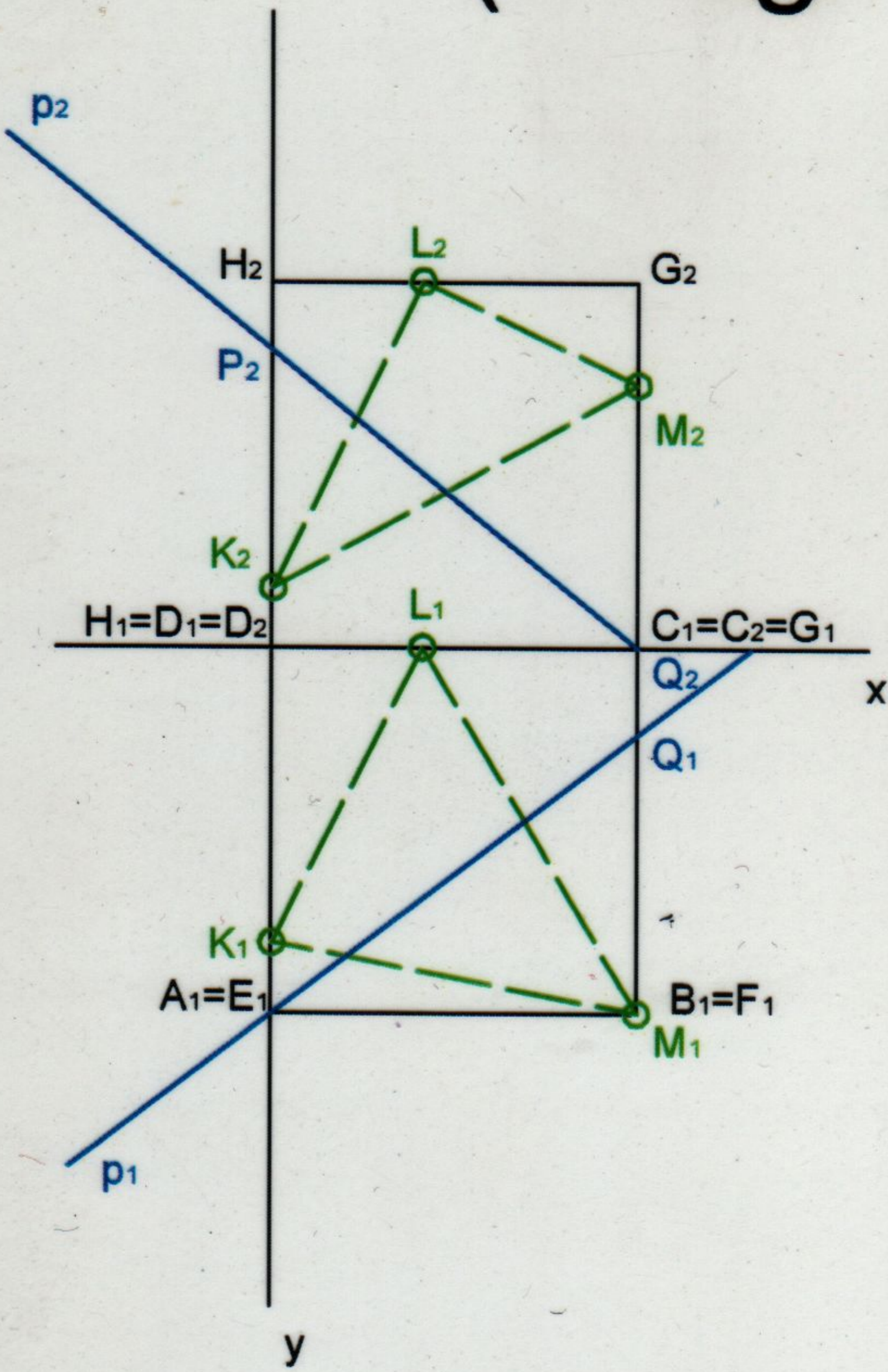
