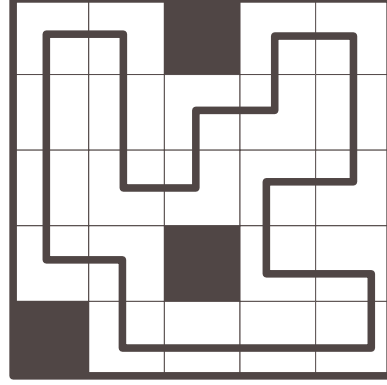
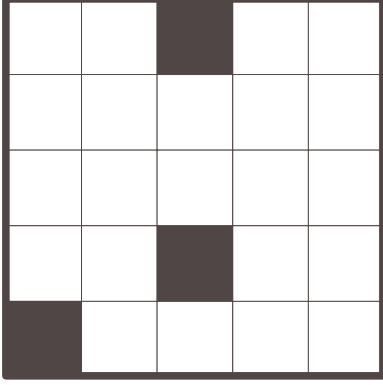


Patika

- 1- Diyagramdaki beyaz hücrelerin tamamından yatay veya dikey ilerleyerek geçen bir patika çizin.
- 2- Patika kendini kesemez.
- 3- Patika siyah hücrelerden geçemez.



HAKKINDA

Yol çizme veya yol oluşturma soruları zeka oyunları arasındaki en yaygın türler arasındadır. Açık zarfı kalemi kaldırmadan çizmek veya Königsberg Köprüleri ile örneklenen topoloji konusunun zeka oyunlarındaki karşılığı Patika oyunudur.

Oyunun klasikler arasında yer almasının bir başka önemi de soru mantığı ve çözüm yönteminin başka birçok soru türüne örnek teşkil etmesi.

İPUÇLARI

Tüm Hücreleri Kullanma Yöntemi

Yalnızca bir girişi ve bir çıkışı olan hücreleri giriş ve çıkışını çizerek soruya başlayabiliriz.

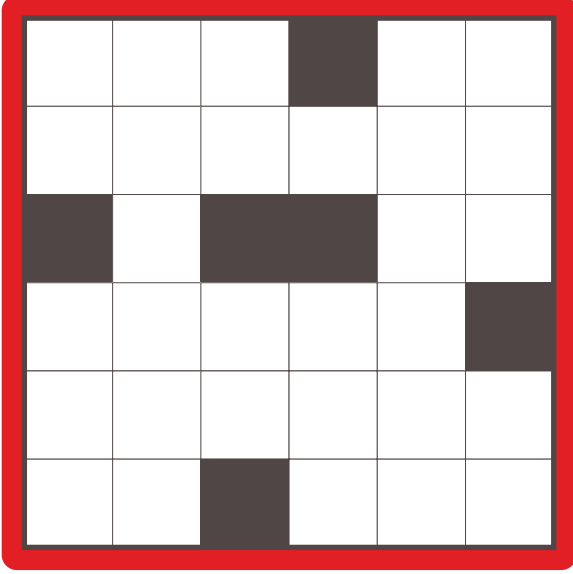
Birden Fazla Kapalı alan olmaması kuralı

Eğer iki uç birleştiğinde hala boş hücreler varsa, bu iki uç birleşemez. Aksi takdirde birden fazla kapalı alan oluşur.

