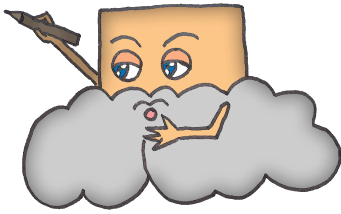
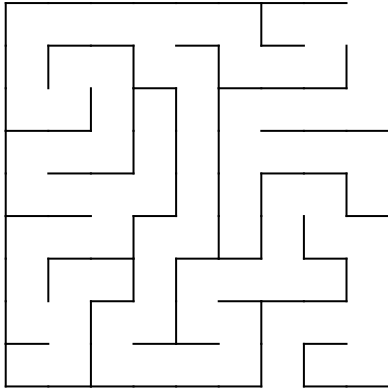


prof. Matemko

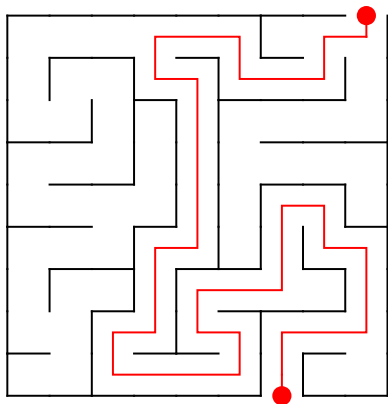


Labirint

Nariši pot iz labirinta.
Vanj vstopiš na vhodu zgoraj,
izstopiš pa na izhodu spodaj.

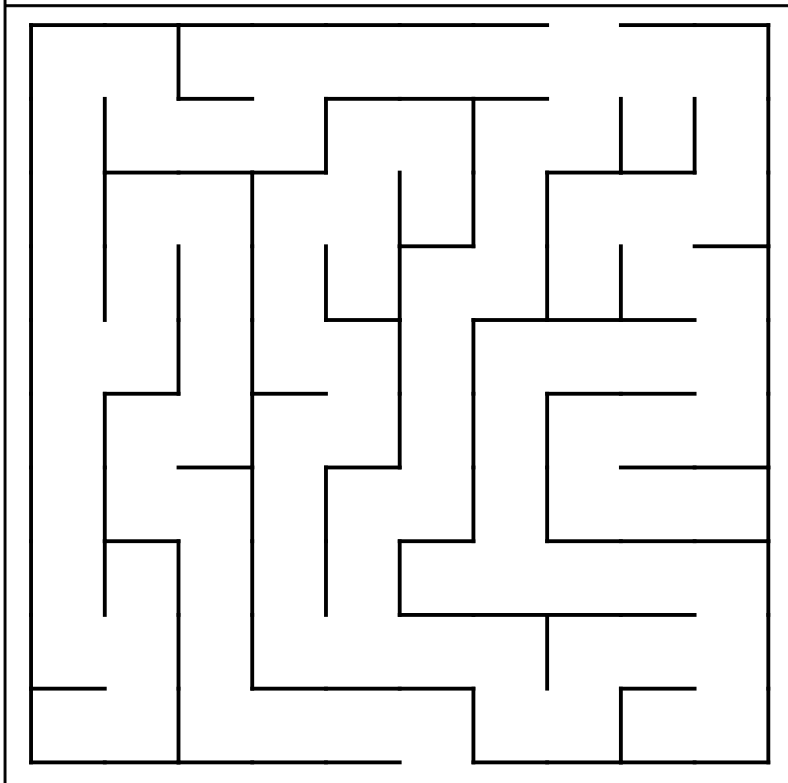
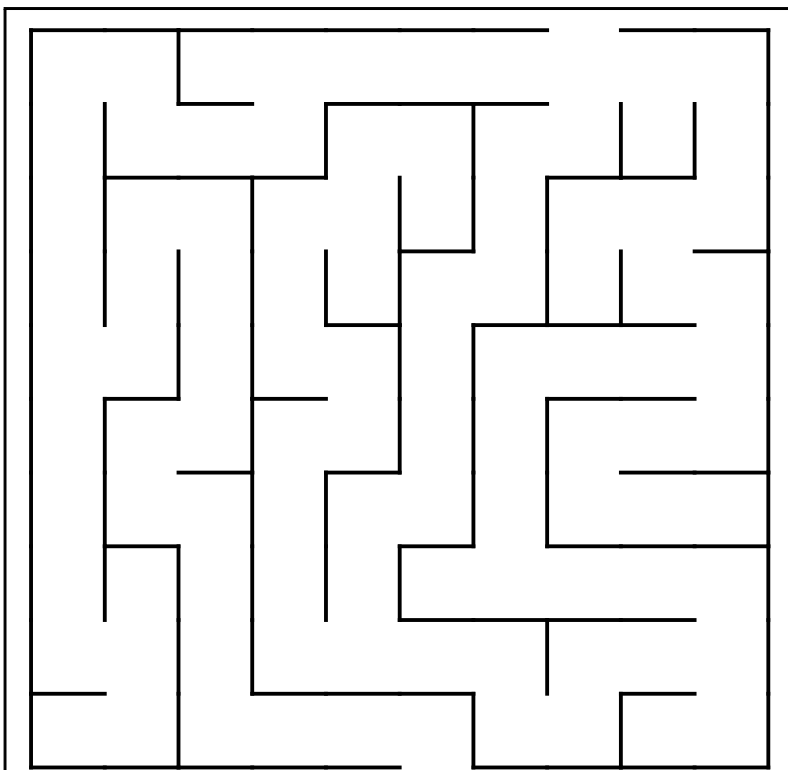


