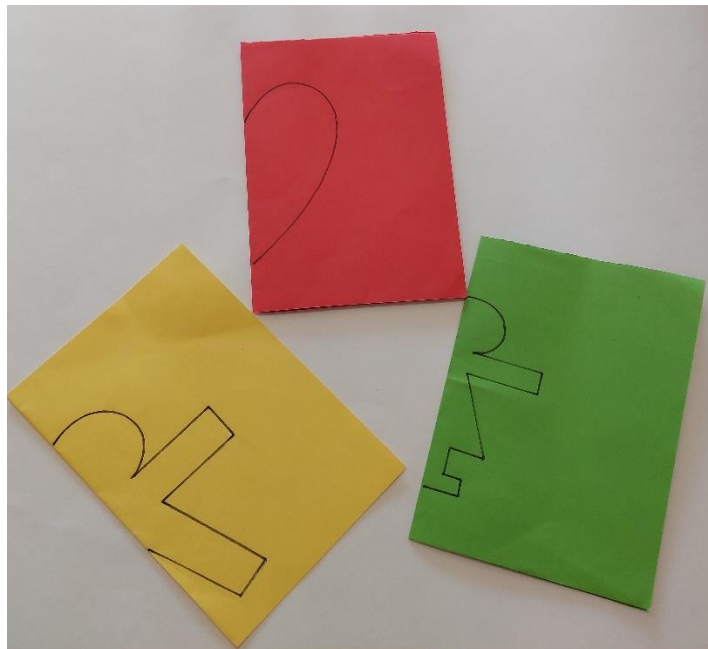


Използване на СИМЕТРИЯ при СГЪВАНЕ

1



2



3



4



5

