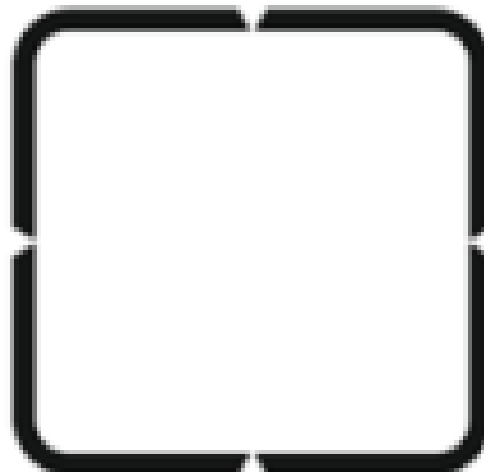
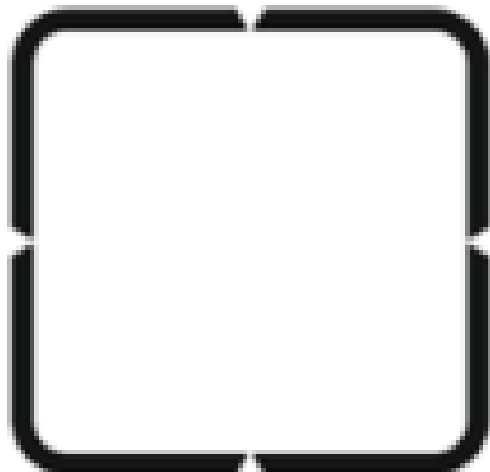
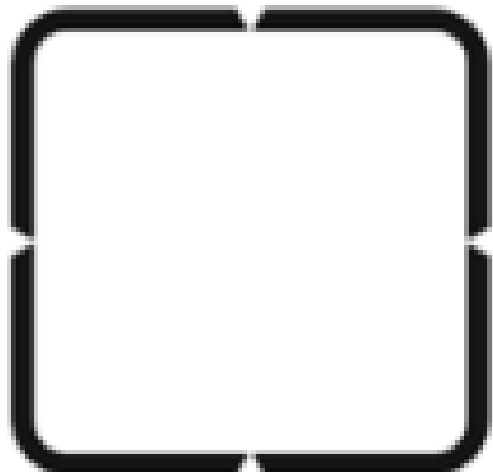


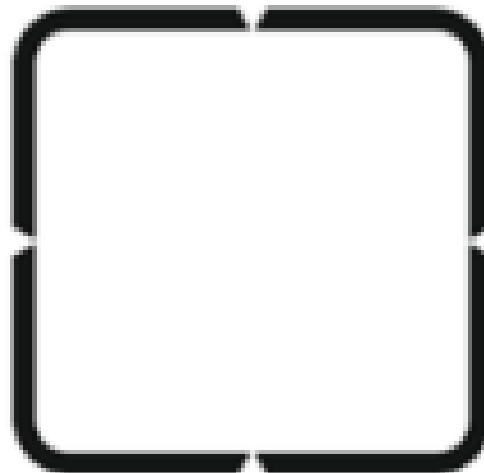
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1. **Vytvoř program**, s jehož pomocí Vexík postupně dojede na cílová pole s vlajkou a zpět.
2. Nejprve si program **dobře naplánuj, použij krokovací tabulku**.
3. Nakonec **naprogramuj dle tabulky Vexíka** a splň úkol.