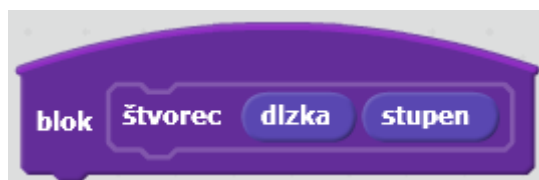


REKURZIA III



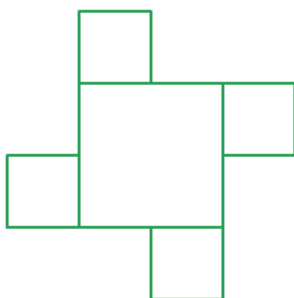
Naprogramuj pomocou rekúzie
Rekurzia II), ktorého výsledky budú postupne:

(stačí málo upraviť blok zo súboru

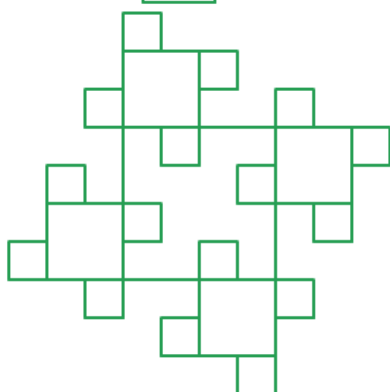
Štvorec 100 1



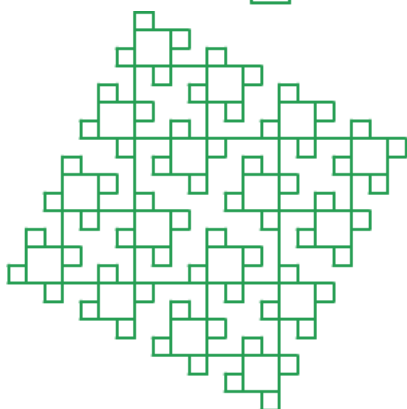
Štvorec 100 2



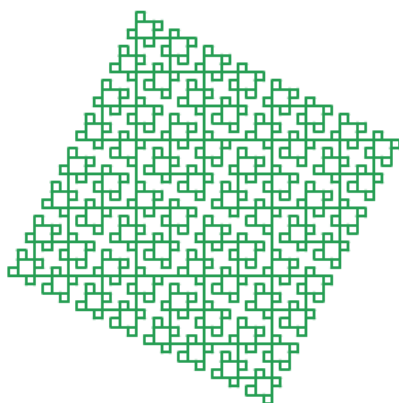
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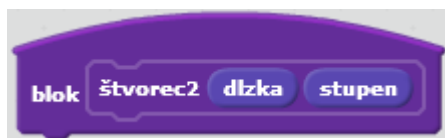


Štvorec 100 4



Štvorec 100 5





(Uprav predchádzajúci blok)

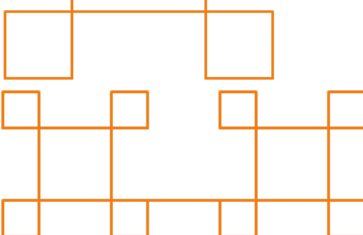
Štvorec2 100 1



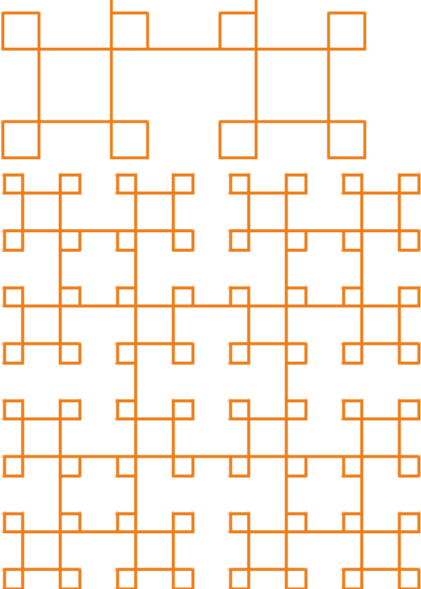
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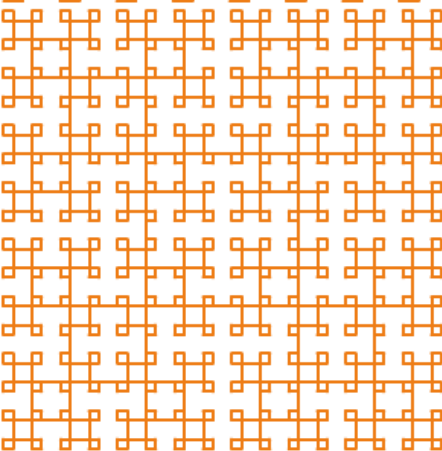
Štvorec2 100 3



Štvorec2 100 4

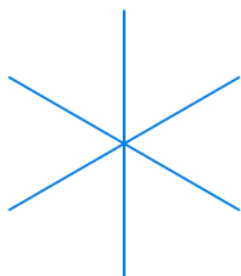


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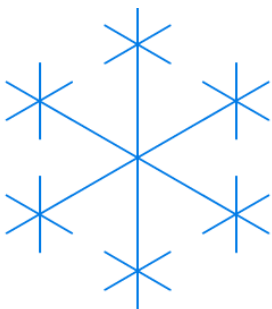




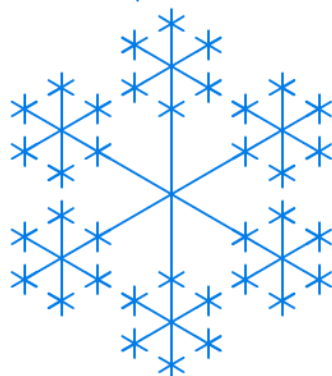
Vločka 100 1



Vločka 100 2



Vločka 100 3



Vločka 100 4

