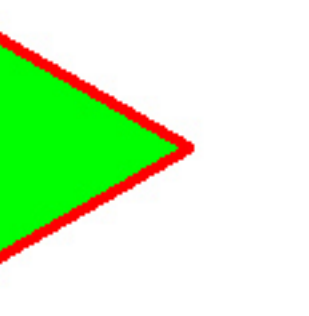




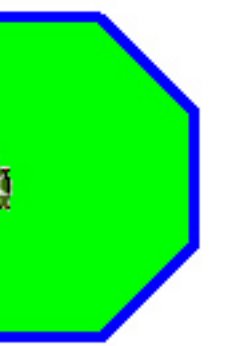
polygon

priklad 1



nechpoz, vypln

priklad 2



pohybové príkazy, vypln

priklad 3

