
Sciences Manuelles du Numérique

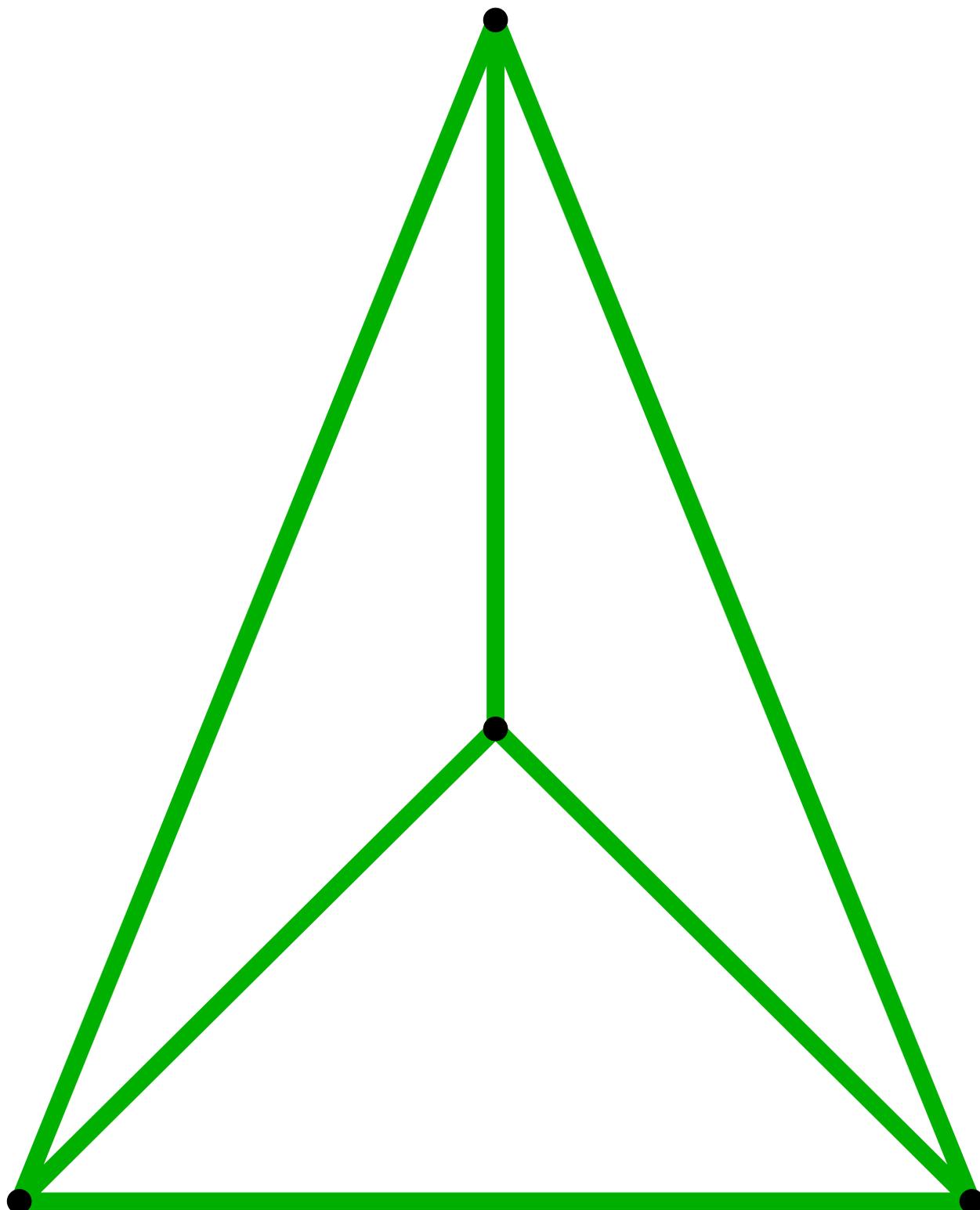
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