Odgovor

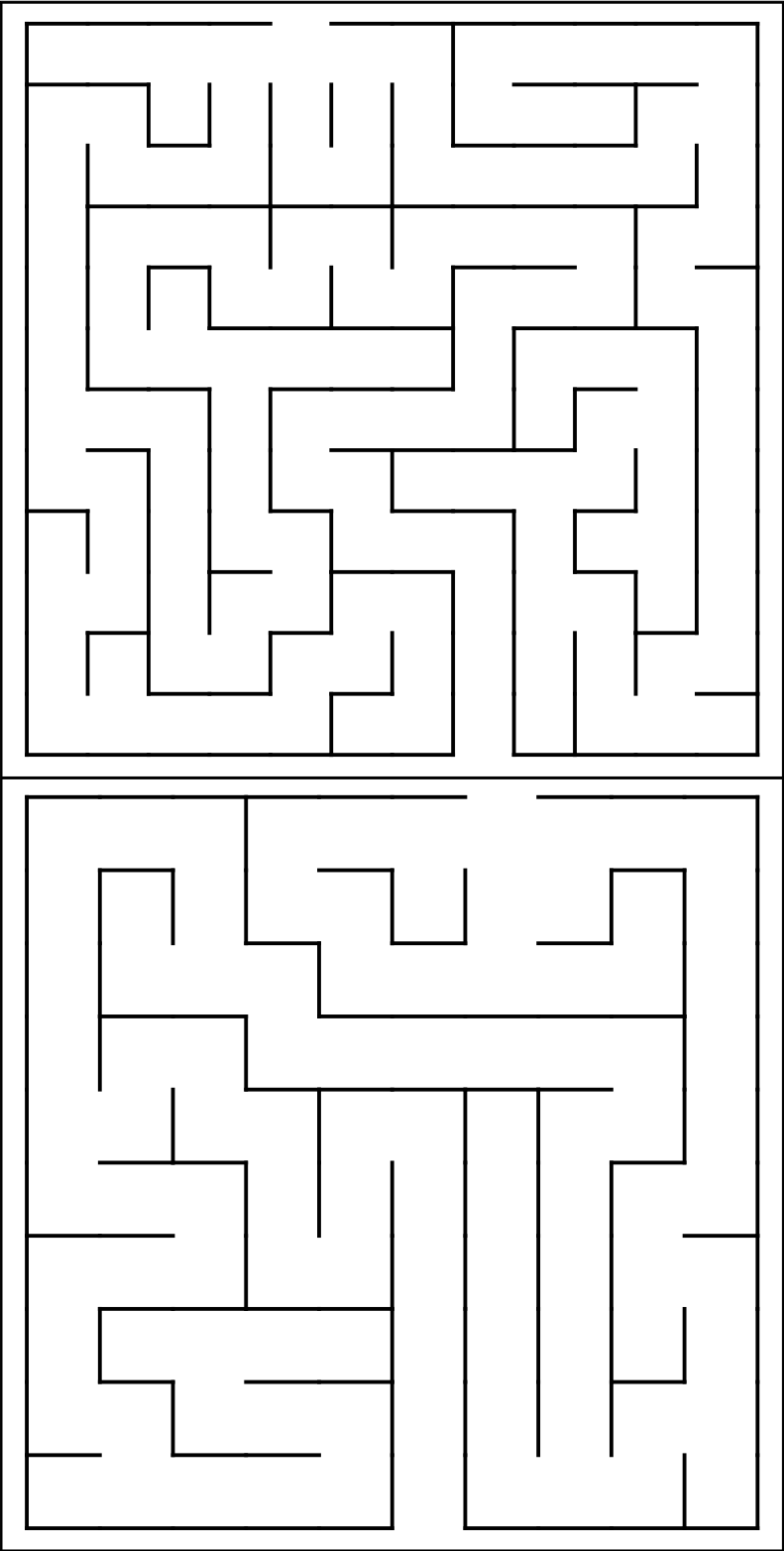


MATHEMA

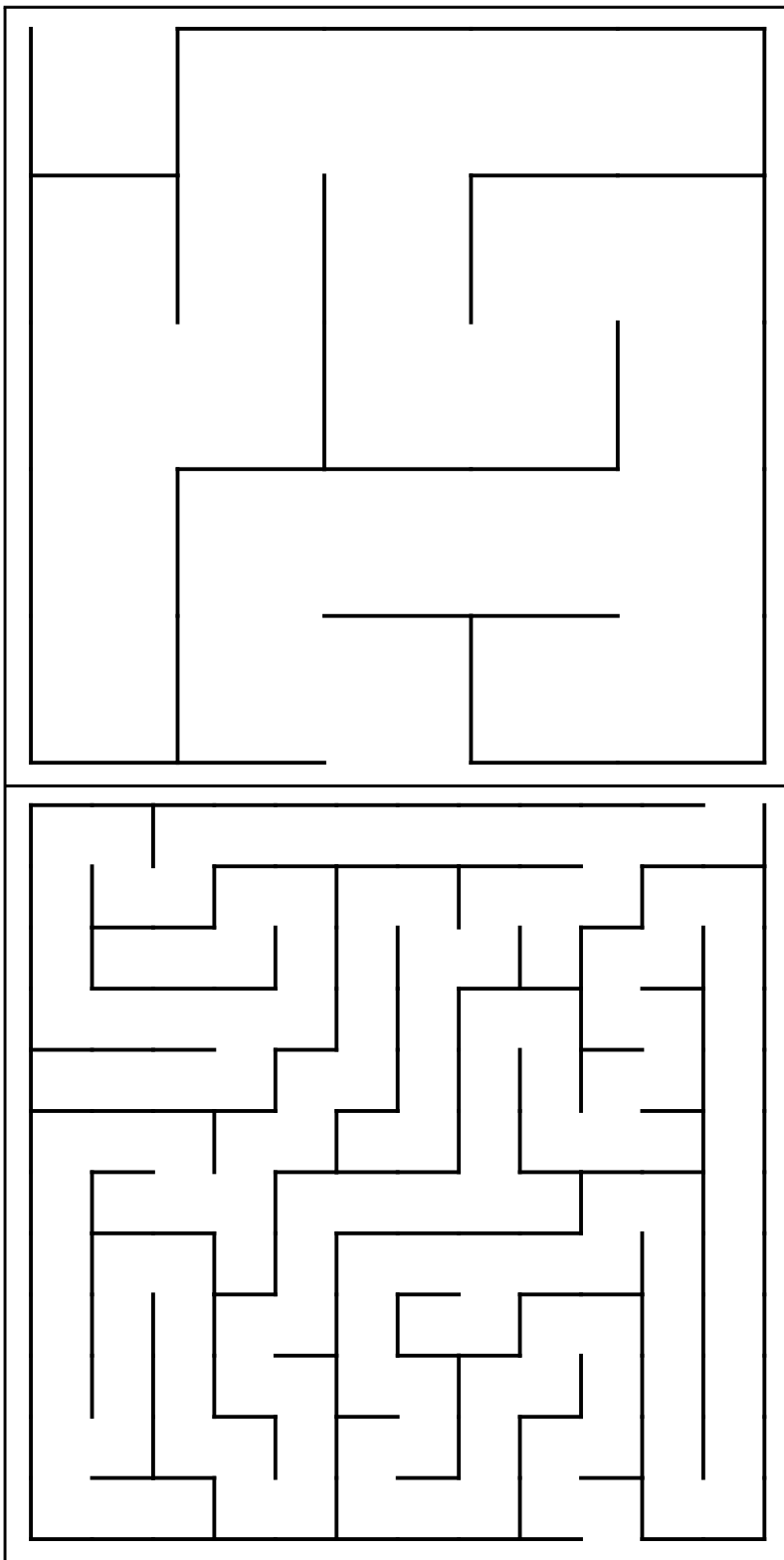
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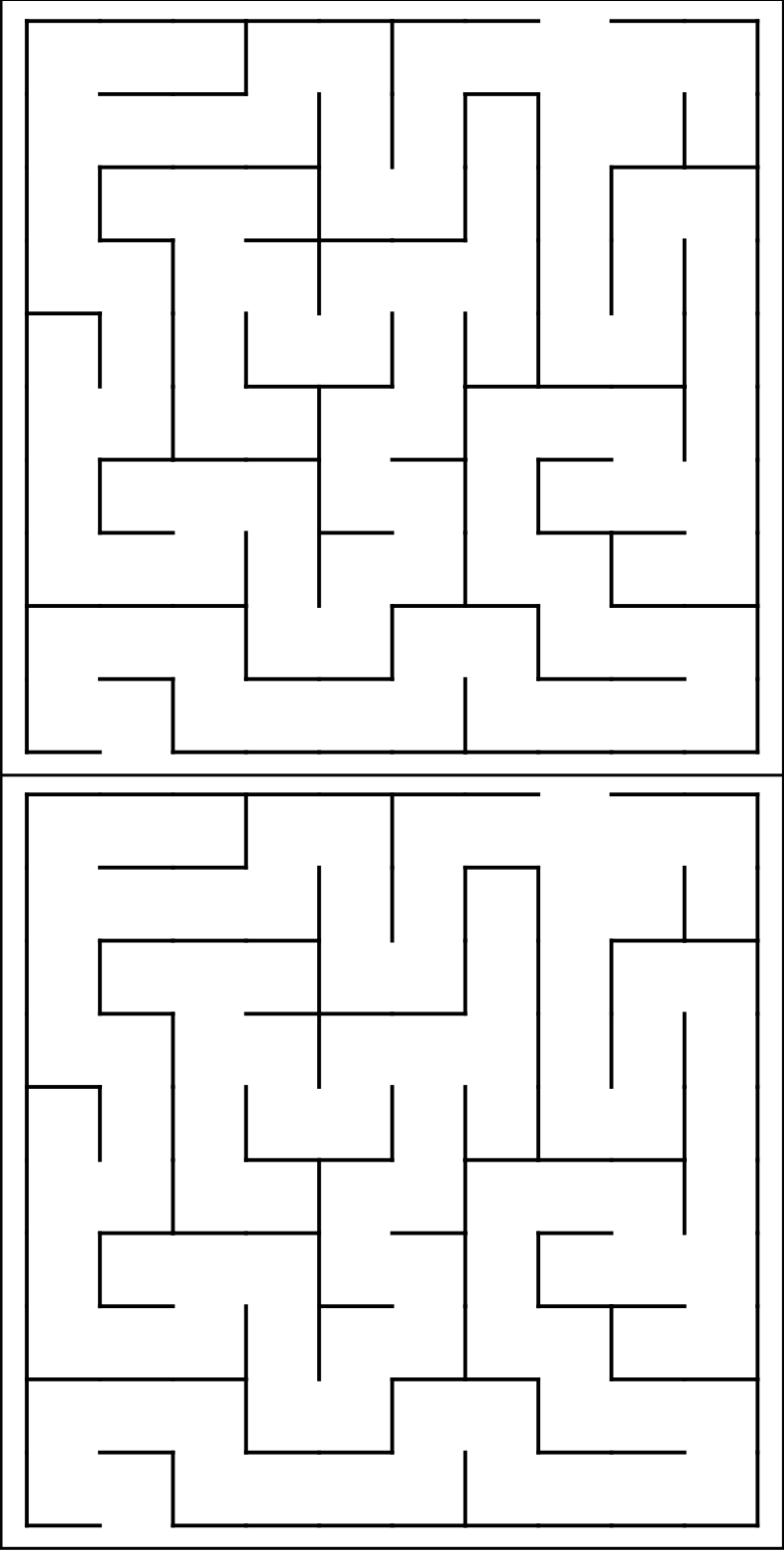
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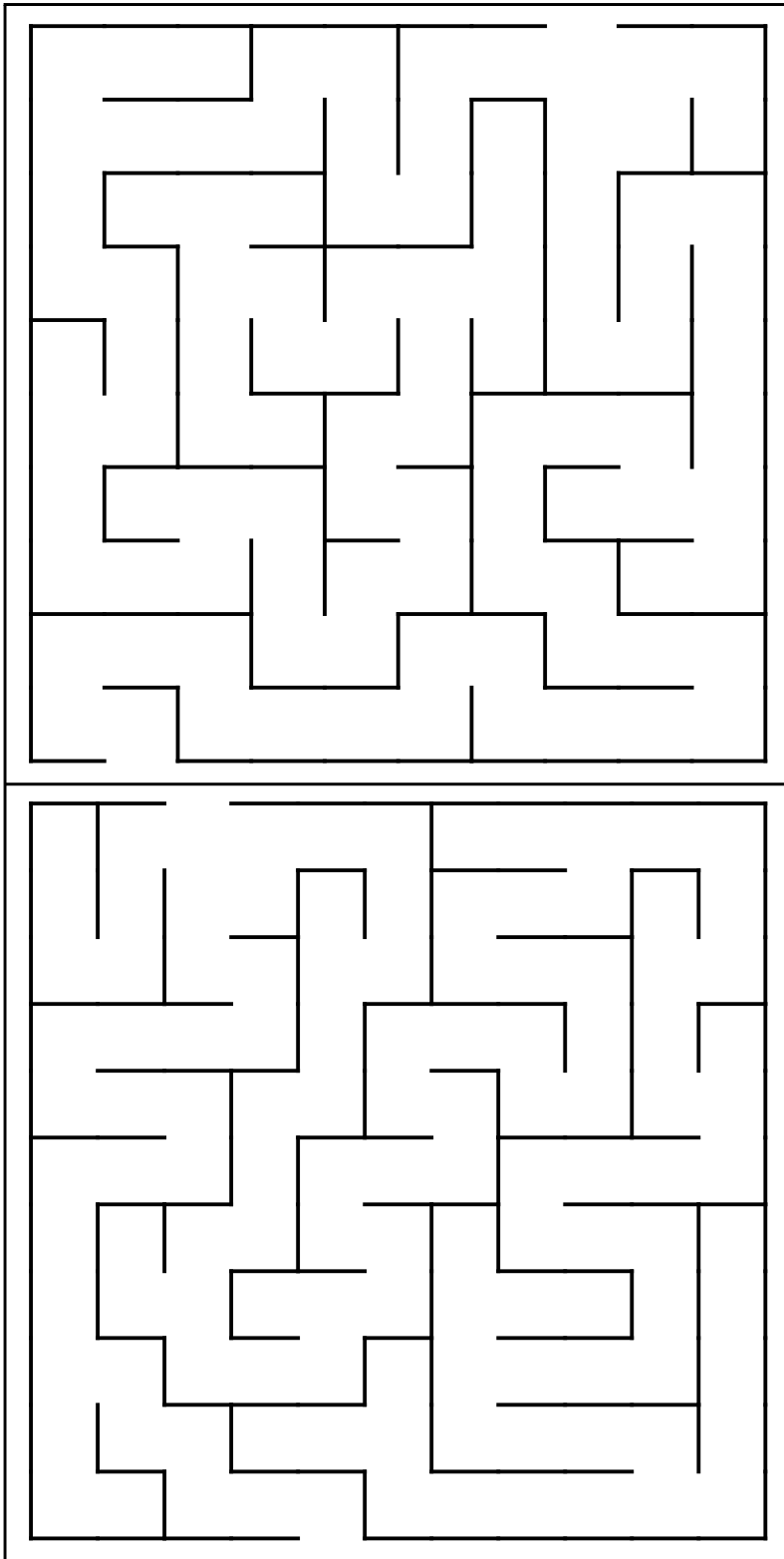
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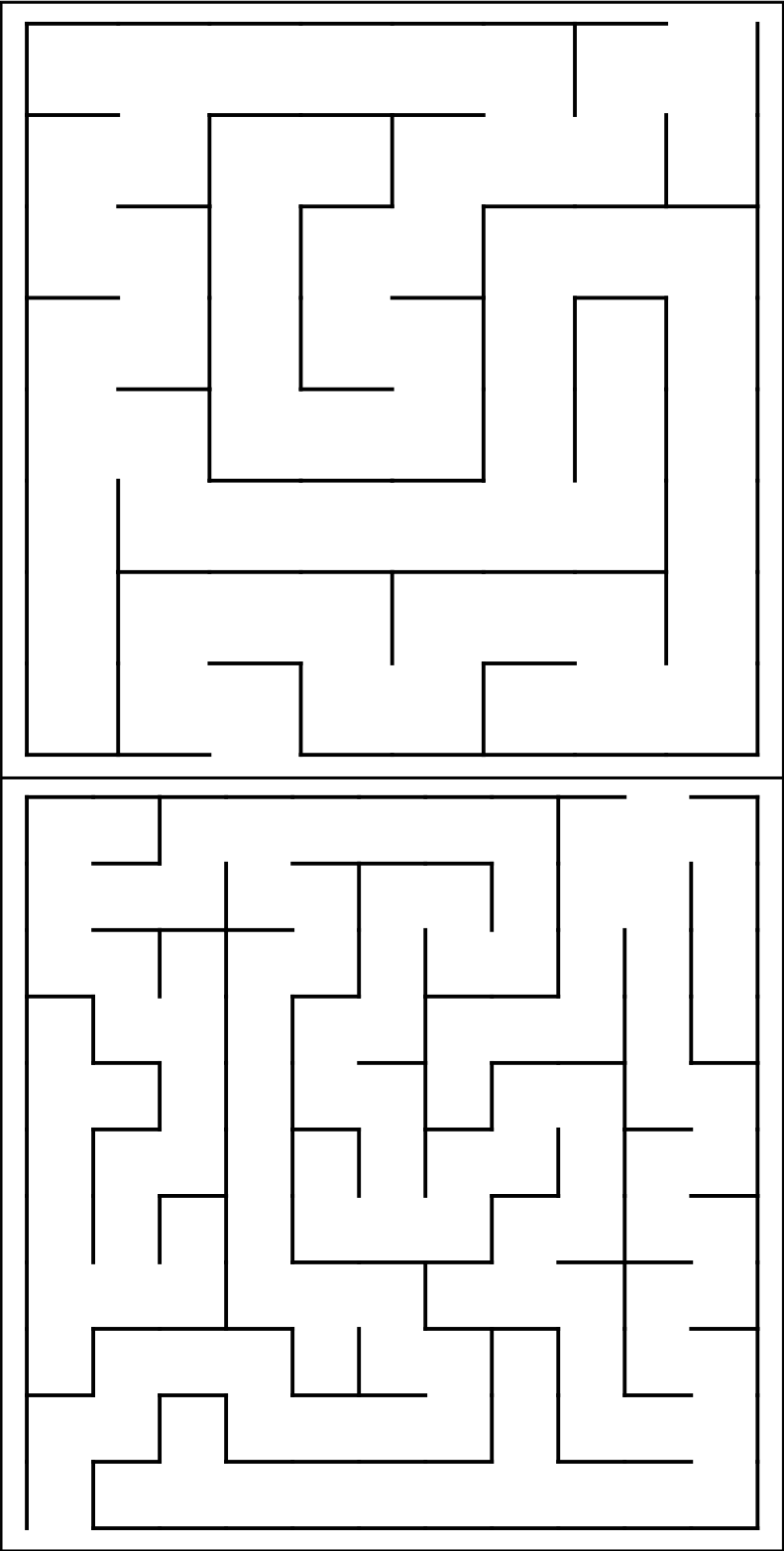
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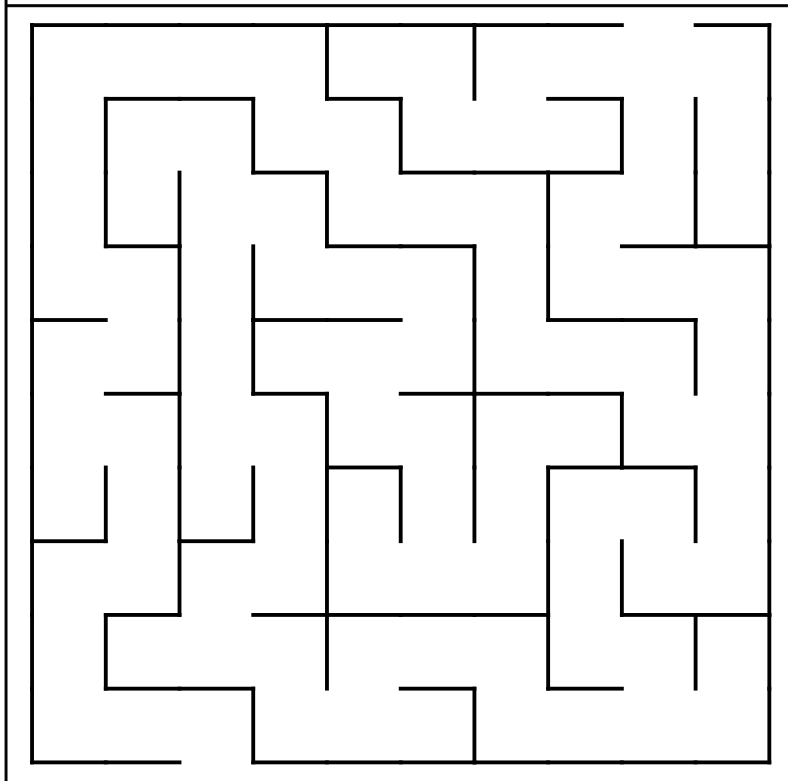