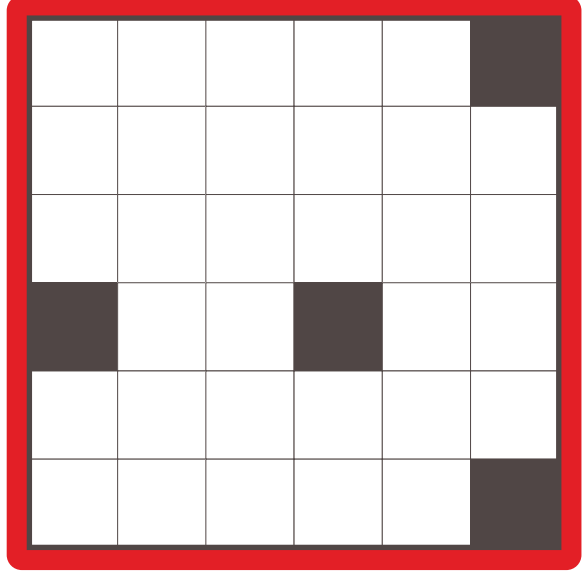


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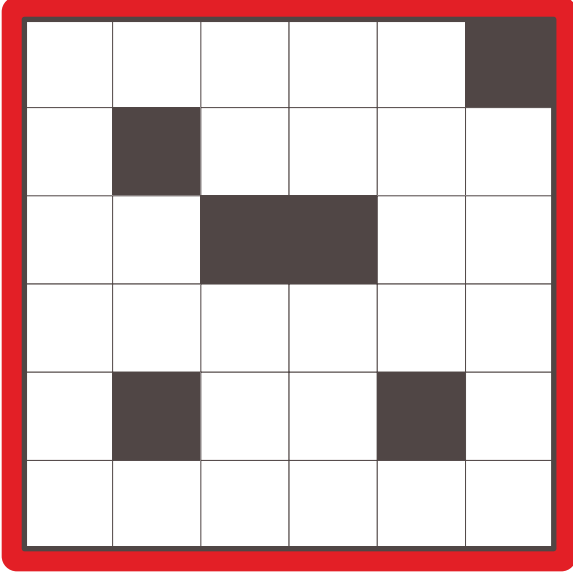
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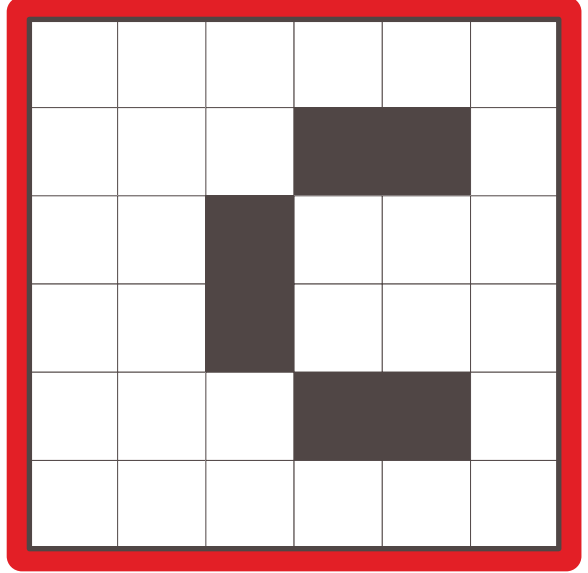
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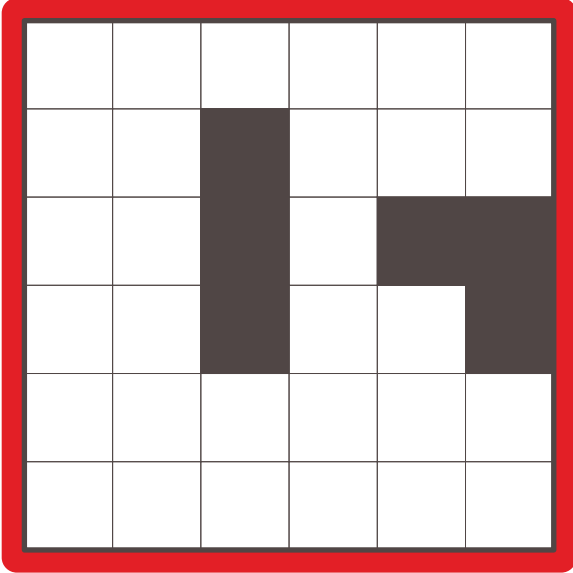
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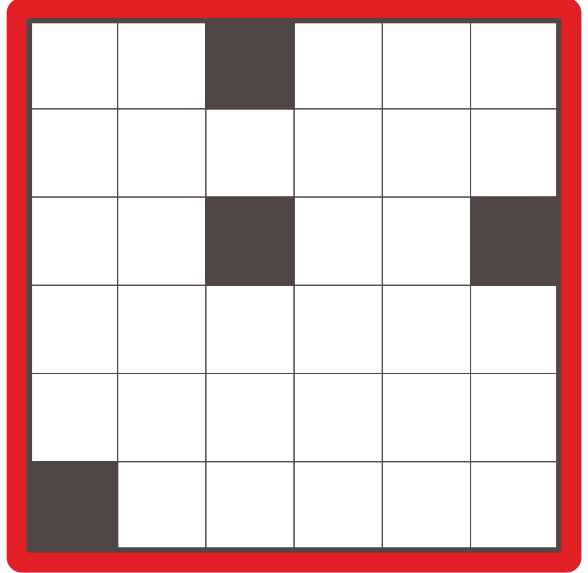
