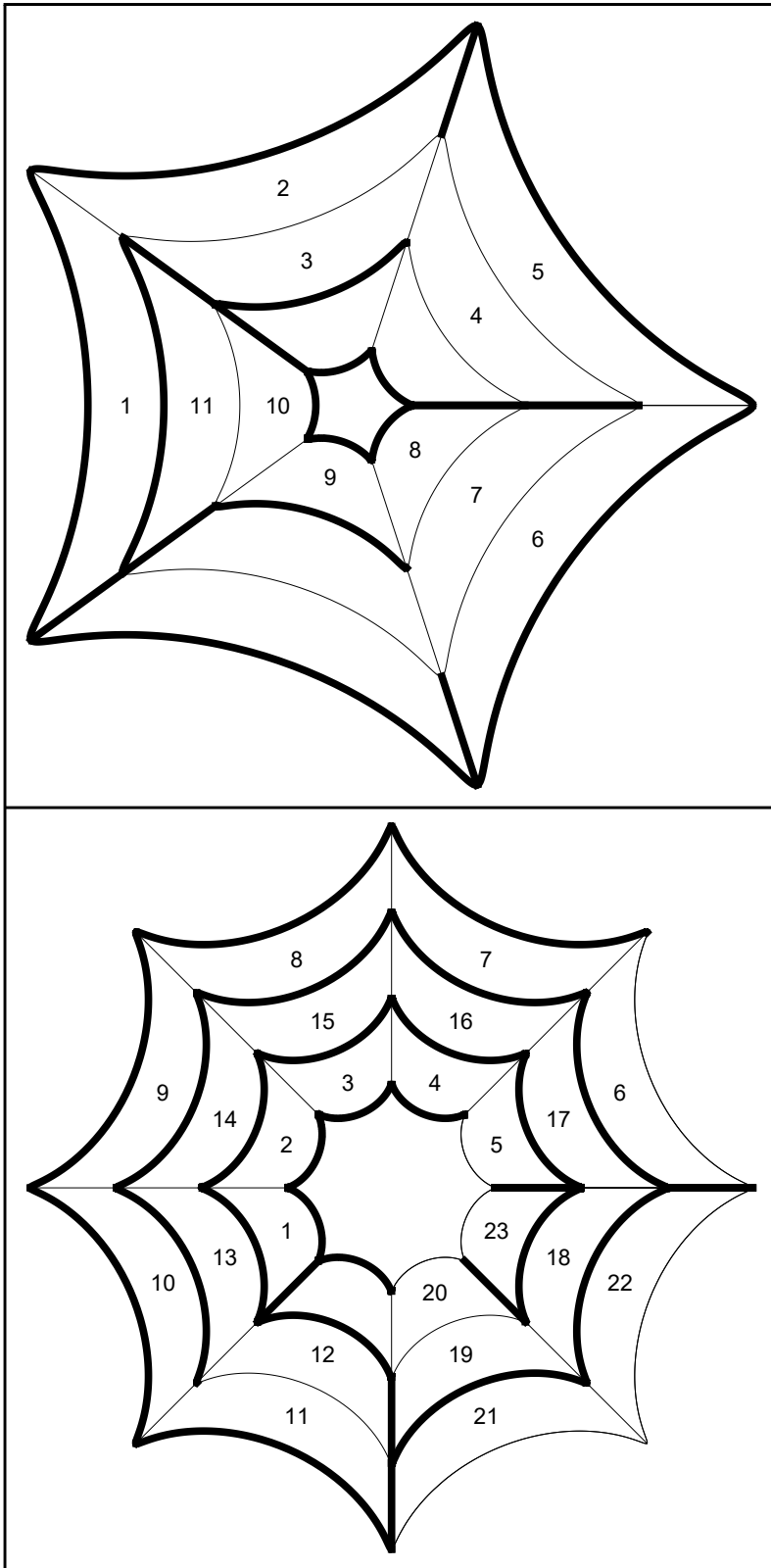
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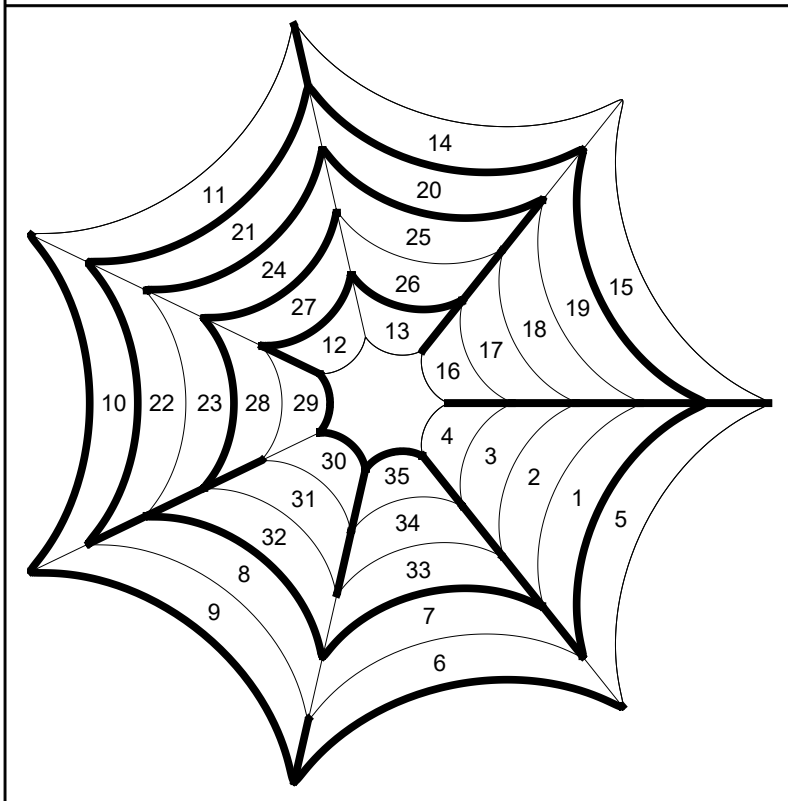
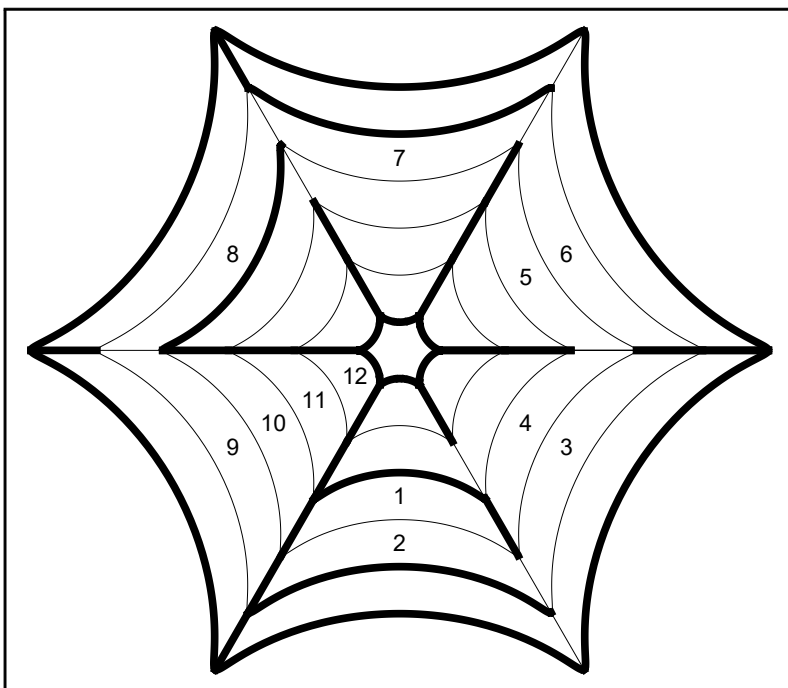