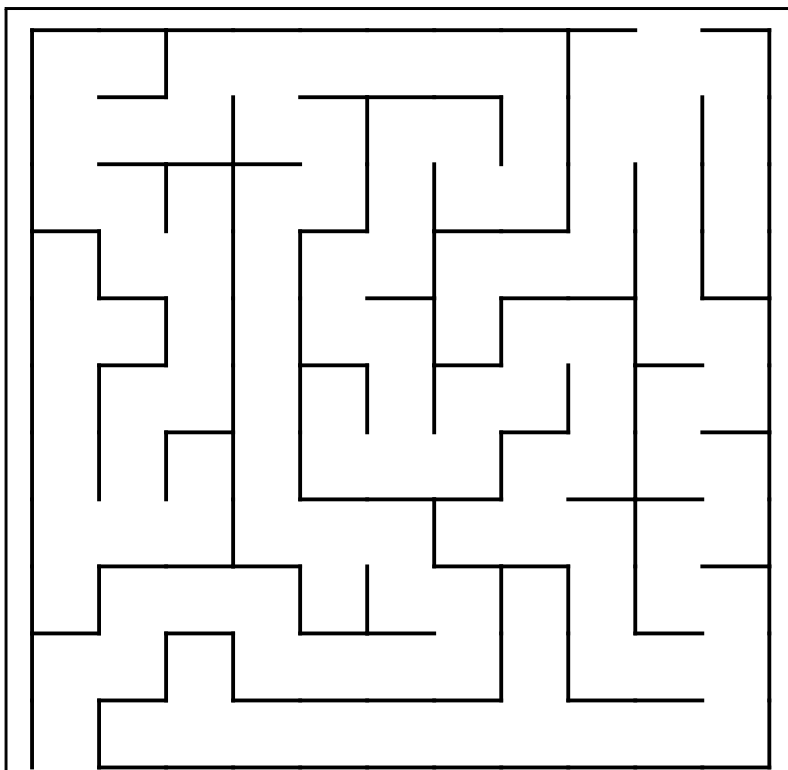
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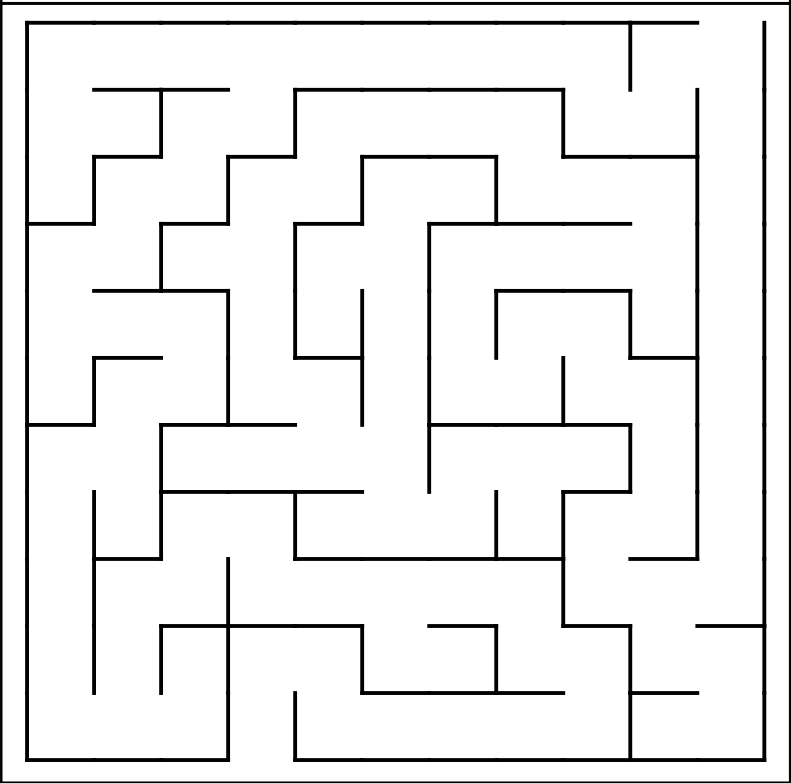
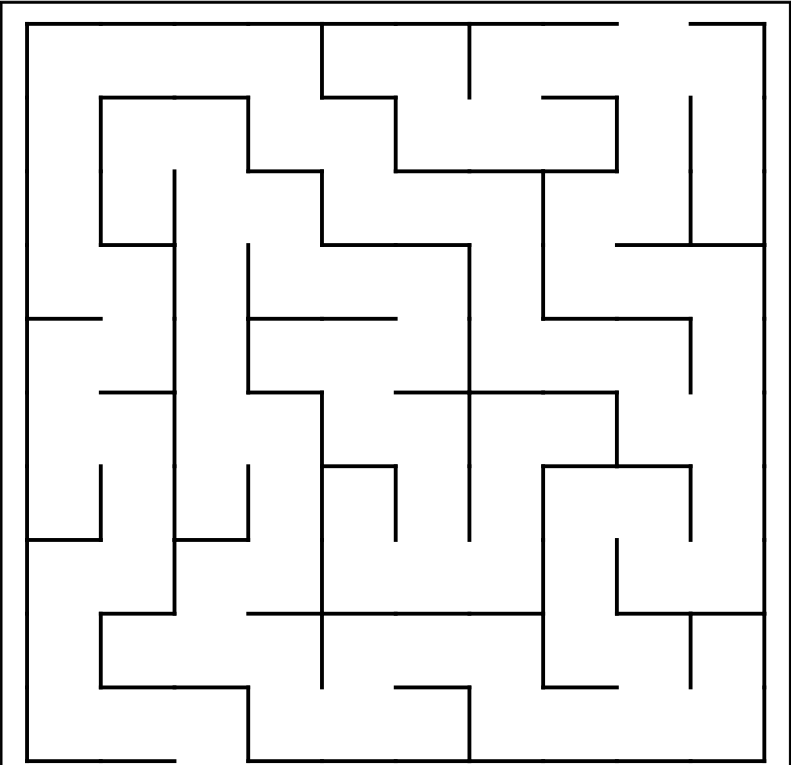
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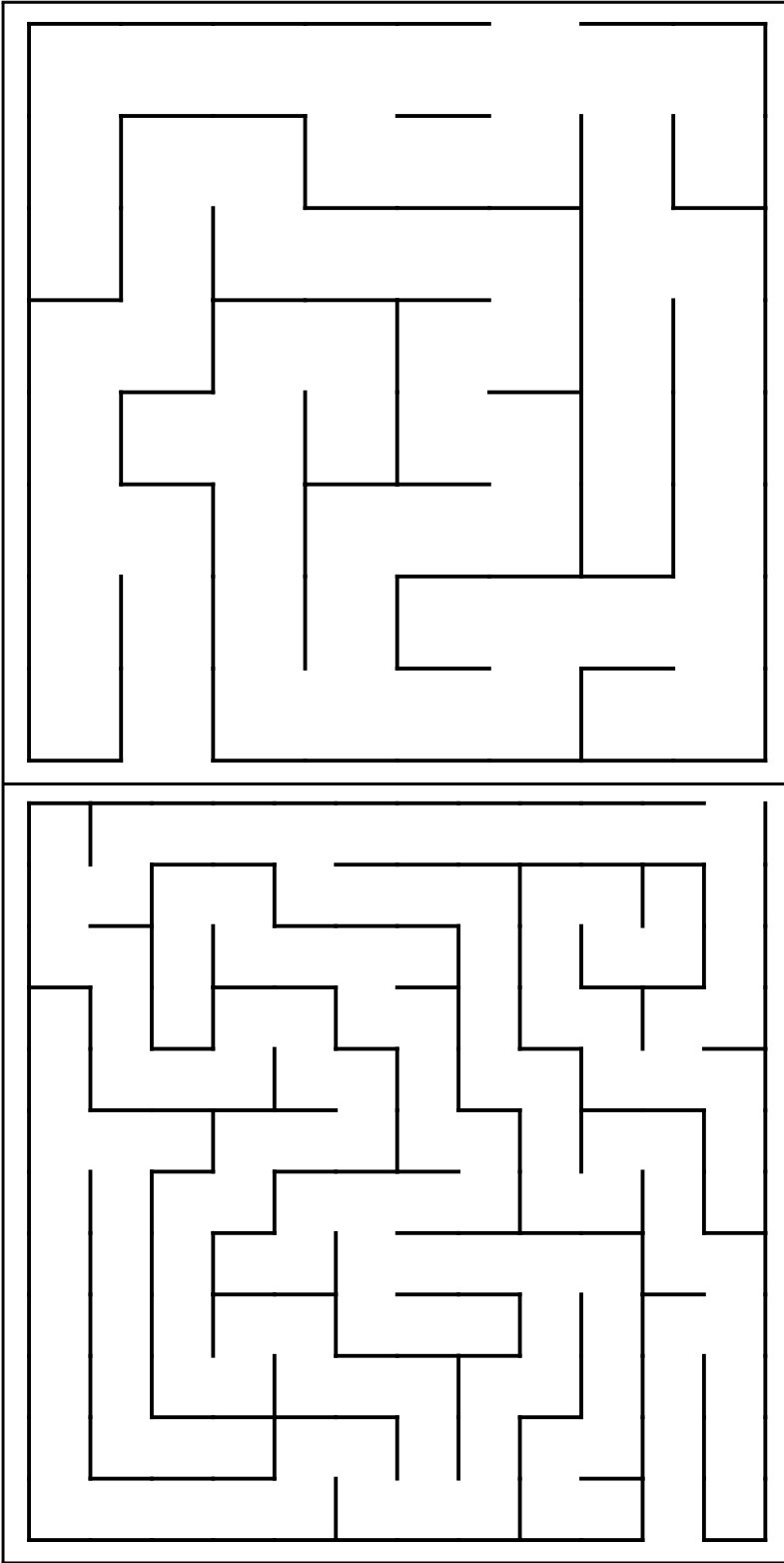
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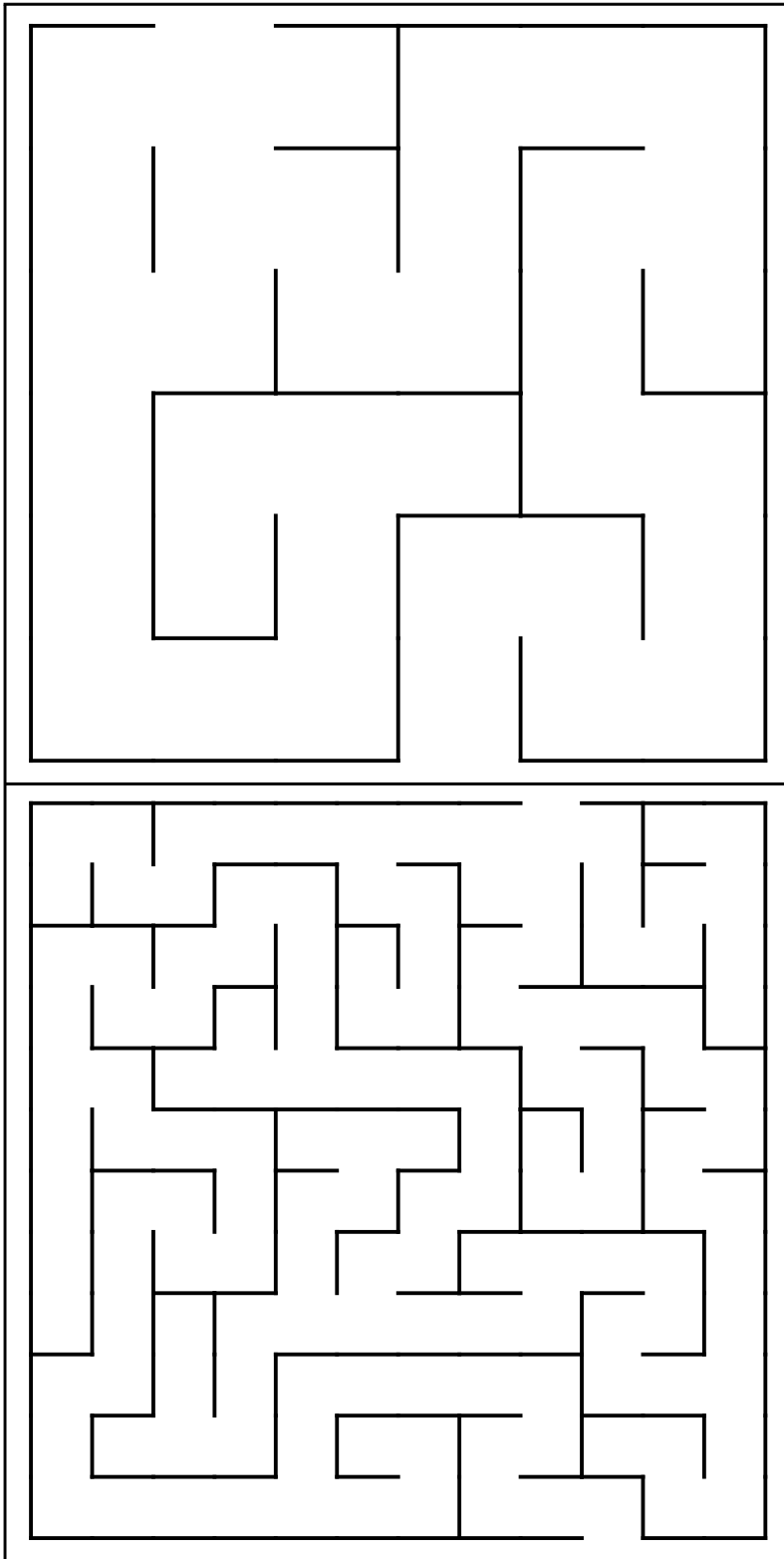