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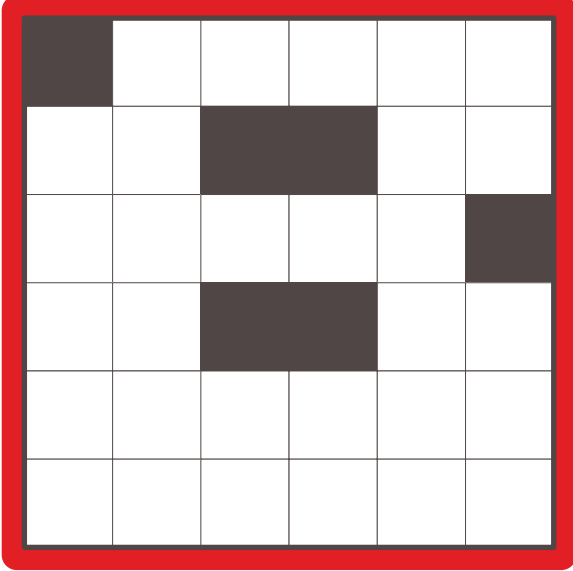
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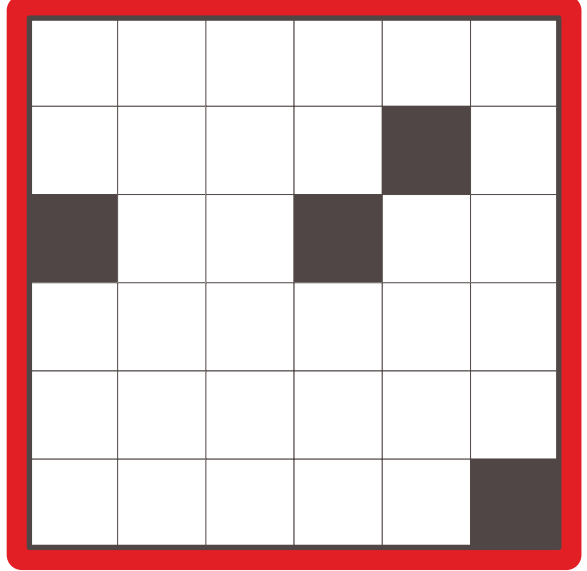
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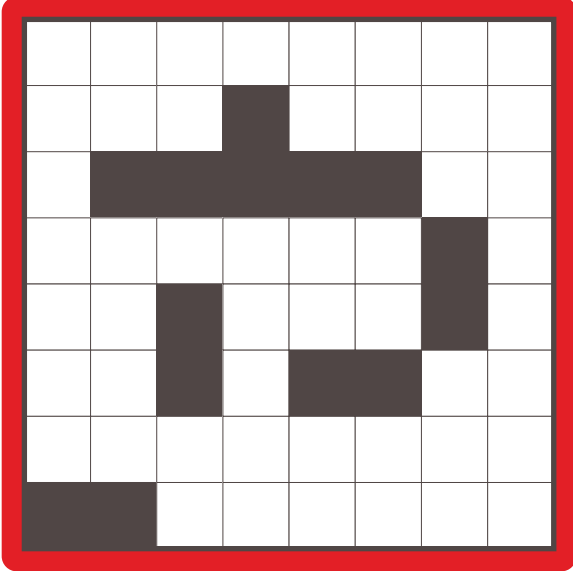
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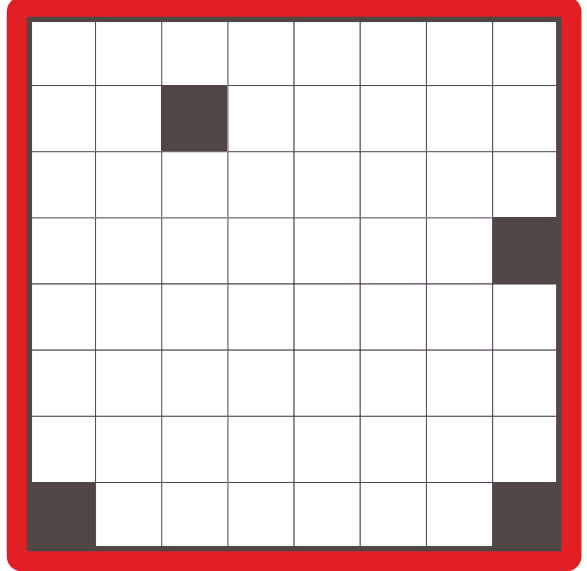
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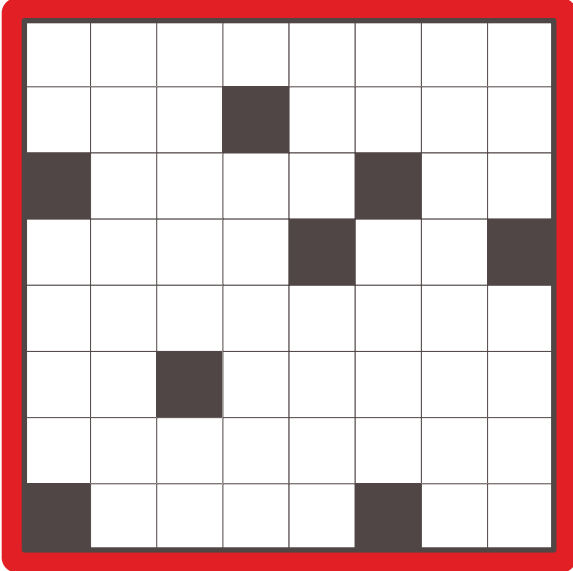