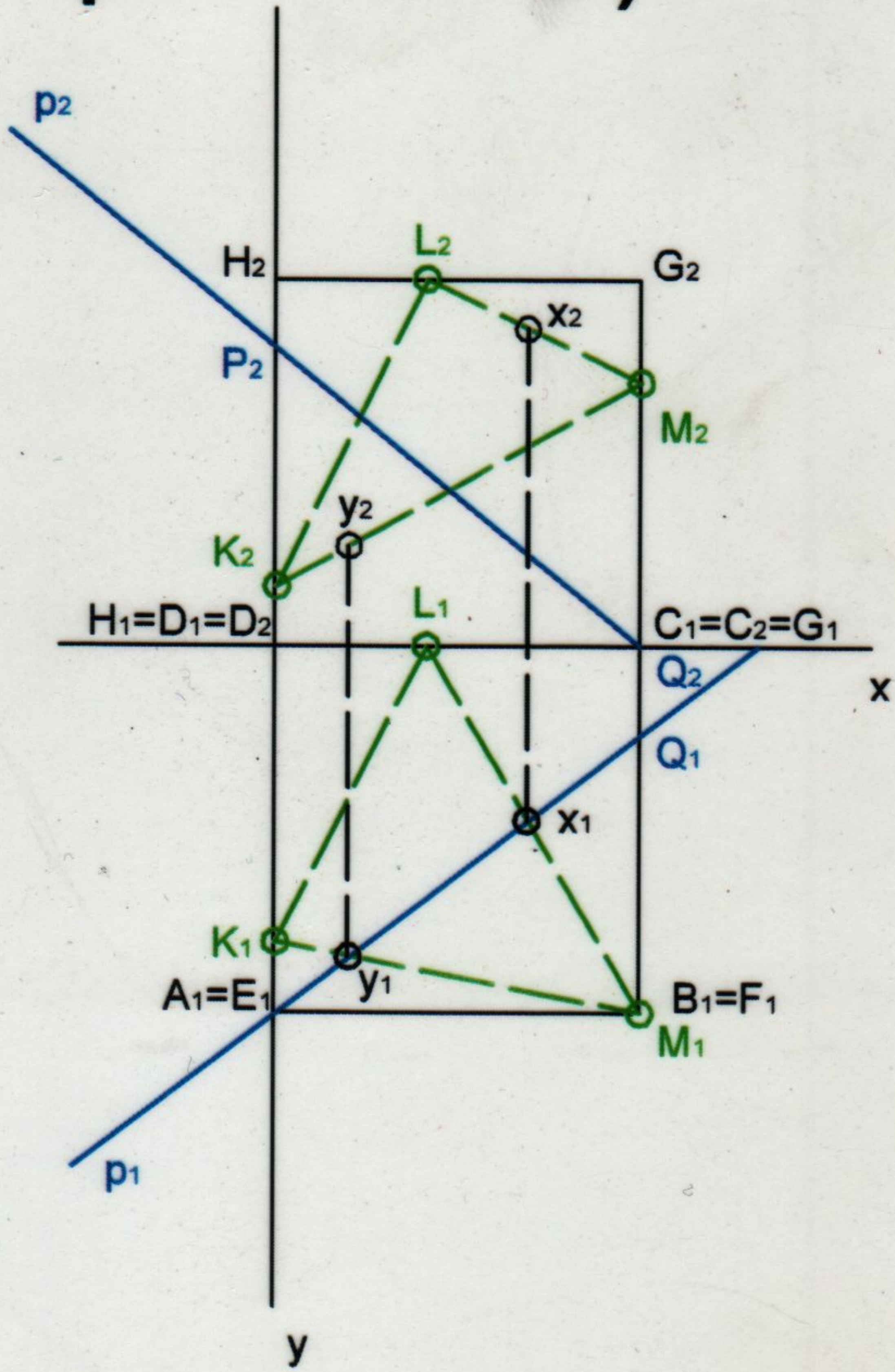