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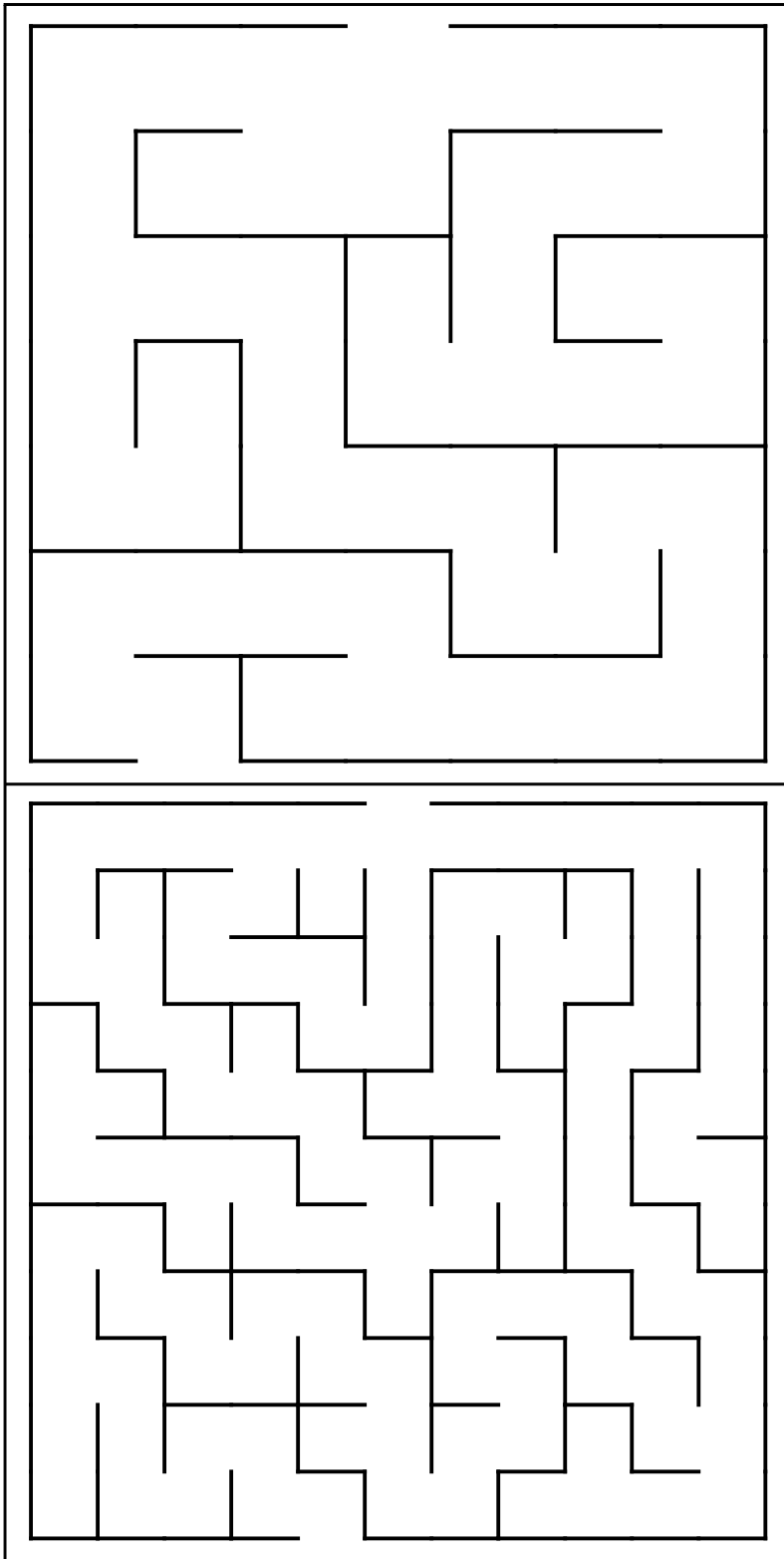
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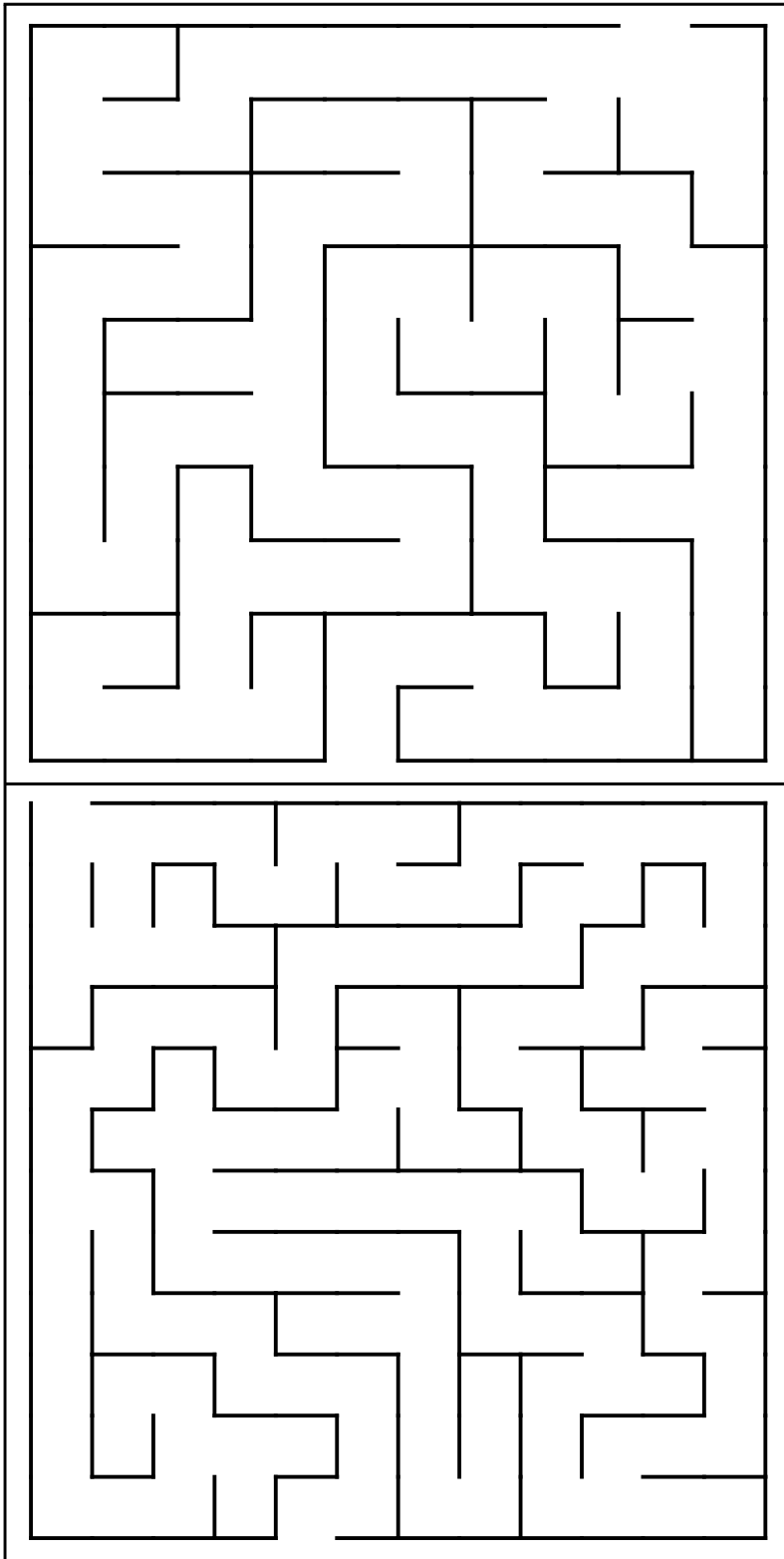
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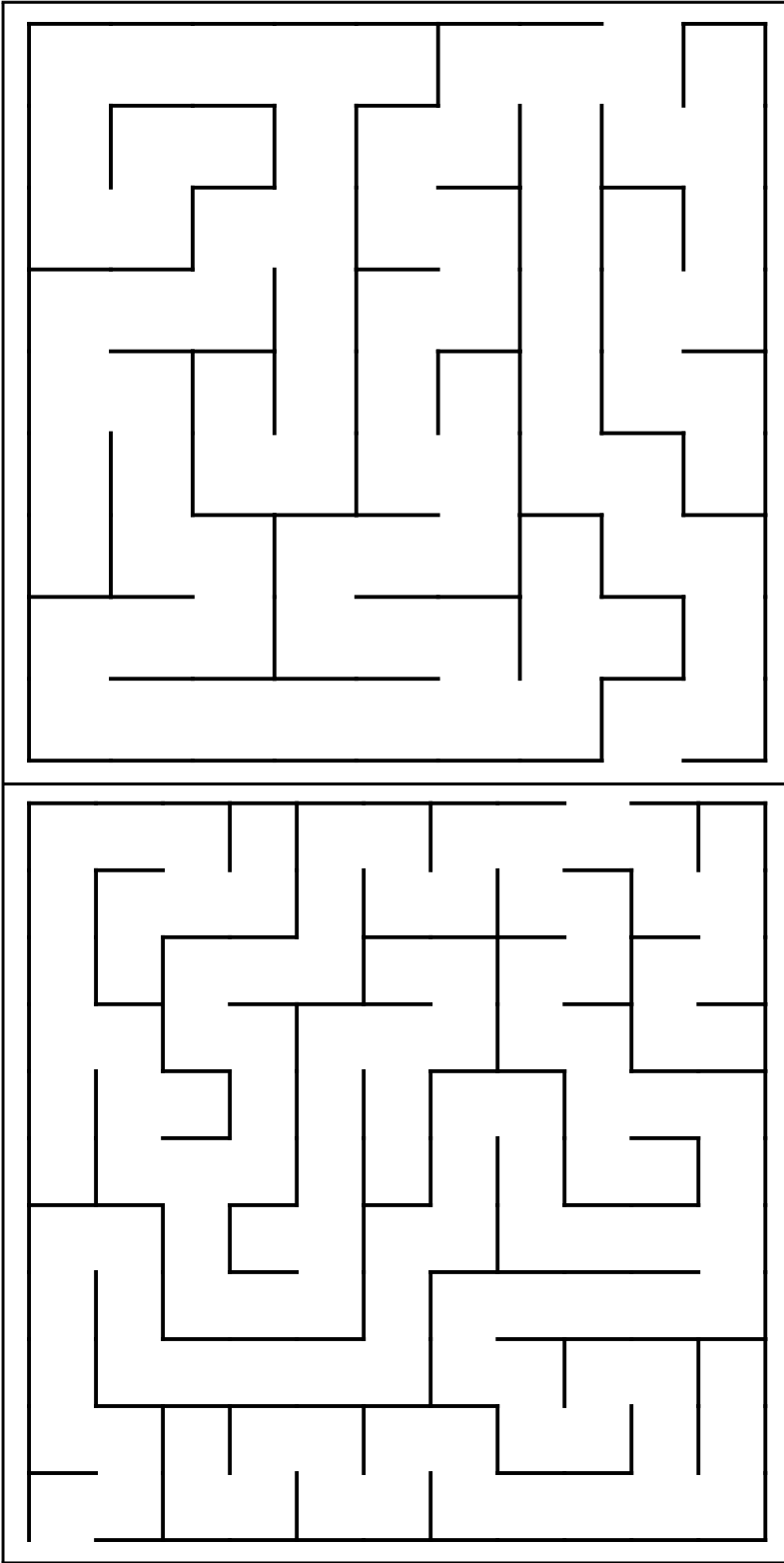
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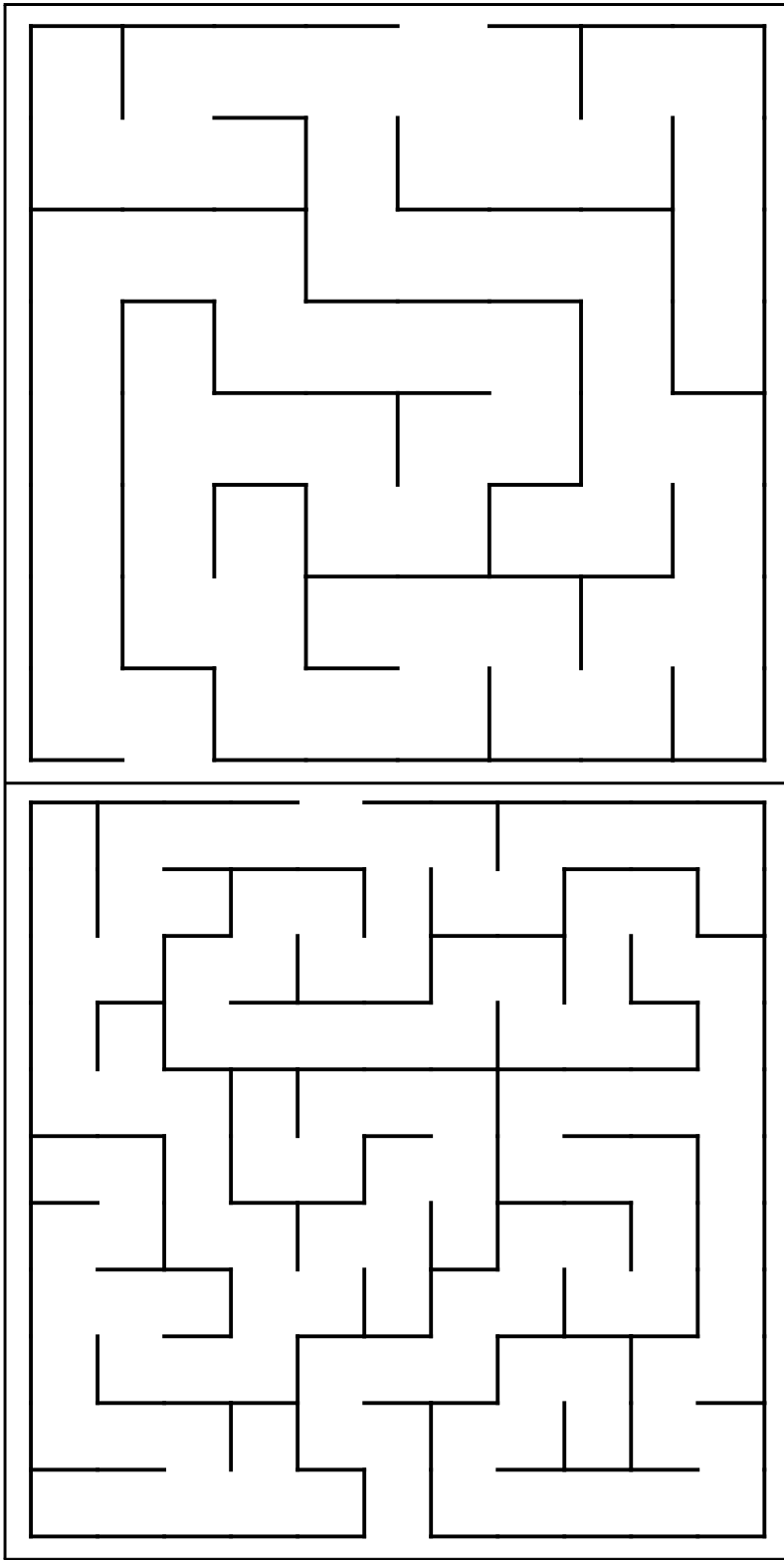
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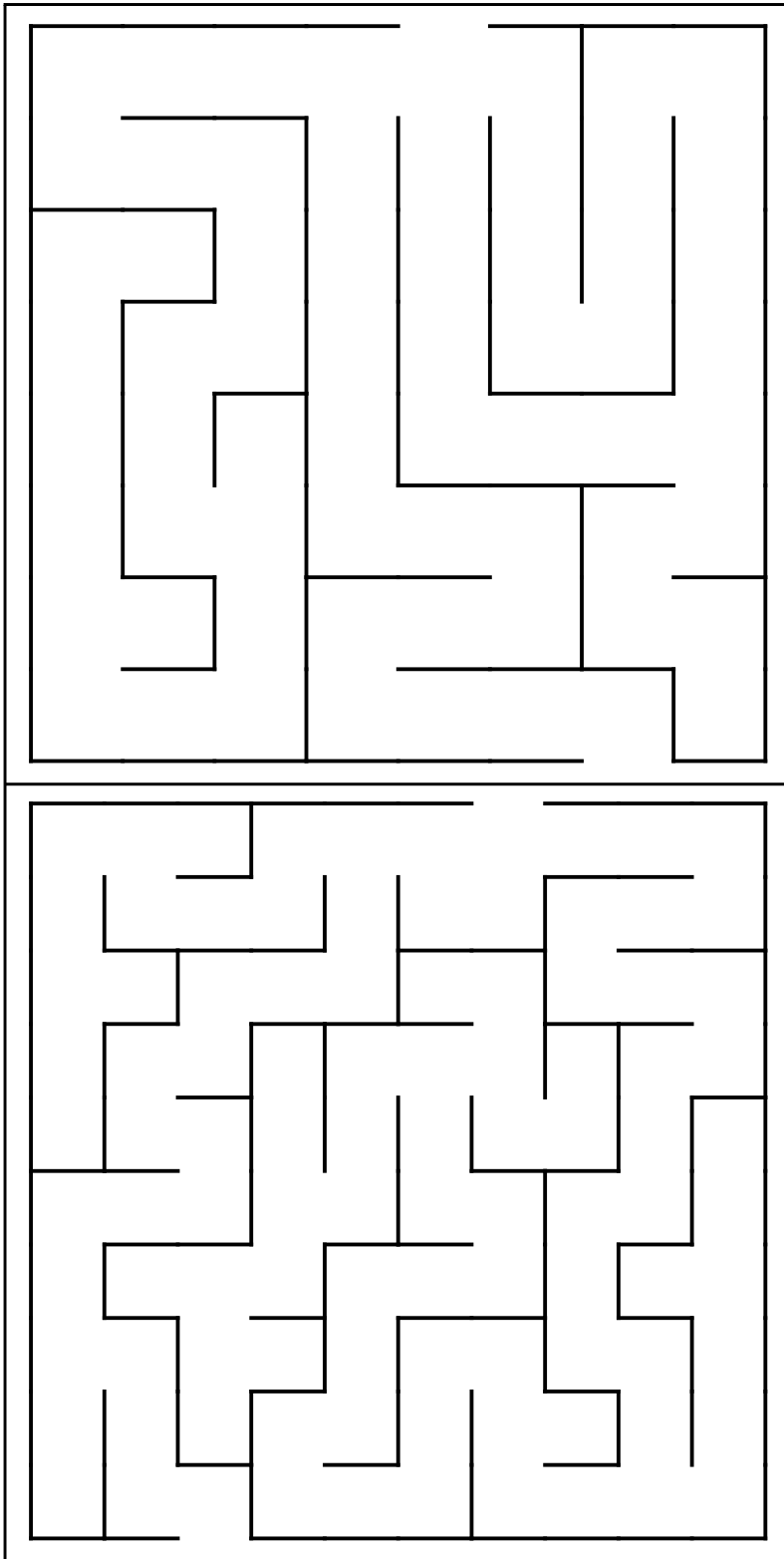