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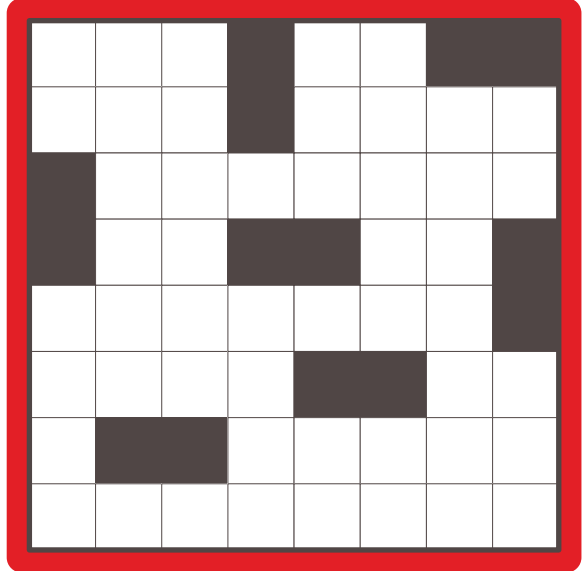
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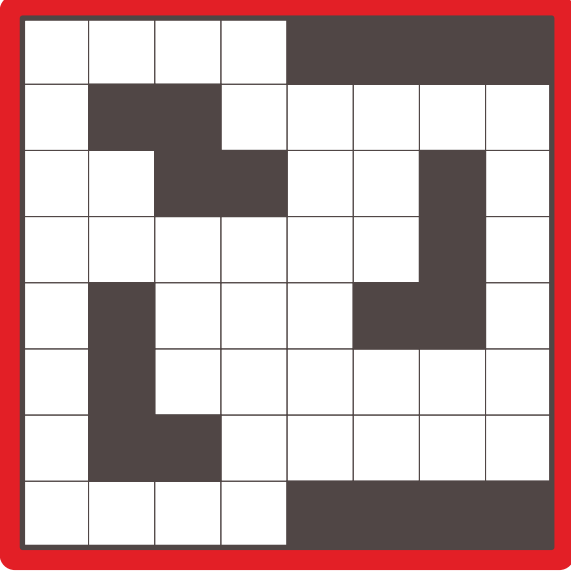
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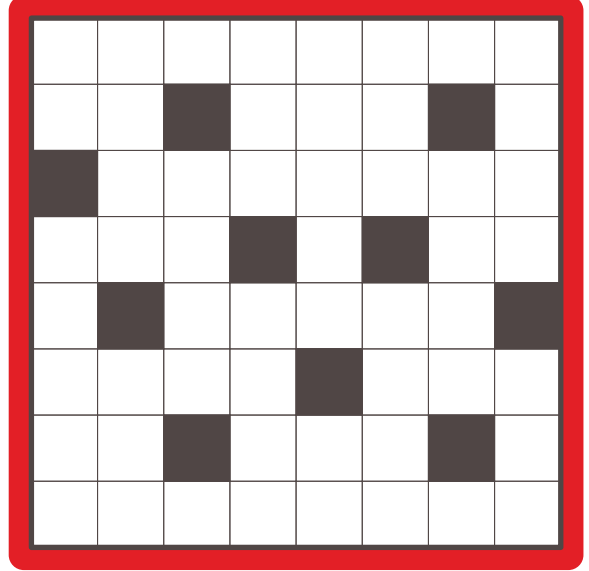
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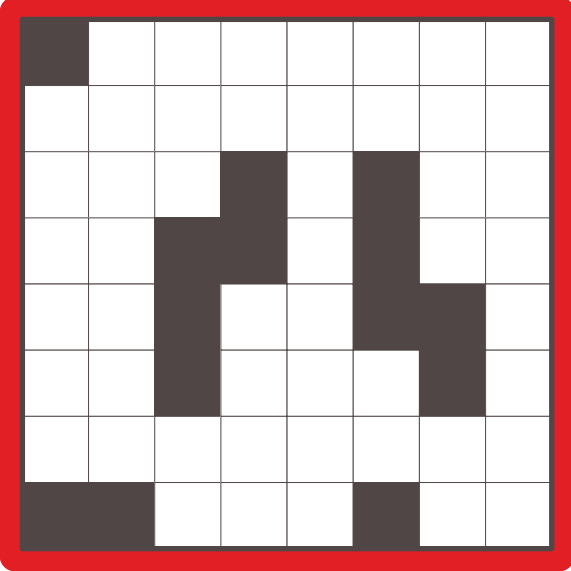
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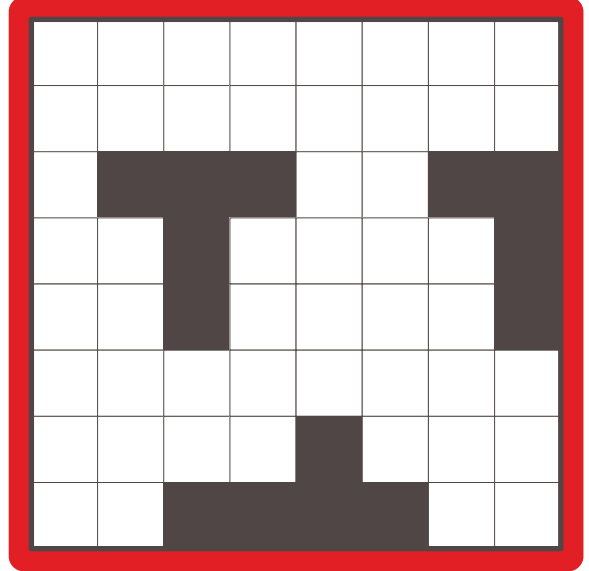