přímka + rovina (Mongeovo promítání)

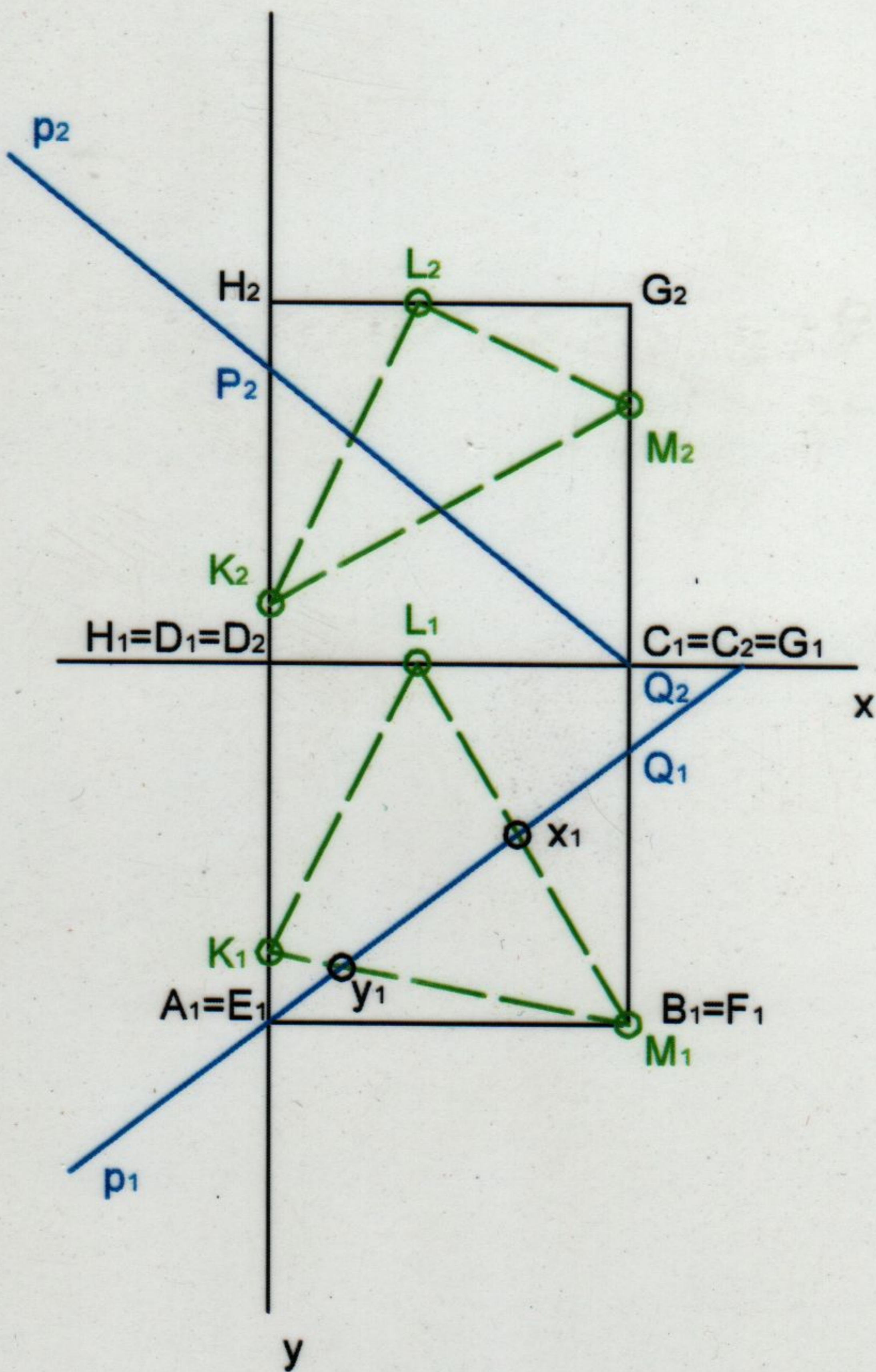
1.



3.



2.



4.