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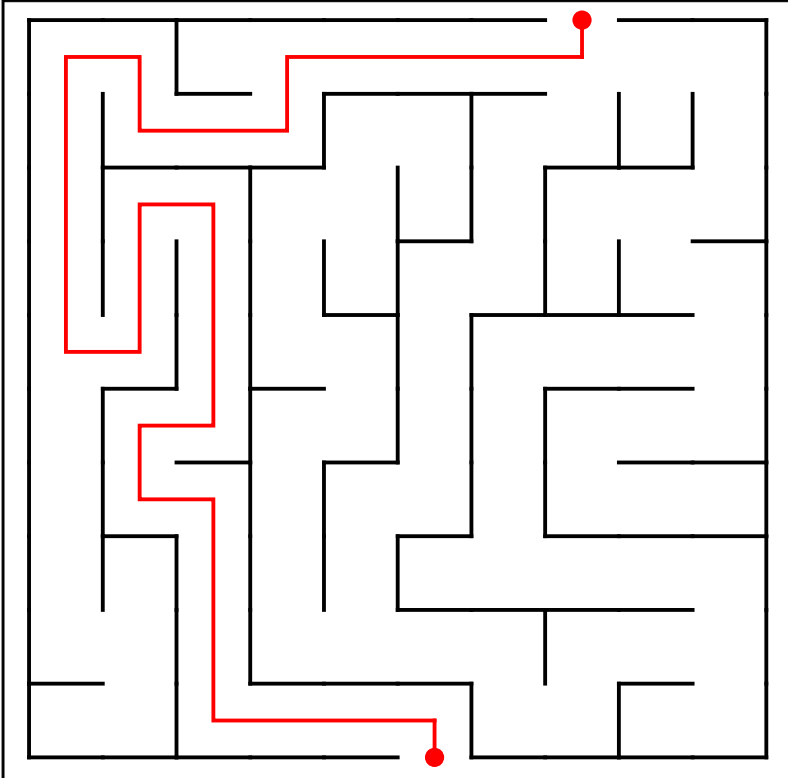
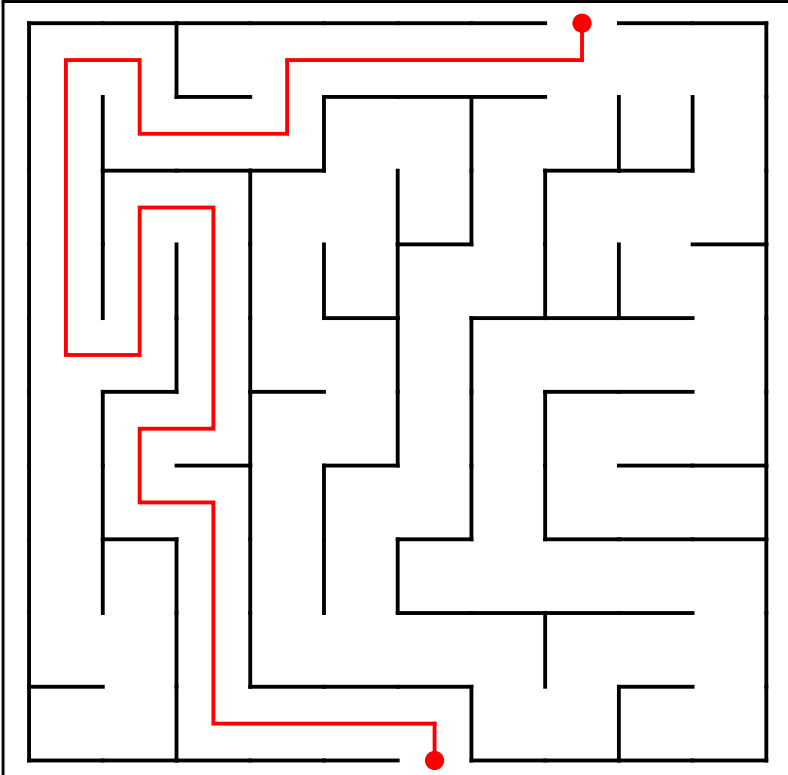
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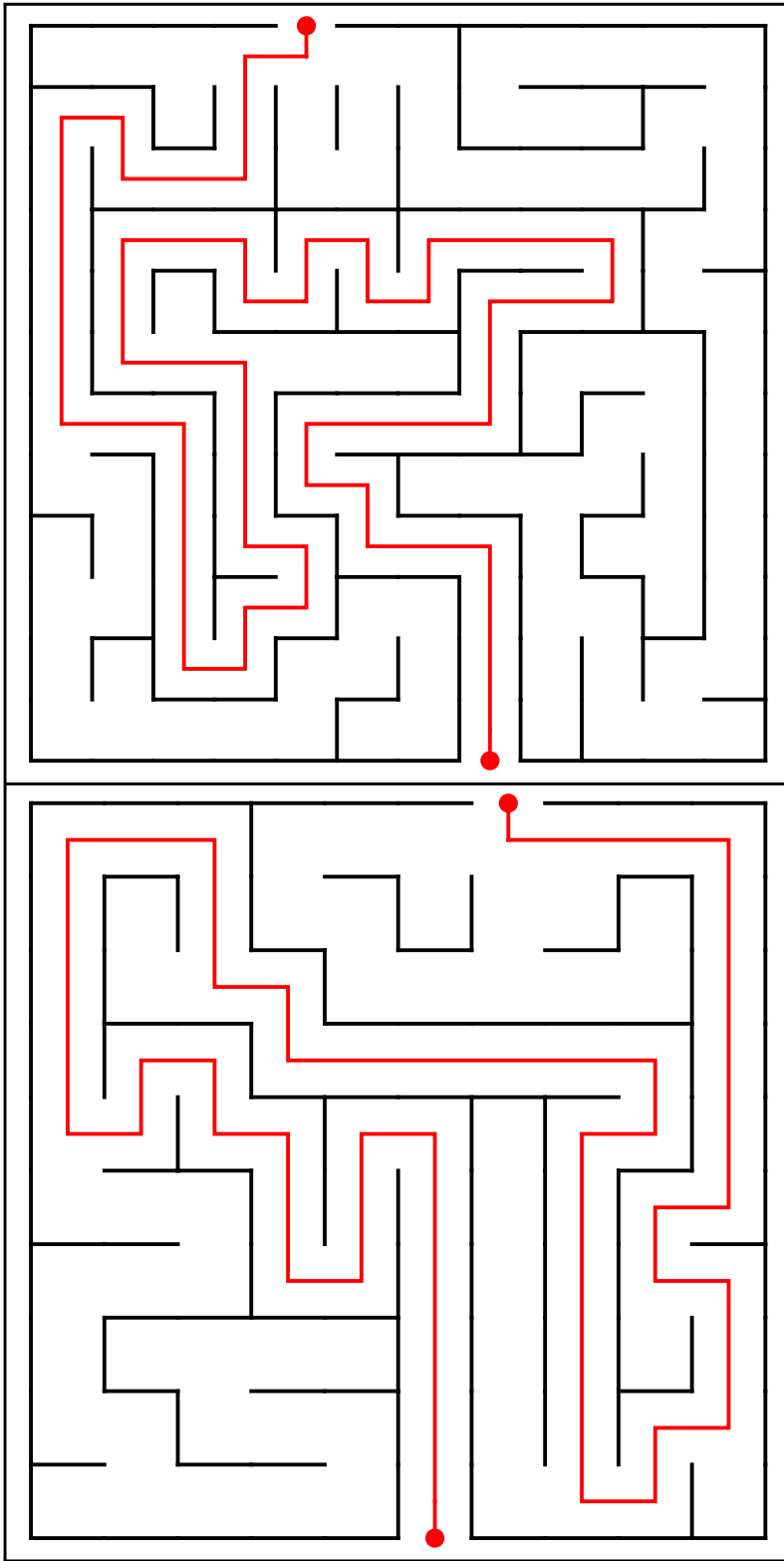
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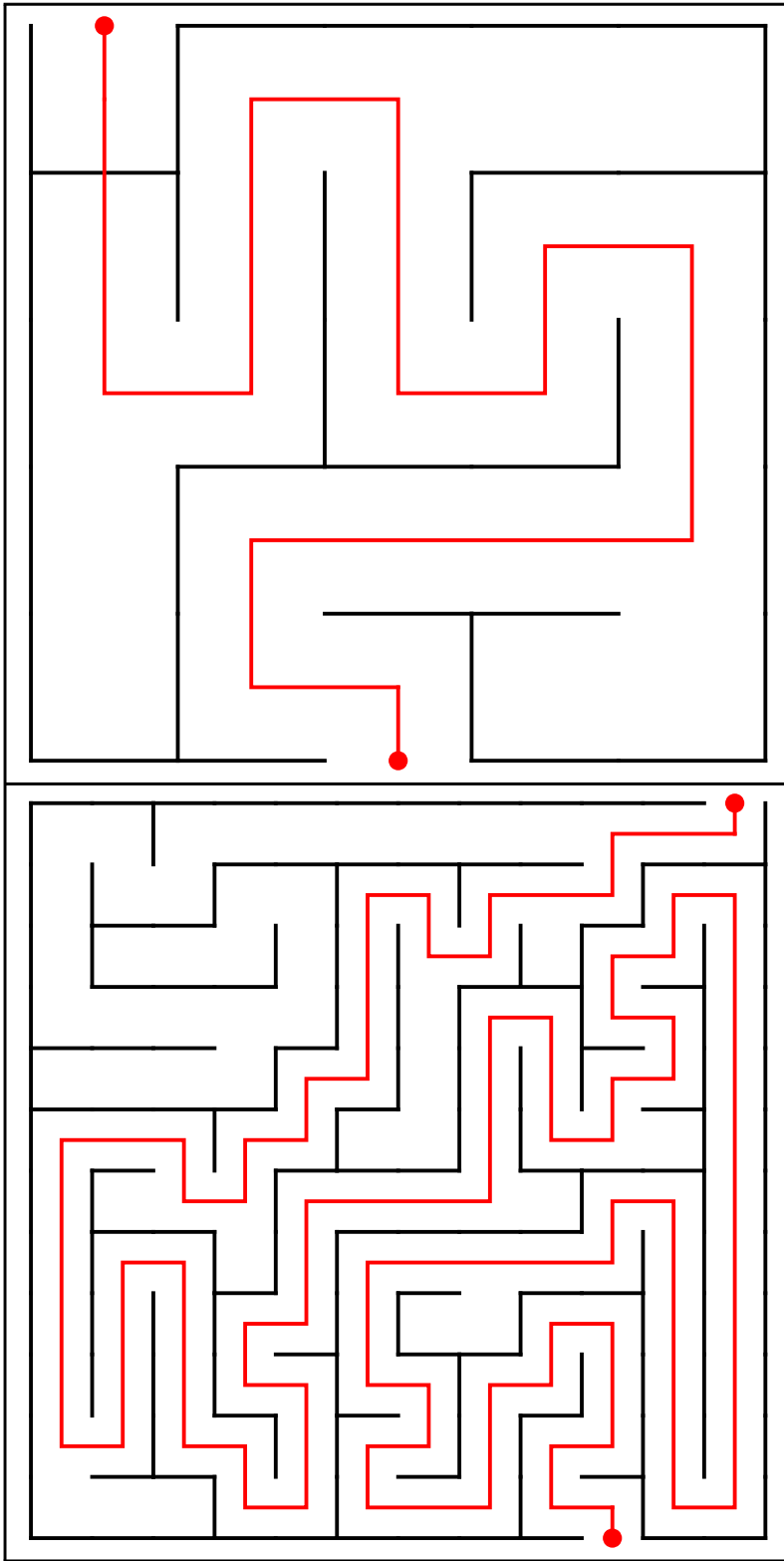
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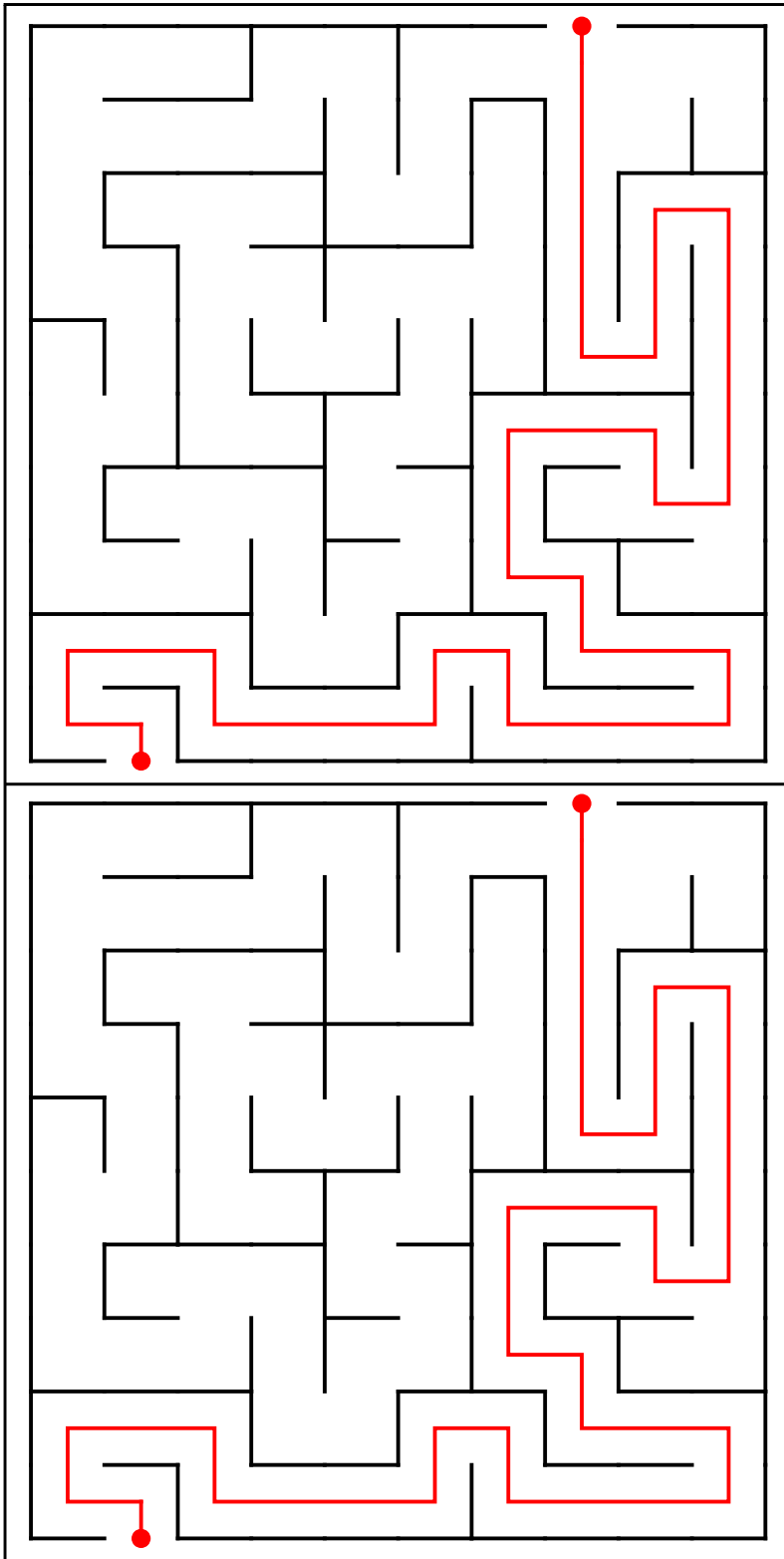