Planches *tour du monde* ou la recherche du circuit hamiltonien

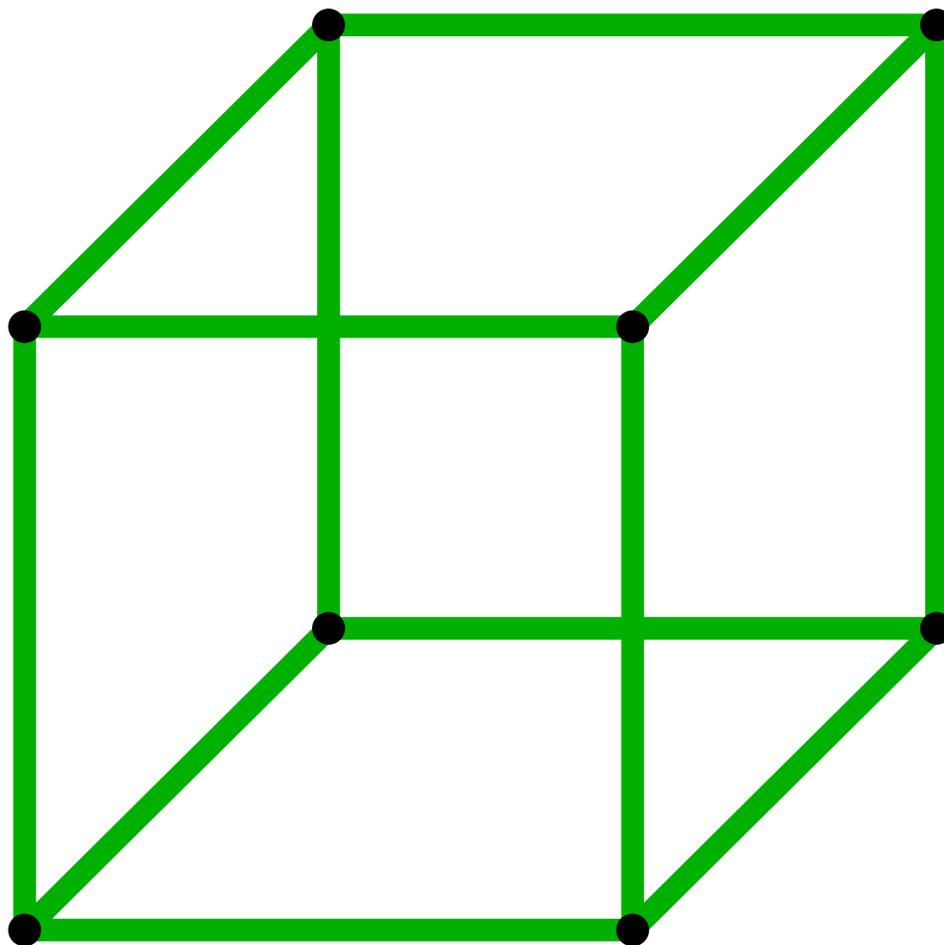
JEAN-MARC VINCENT



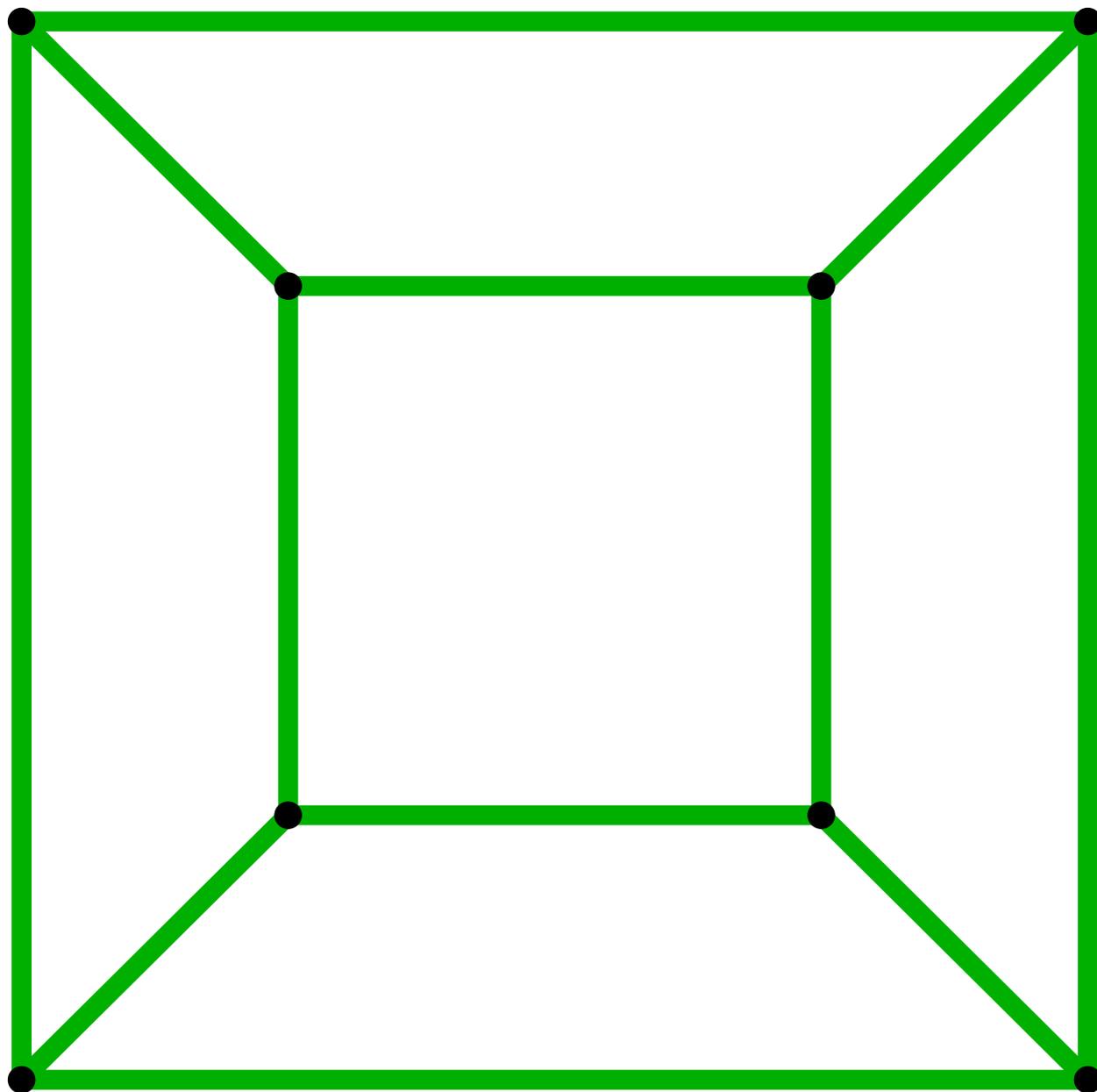