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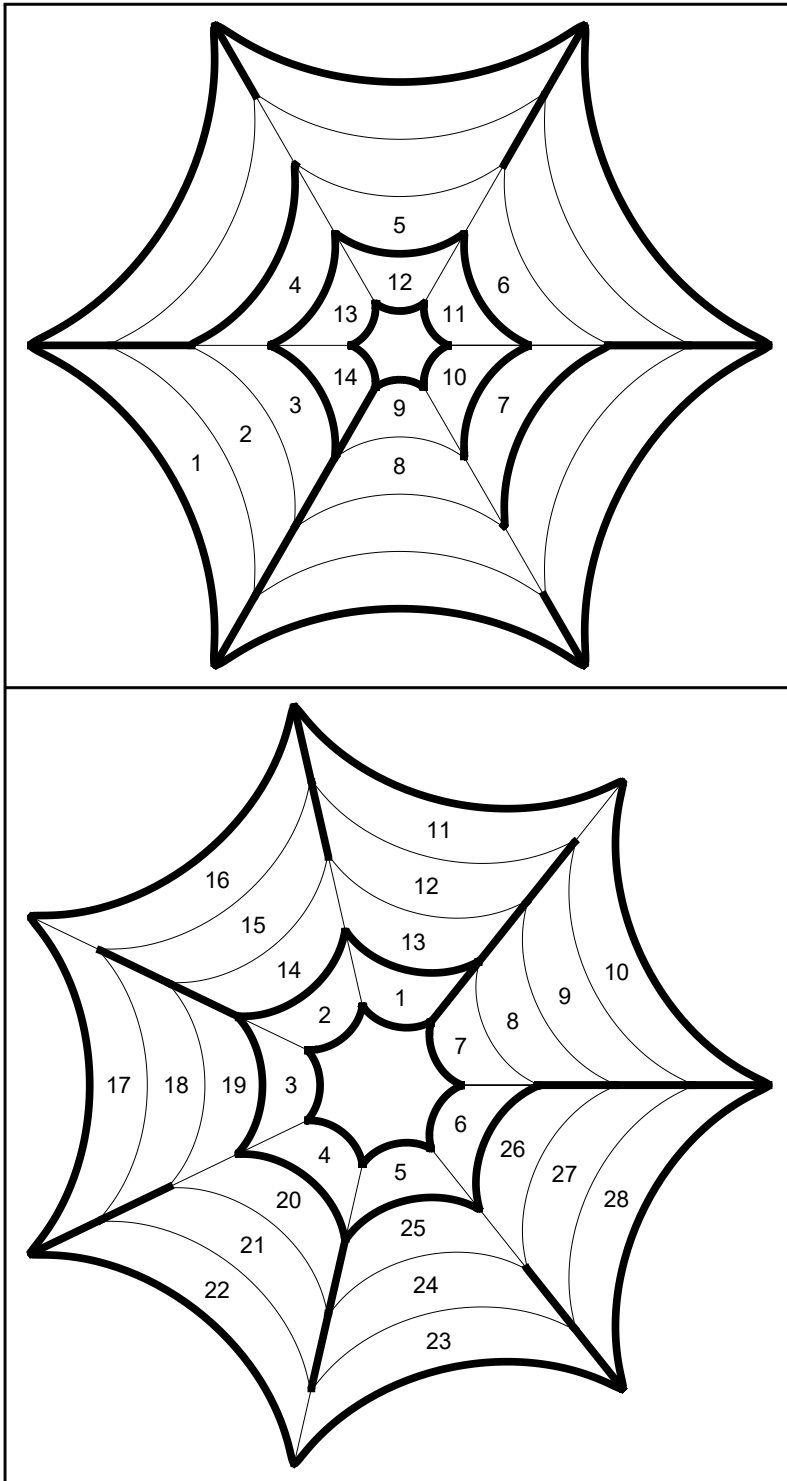
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