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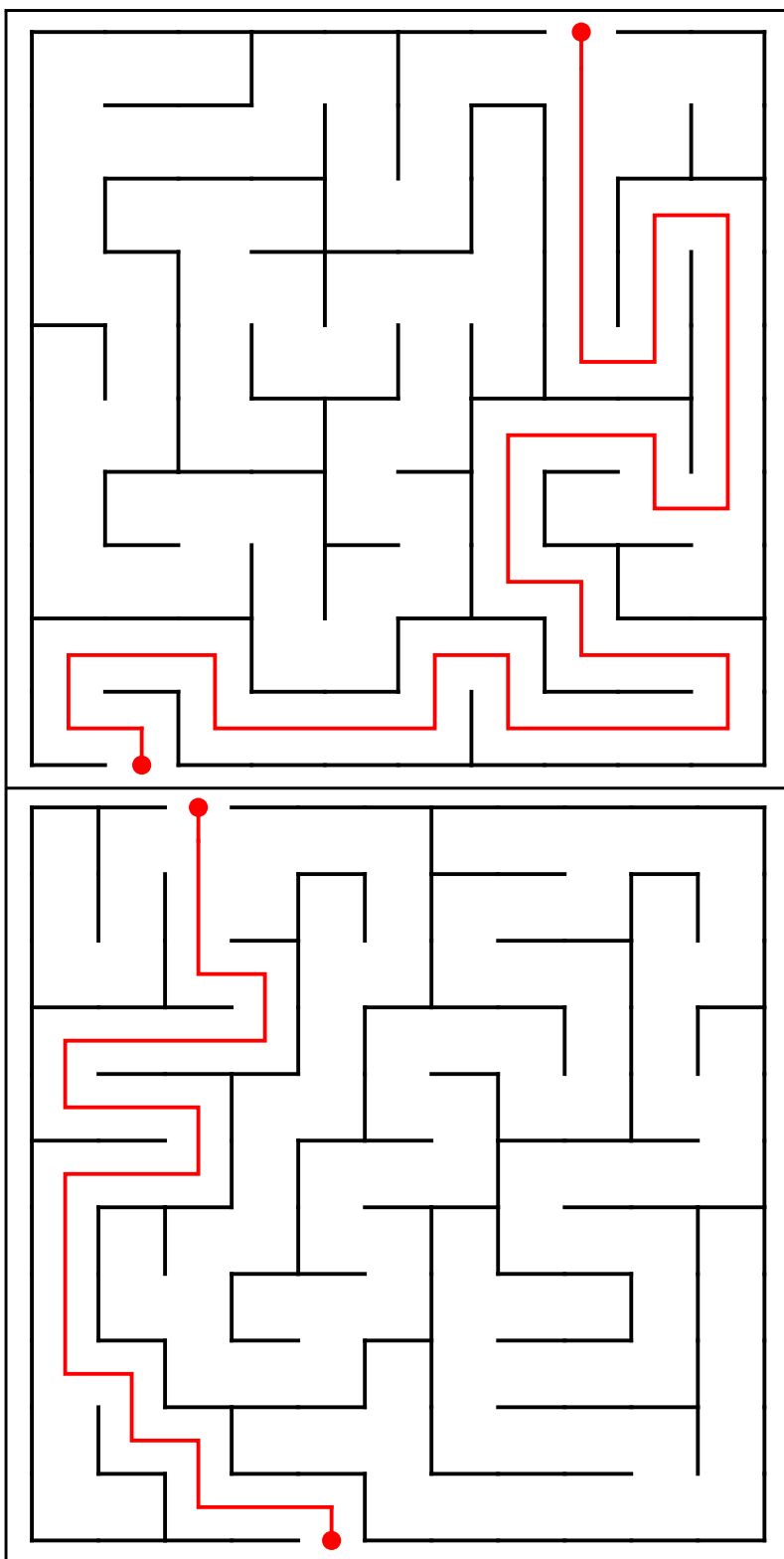
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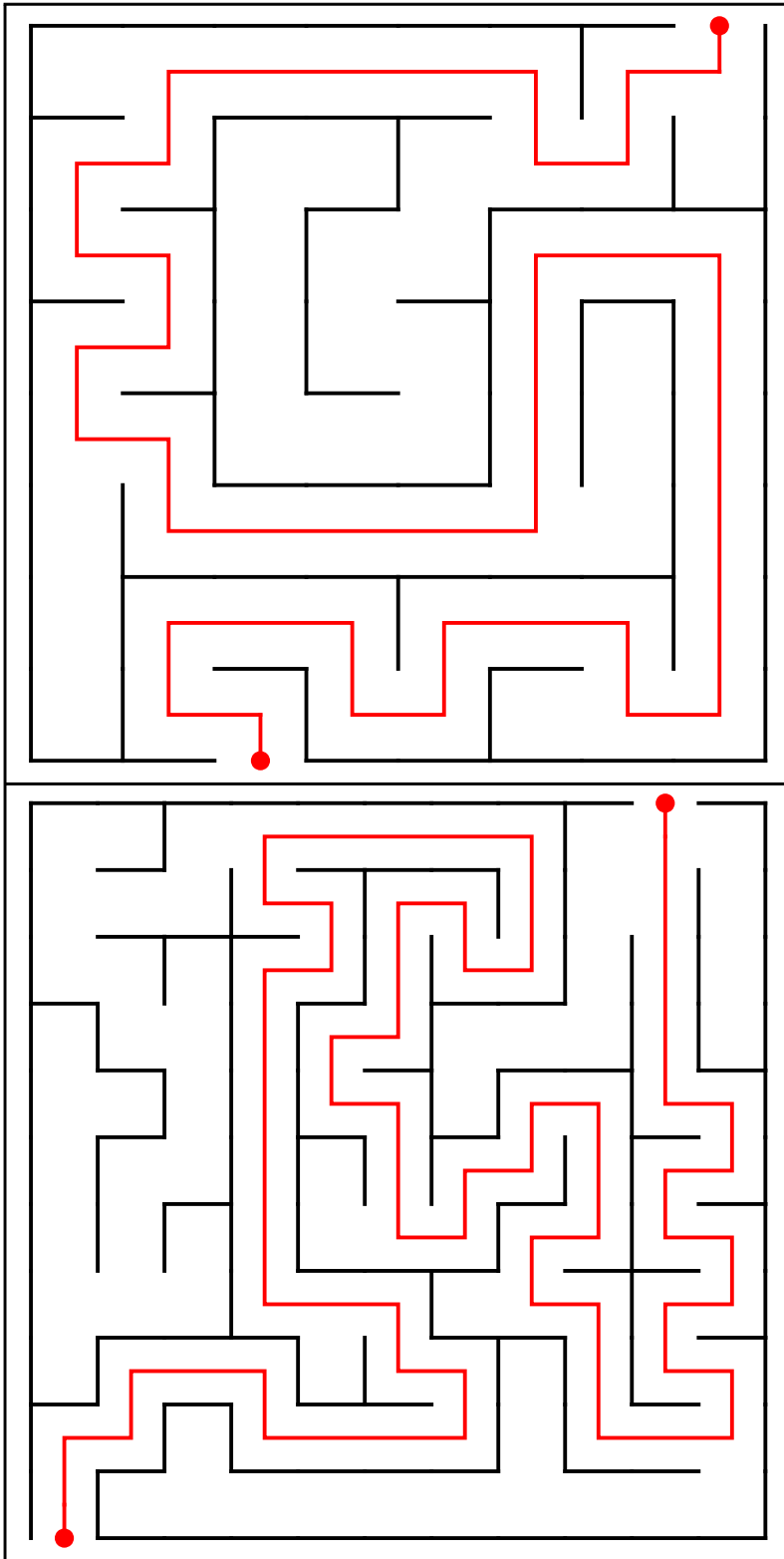
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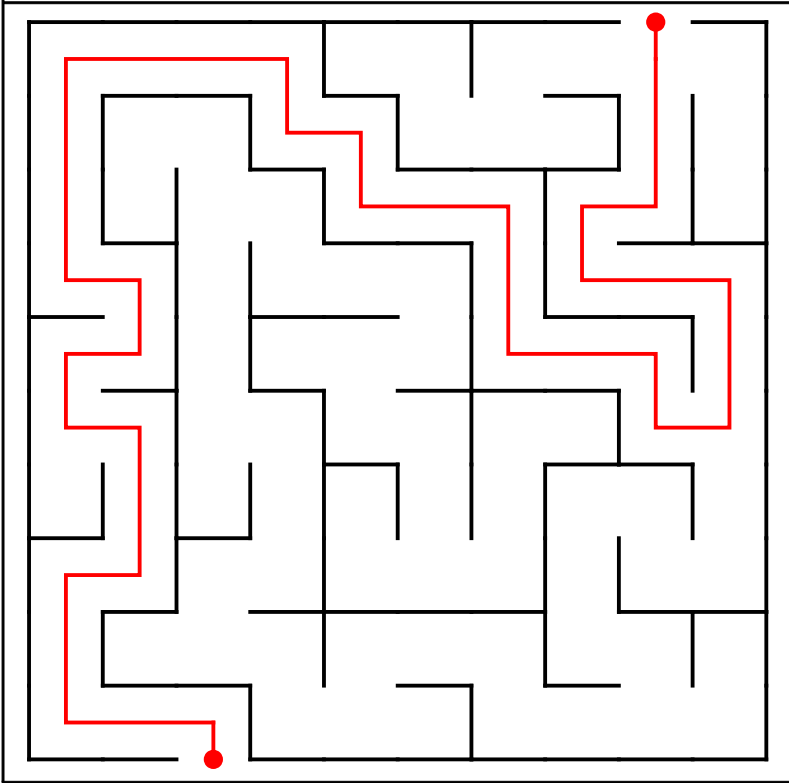
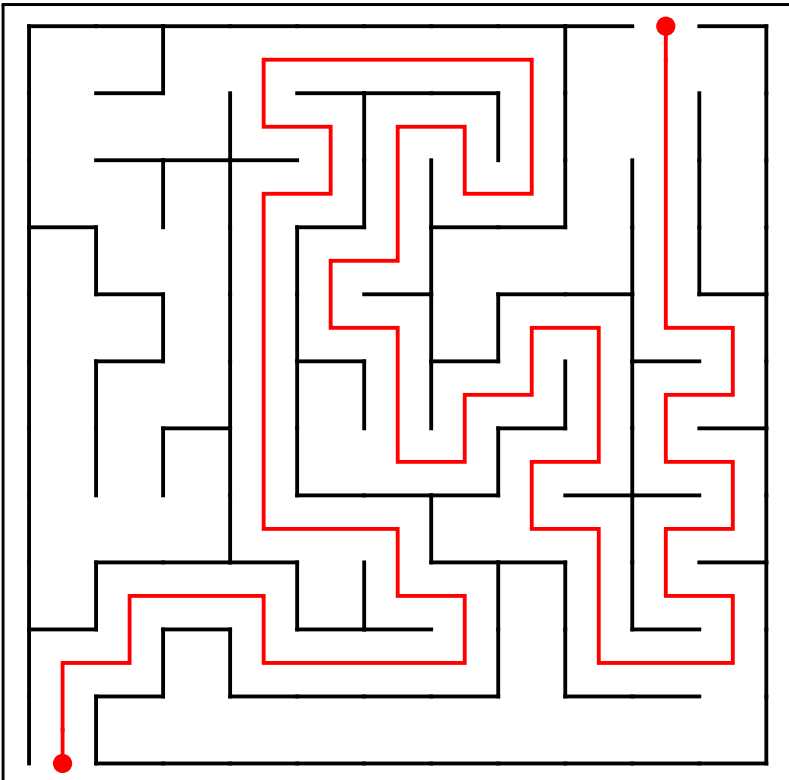
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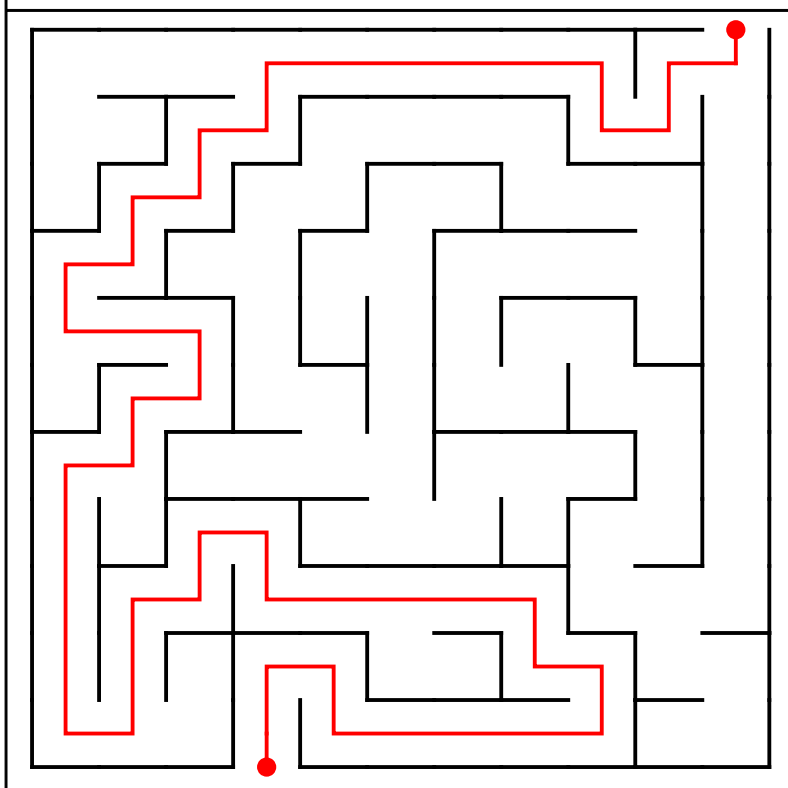
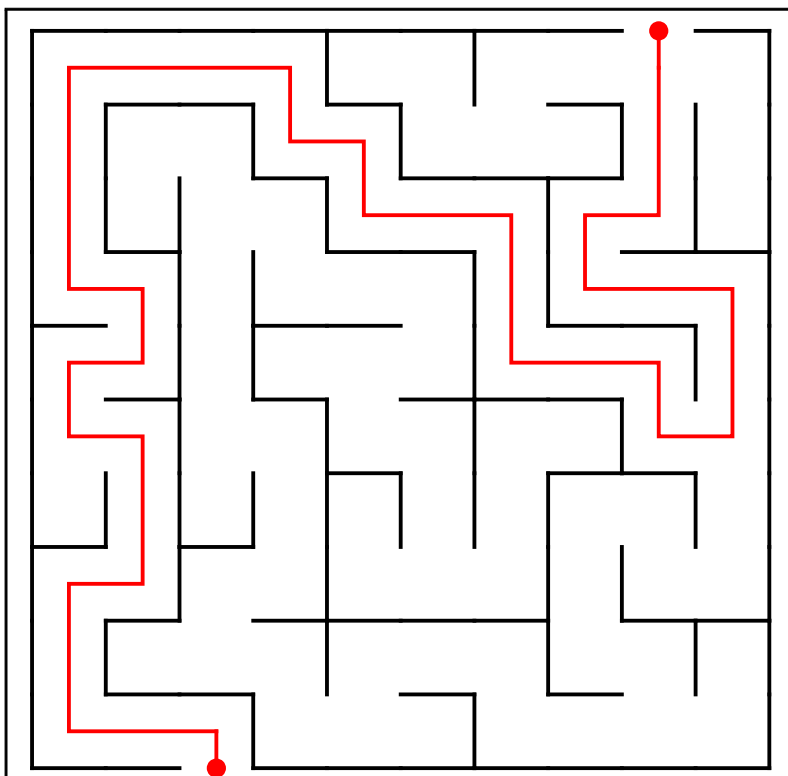
