

# BRINCADEIRA MATEMÁTICA



## Caminhos Eulerianos

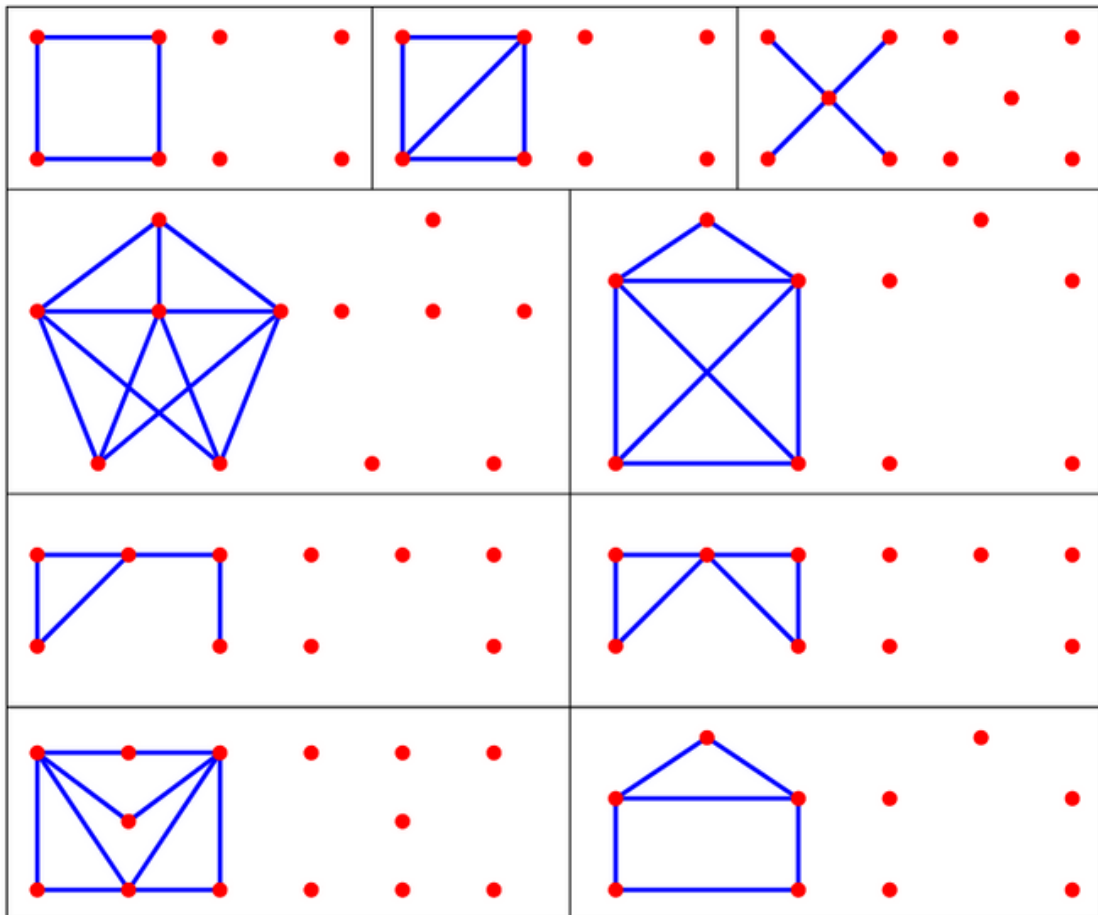
Um caminho Euleriano em um grafo é um caminho que percorre o grafo usando cada aresta exatamente uma vez. Além disso, se o caminho começa e termina no mesmo vértice, chamamos de ciclo Euleriano.

Veja, por exemplo, os passos para desenhar uma estrela de cinco pontas sem tirar o lápis do papel e sem refazer a mesma linha.