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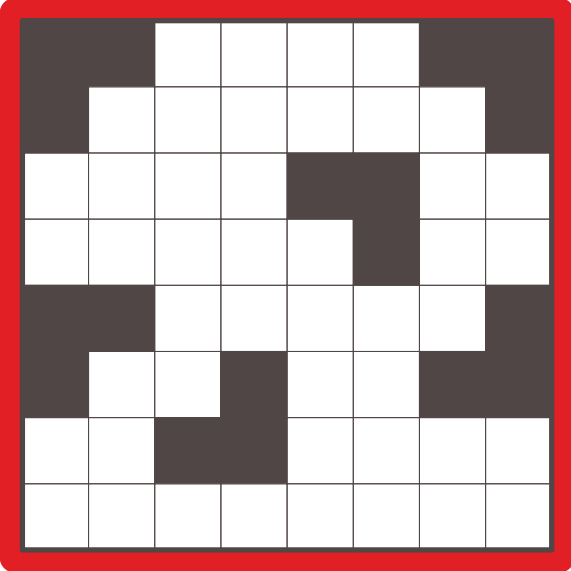
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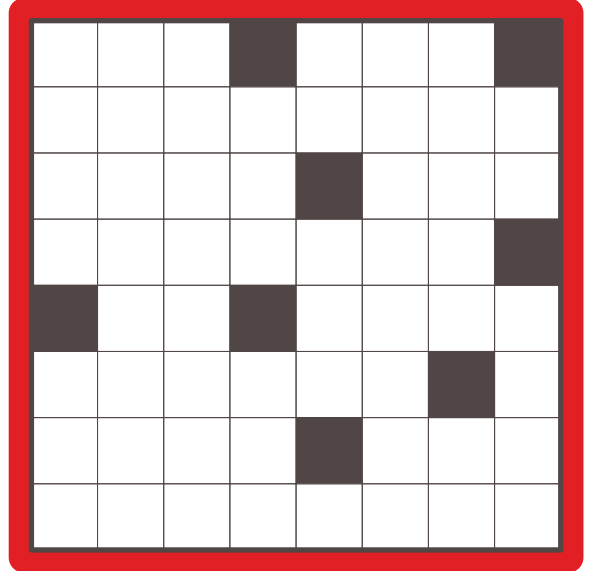
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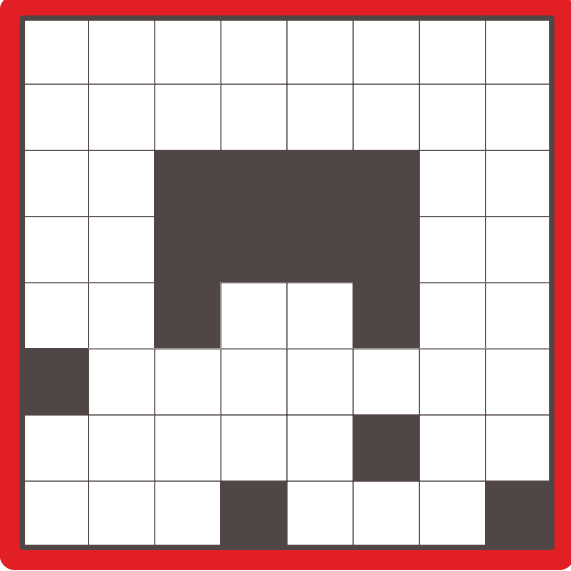
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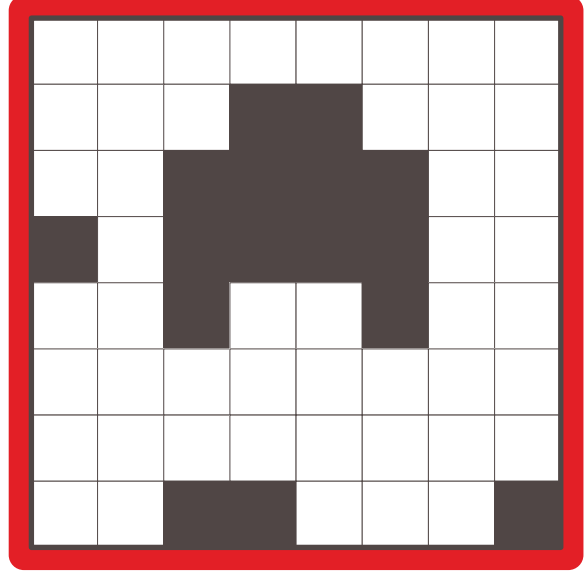
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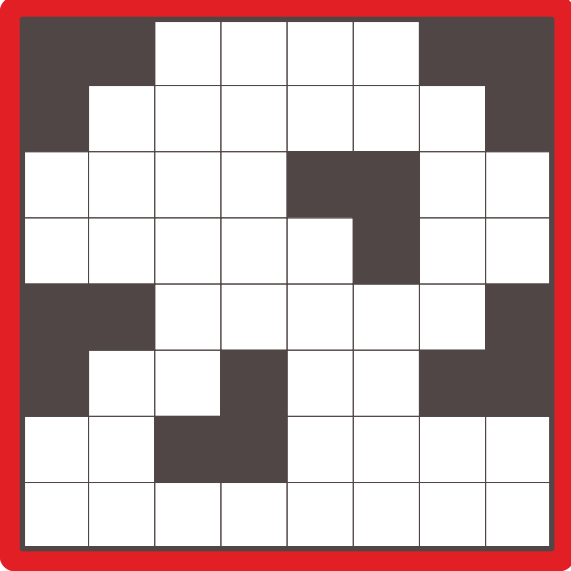