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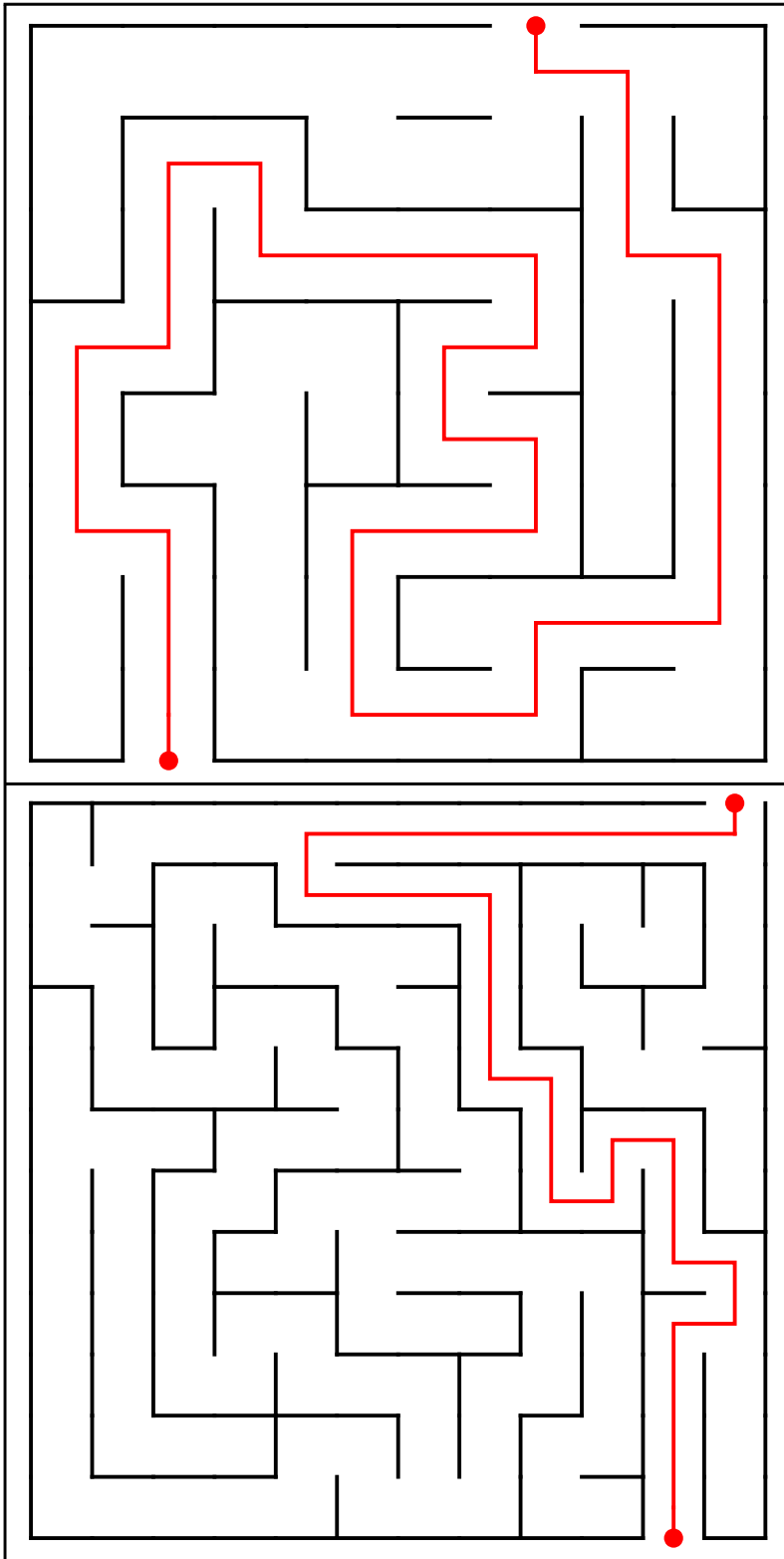
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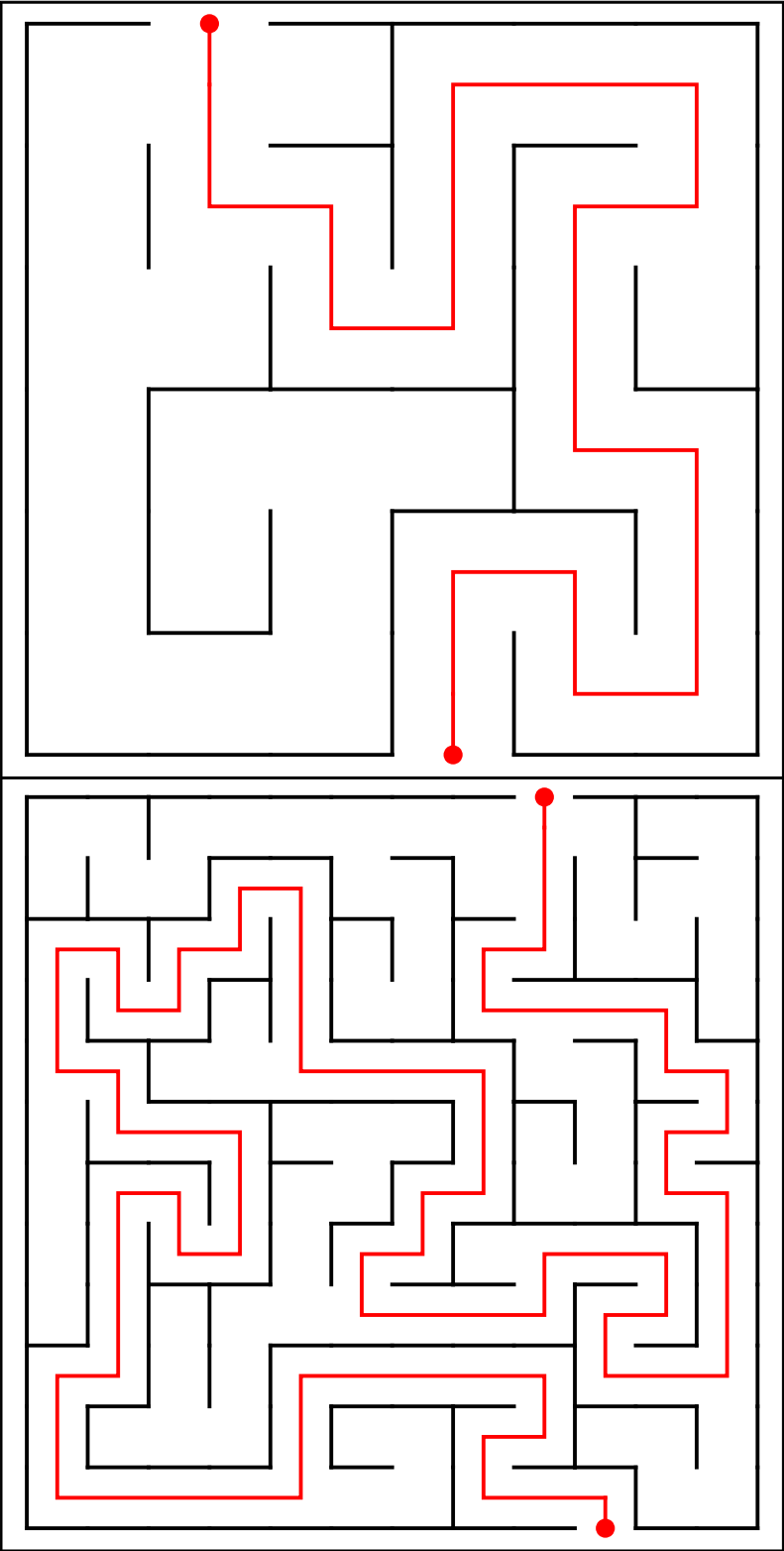
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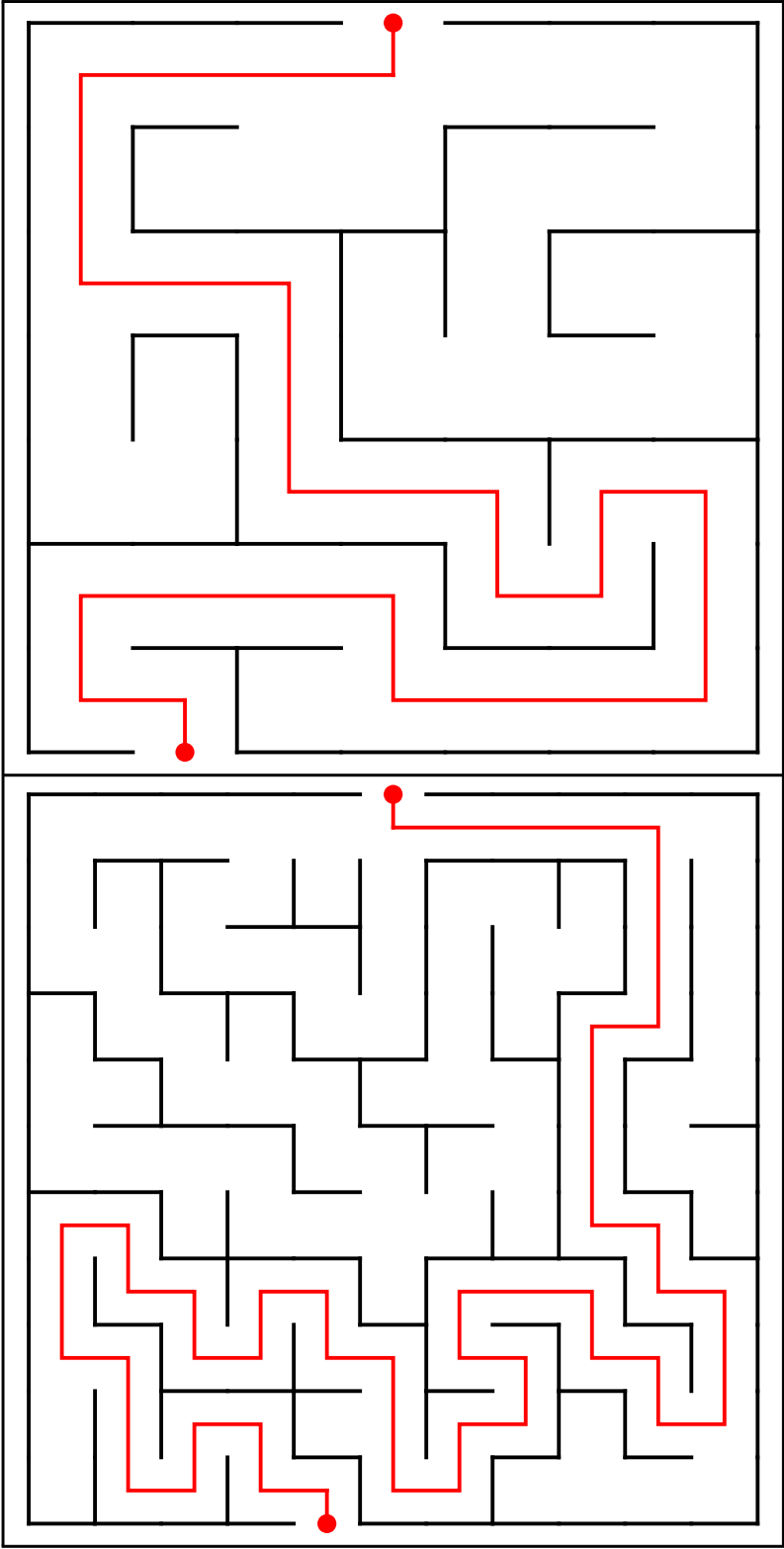
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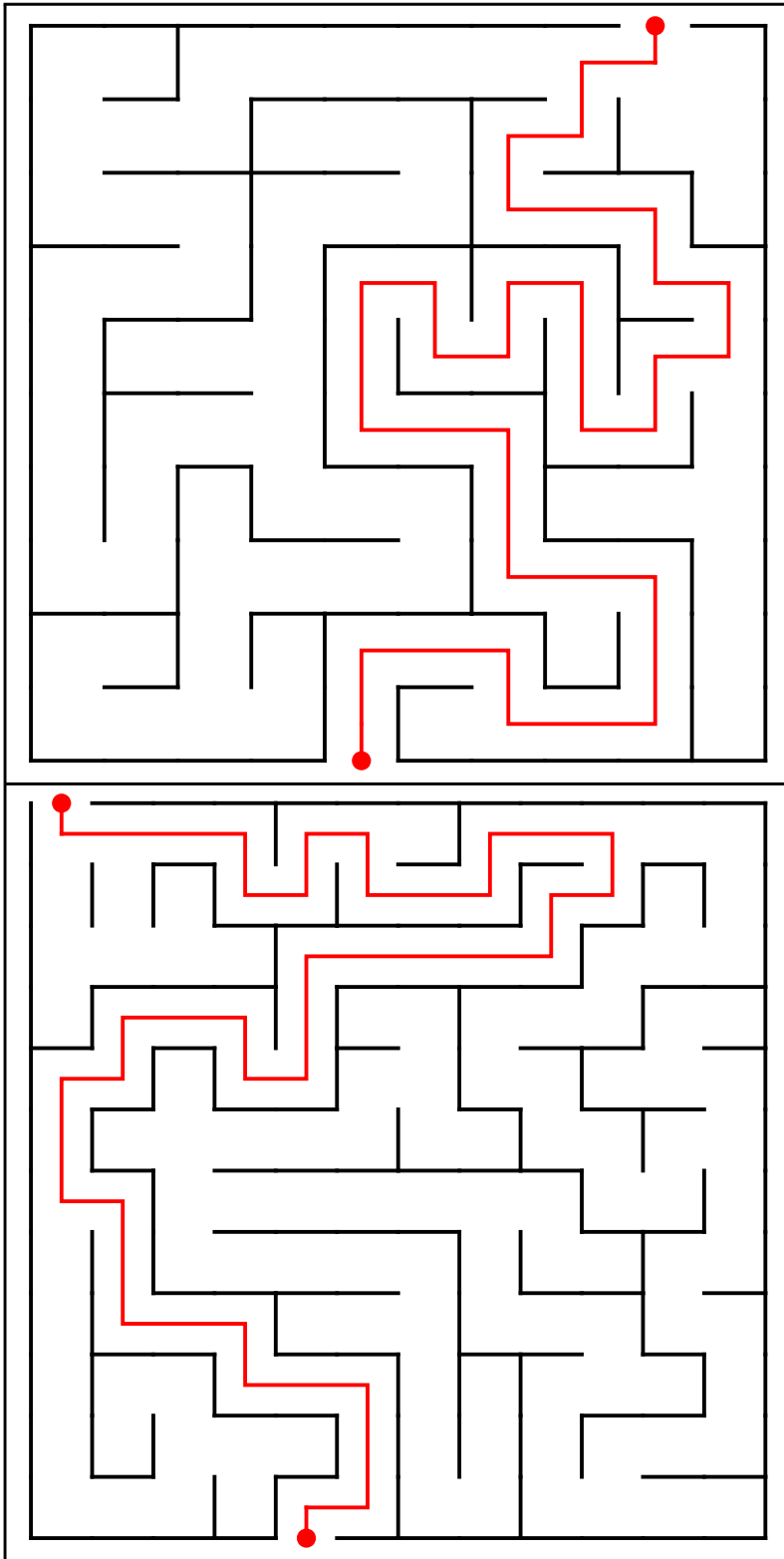
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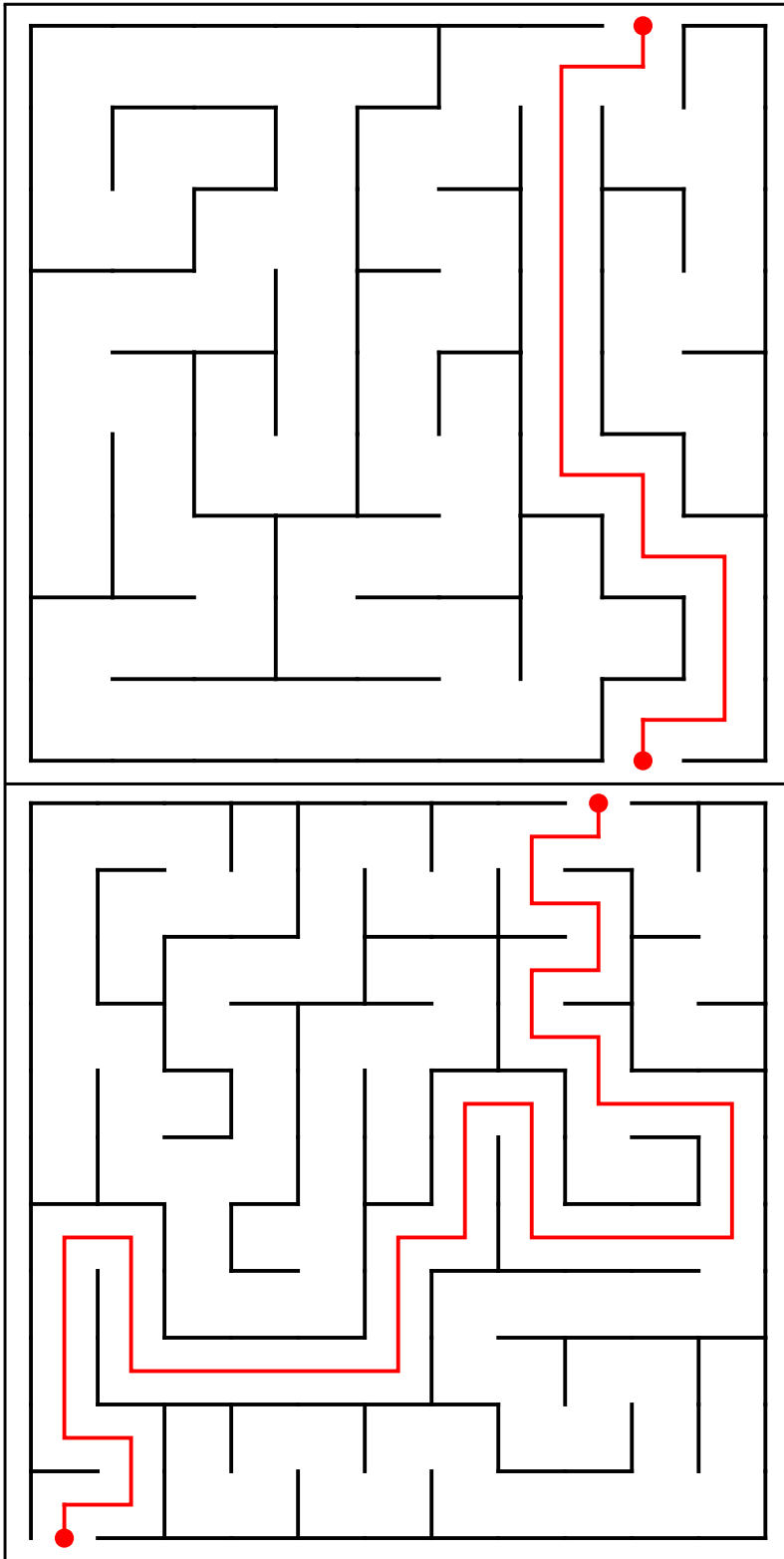