Tour du monde : tétraèdre



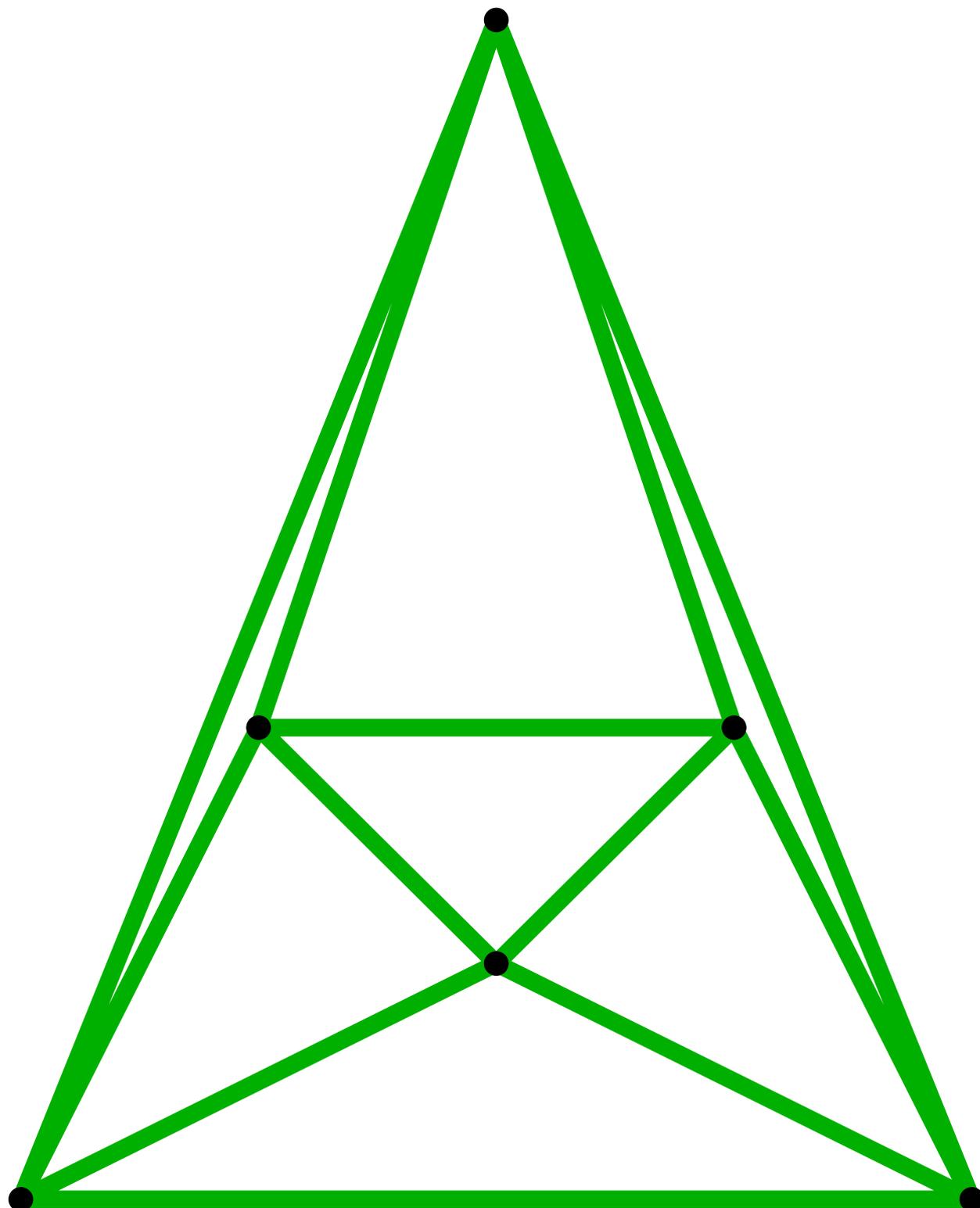
Tour du monde : cube