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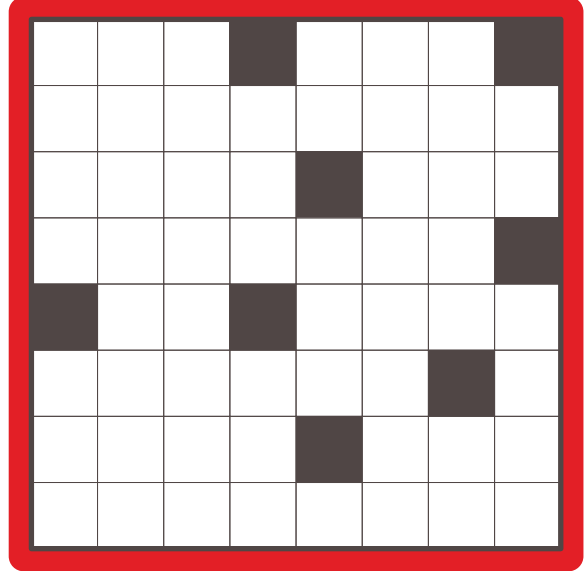
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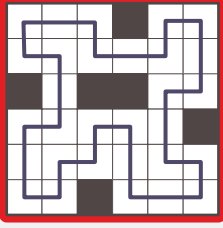
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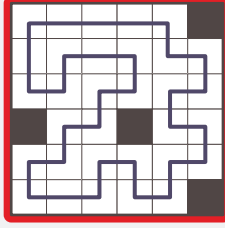
**T.C. MİLLÎ EĞİTİM
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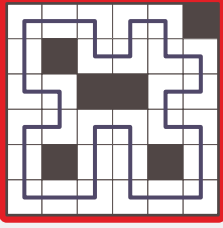
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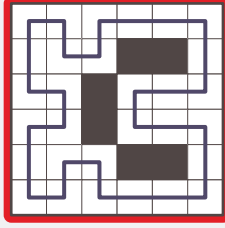
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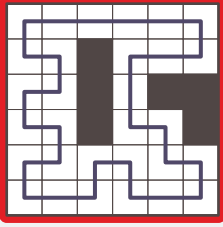
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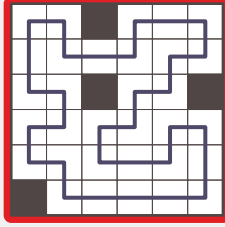
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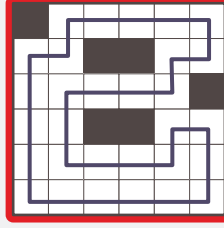
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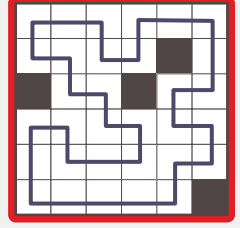
Öğretmen Yetiştirme Ve Geliştirme Genel Müdürlüğü