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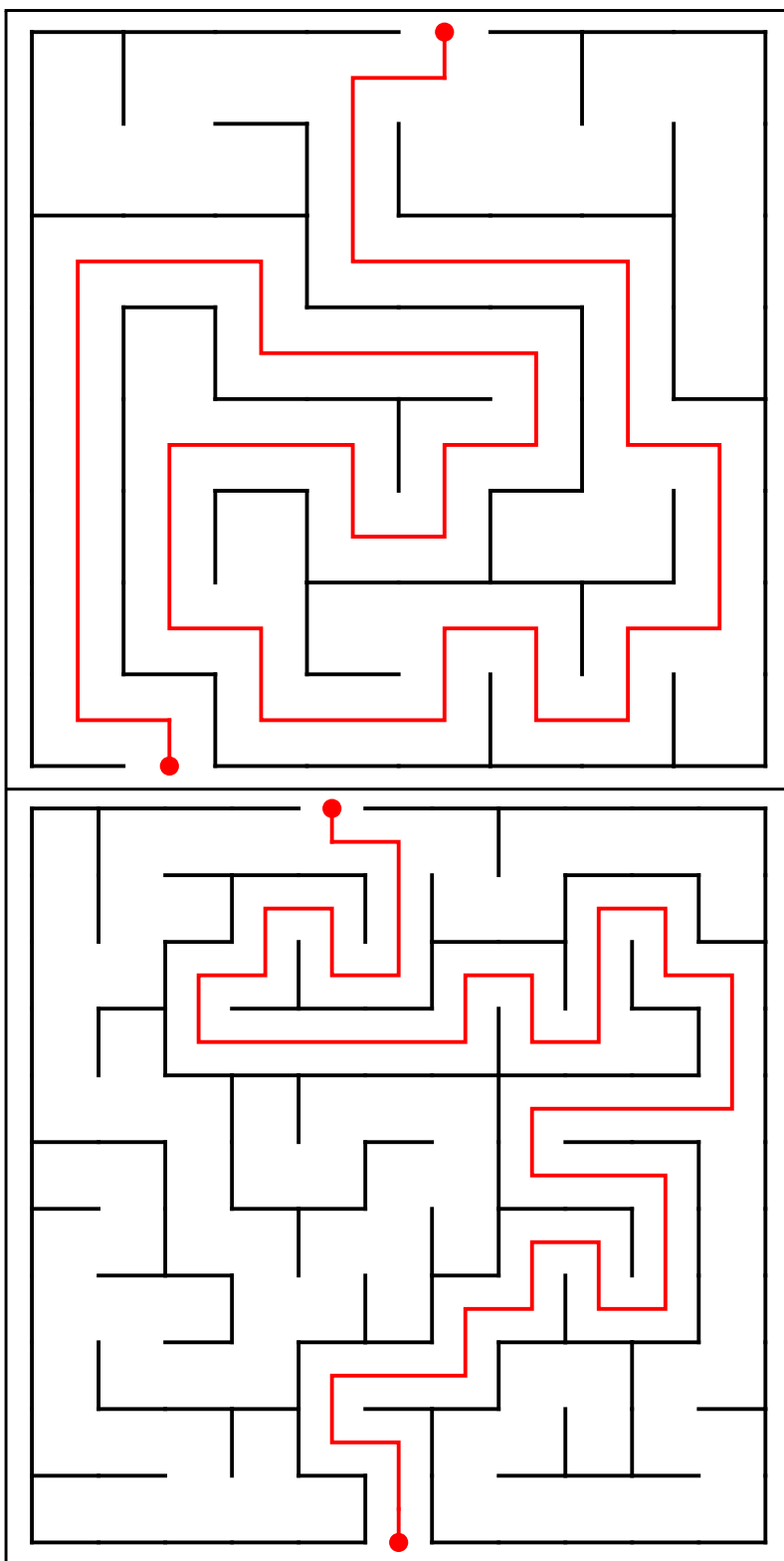
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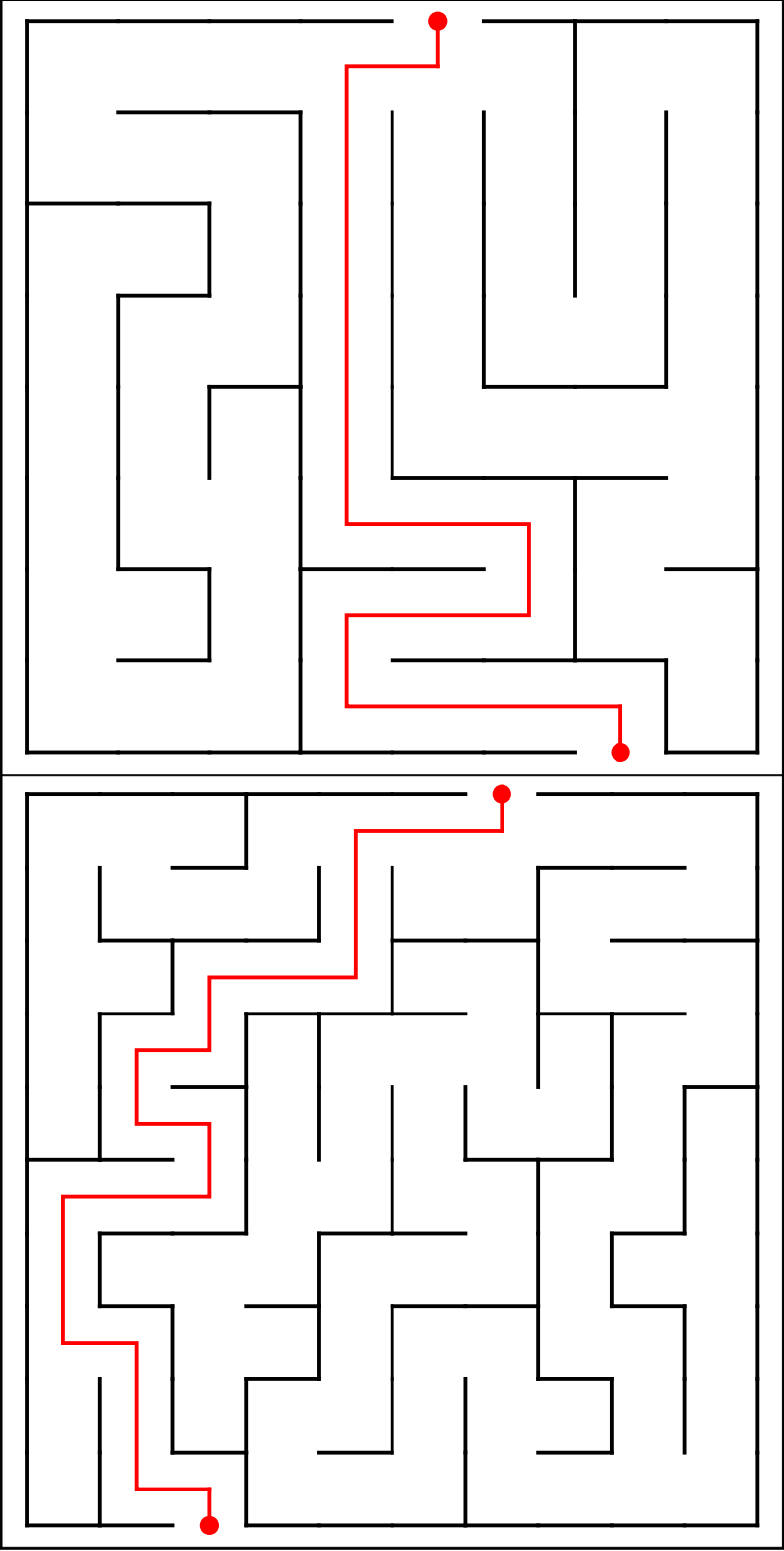
13



14



15



Referenca : Maze Generator and Solver from the Wolfram Demonstrations Project

http : //

demonstrations.wolfram.com / MazeGeneratorAndSolver / Contributed by : Cong Guo

Based on a program by : Luc Barthelet and Rob Morris