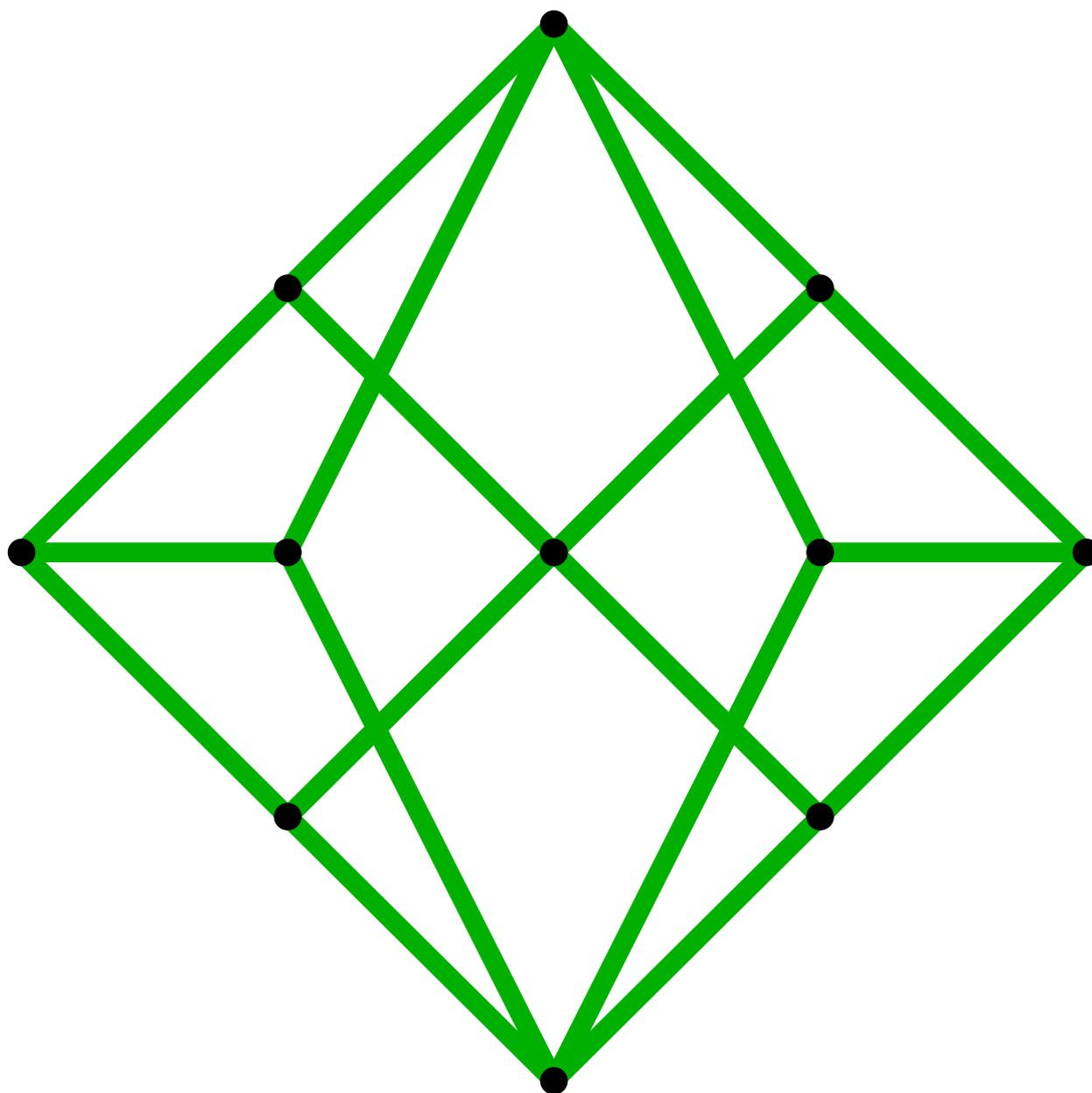
Tour du monde : cube à plat



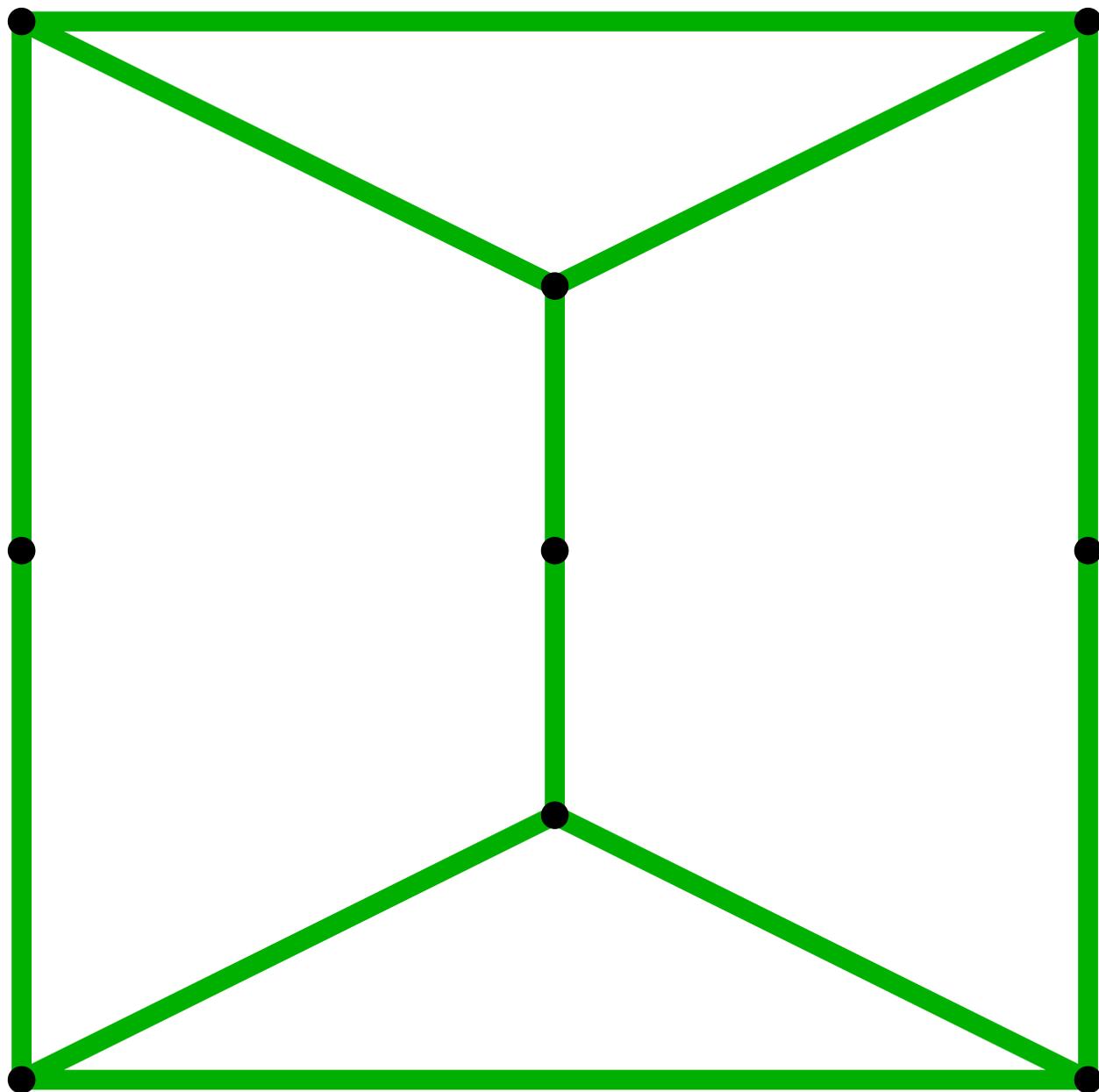