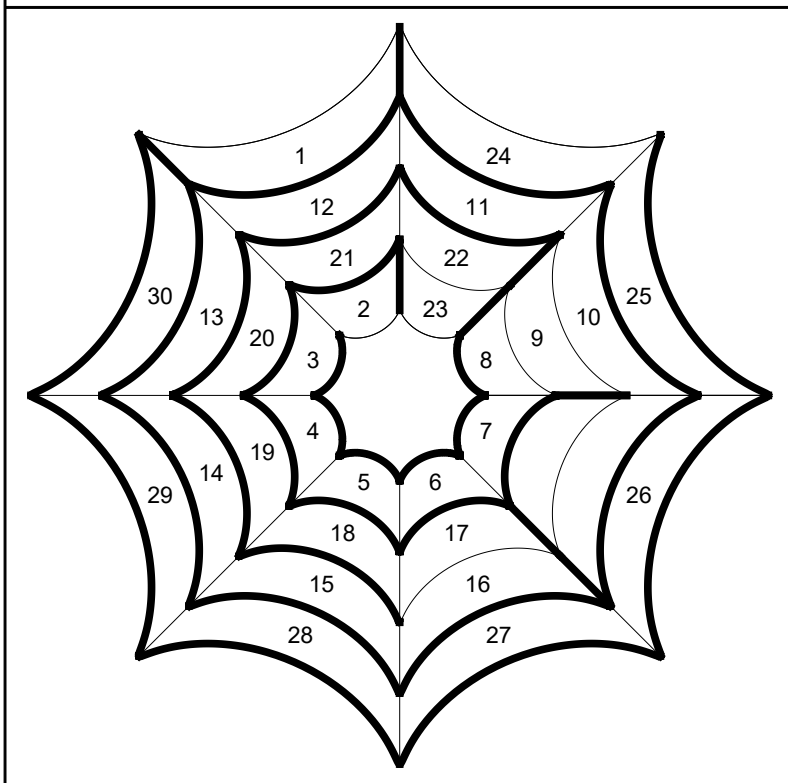
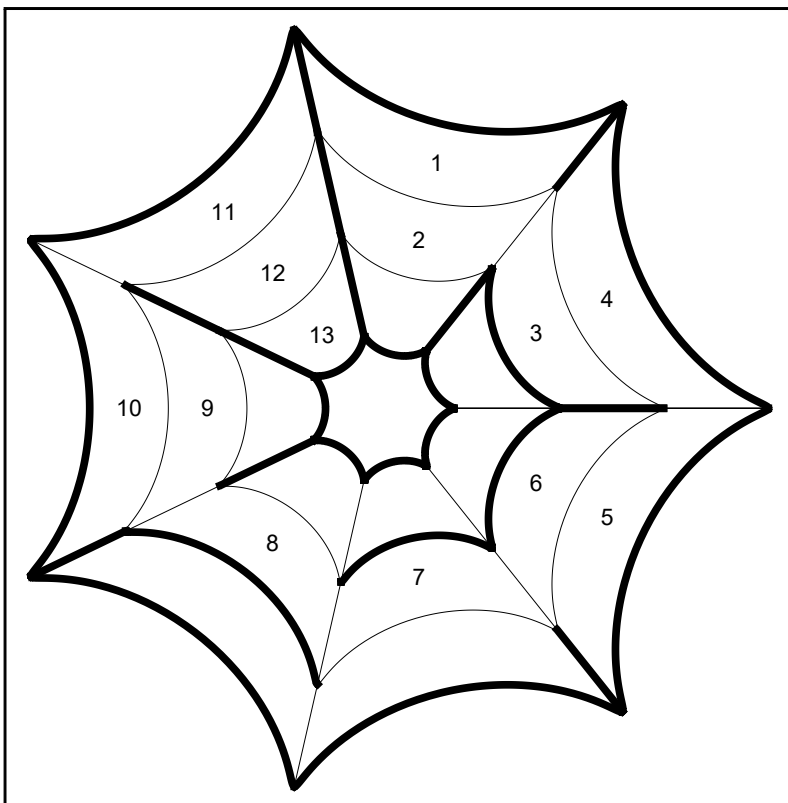
8



9



10



Referencca:

Izidor Hafner

"Mazes on a Cylinder or Torus"

<http://demonstrations.wolfram.com/MazesOnACylinderOrTorus/Wolfram>

Demonstrations Project

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