ZEKÂ OYUNLARI EĞİTİMİ

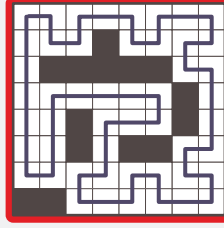
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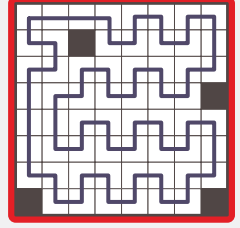
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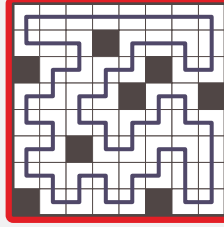
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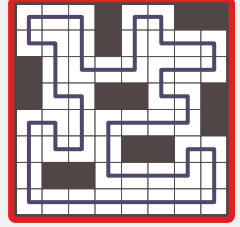
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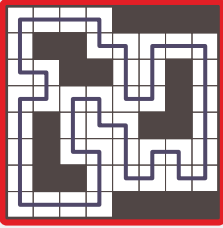
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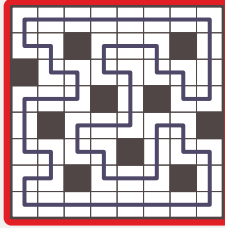
Öğretmen Yetiştirme Ve Geliştirme Genel Müdürlüğü

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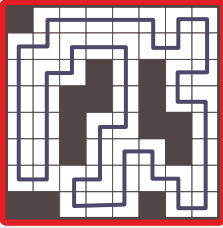
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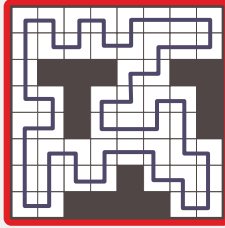
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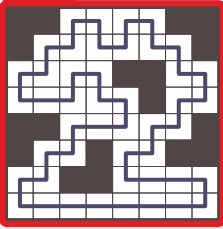
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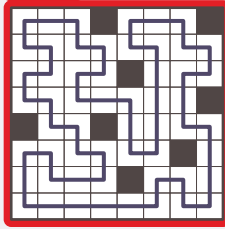
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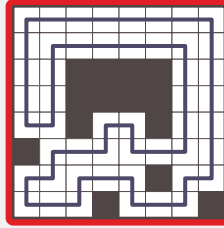
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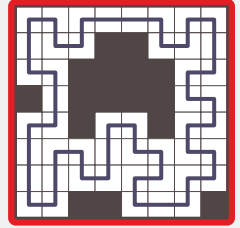
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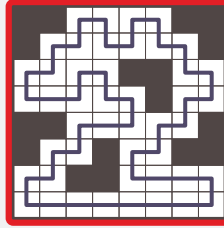
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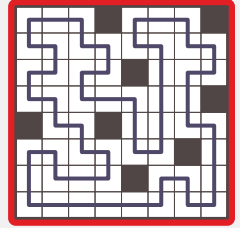
20.SORU



21.SORU



22.SORU



Öğretmen Yetiştirme Ve Geliştirme Genel Müdürlüğü