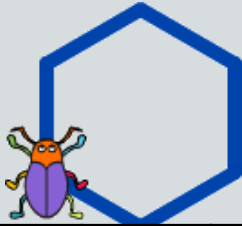




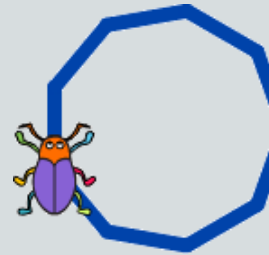
# POČTY STRAN A ÚHLY: Jak určit vstupy pro mnohoúhelník

► Prozkoumej tyto mnohoúhelníky a vypočítej, kolik opakování potřebuje **opakuj** a o jaký úhel je potřeba ve scénáři zatačet.

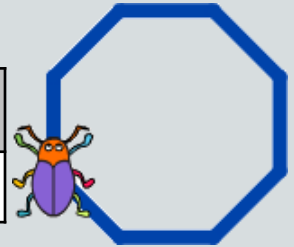


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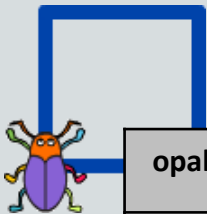
opakuj - otoč se o...	
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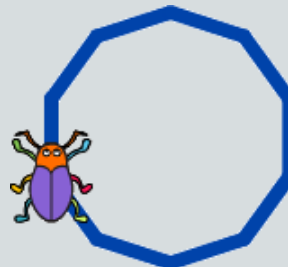
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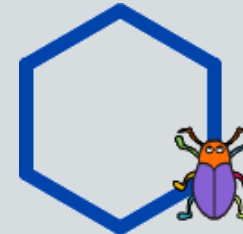
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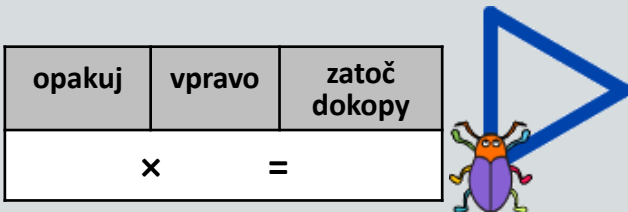
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opakuj	vpravo	zatoč dokopy
x		=



opakuj	vlevo	zatoč dokopy
x		=



opakuj	vpravo	zatoč dokopy
x		=