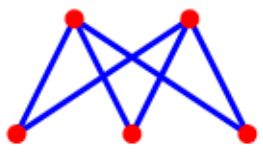

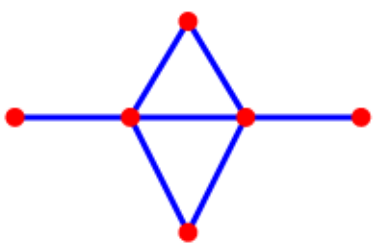
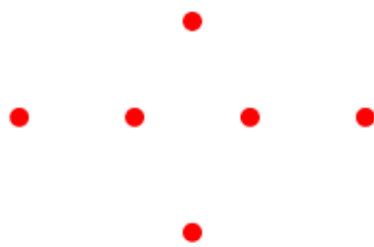
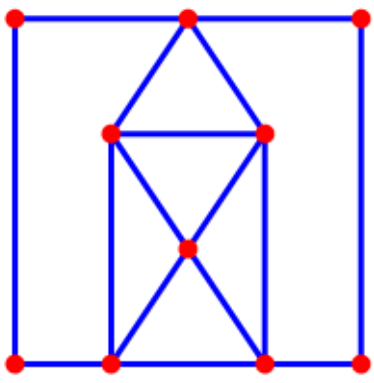
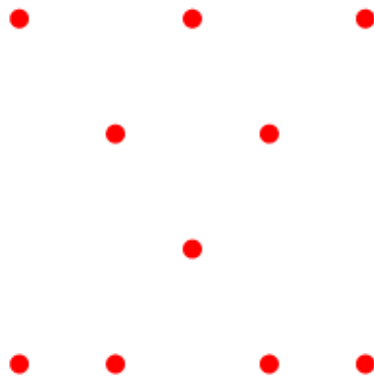
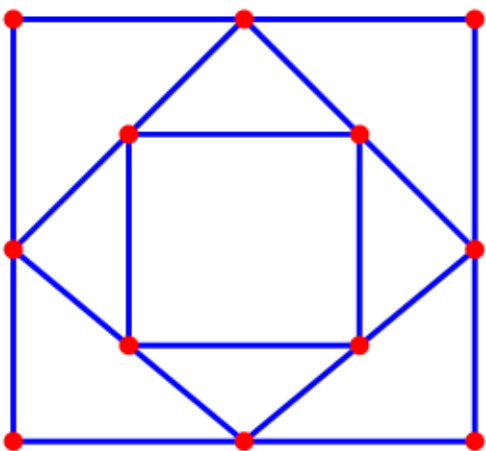
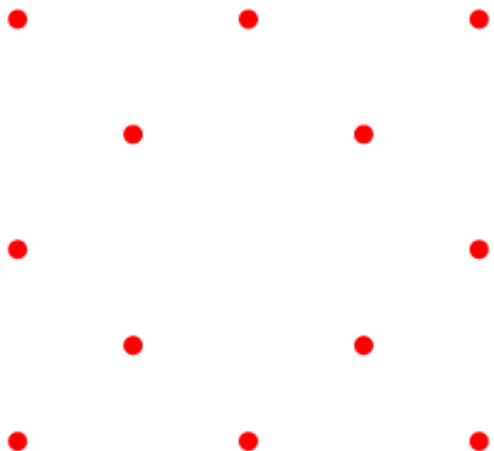
### COMO JOGAR

Você pode desenhar as formas abaixo sem levantar o lápis do papel e sem refazer nenhuma linha? Se não, pode explicar por quê?



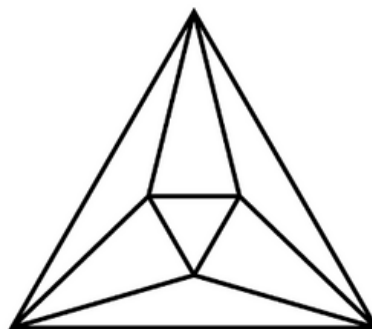
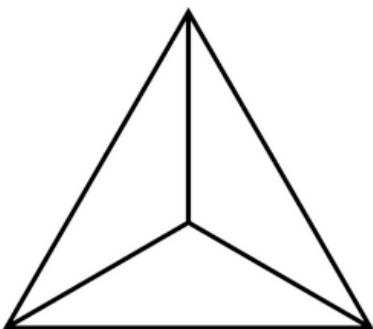
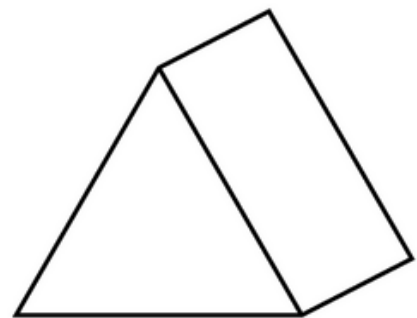
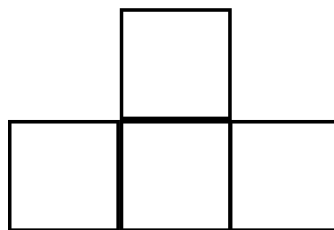
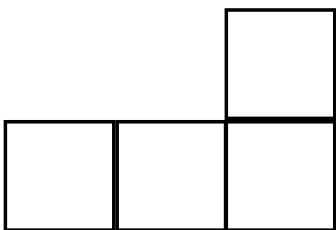
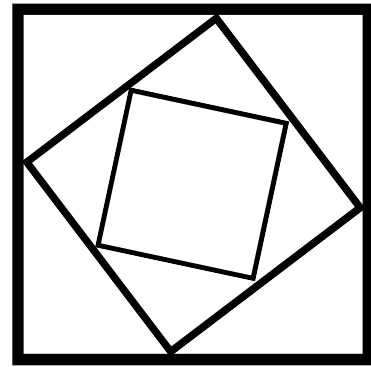
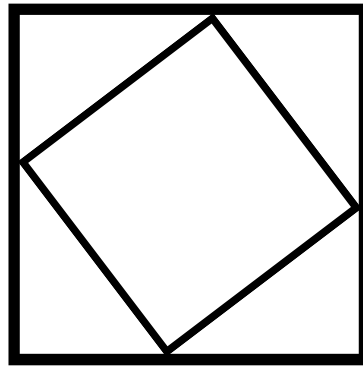
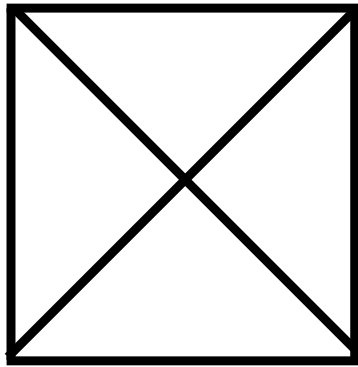
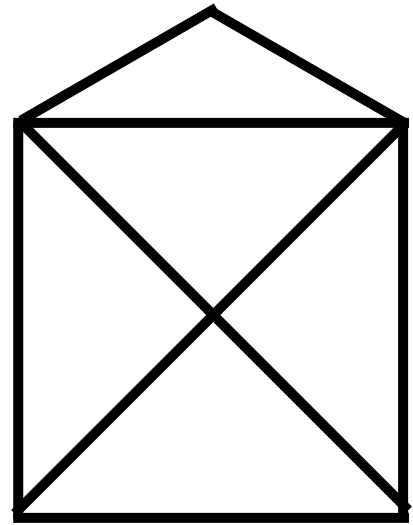
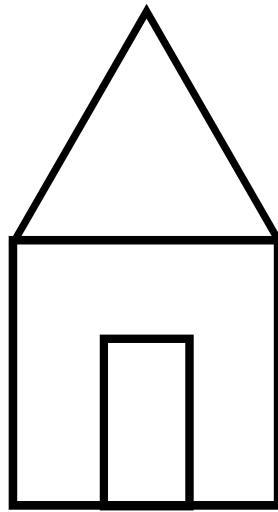
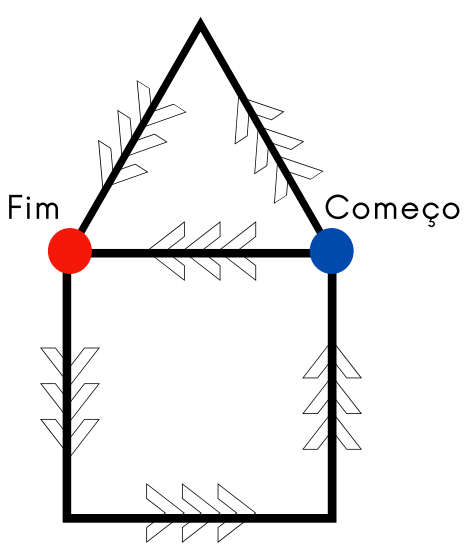
## CAMINHOS EULERIANOS

Tente desenhar as formas abaixo sem levantar o lápis do papel e sem refazer nenhuma linha.

## CAMINHOS EULERIANOS

Tente desenhar as formas abaixo sem levantar o lápis do papel e sem refazer nenhuma linha. Veja o exemplo abaixo, do lado esquerdo.



## CICLOS EULERIANOS

Para cada figura abaixo:

- Se houver um ponto azul e um ponto vermelho, tente desenhar a figura começando no ponto azul e terminando no ponto vermelho;
- Se houver um ponto roxo, tente desenhar o rabisco começando e terminando no ponto roxo.