Tour du monde : octaèdre



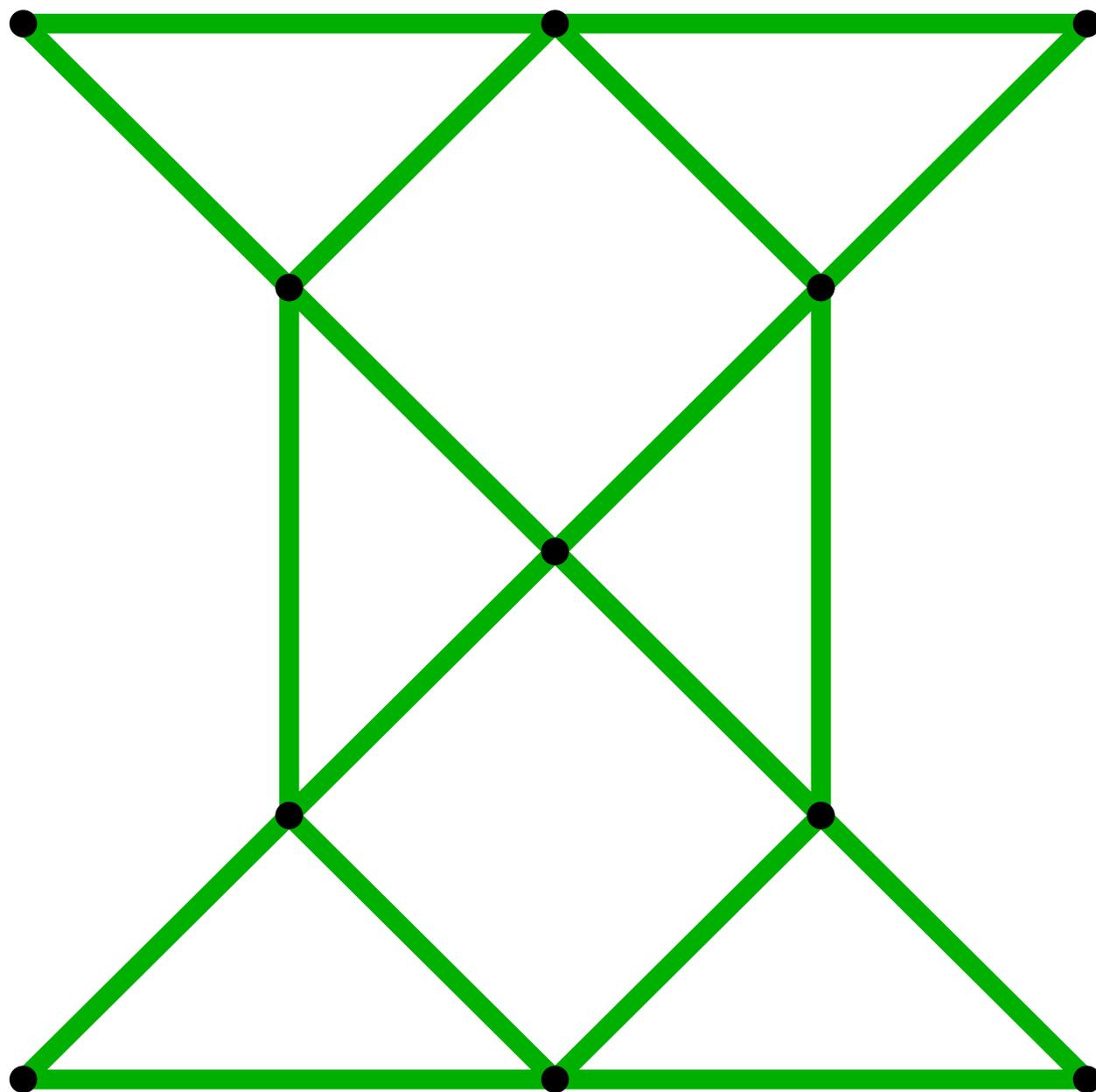
Tour du monde : graphe de Herschel



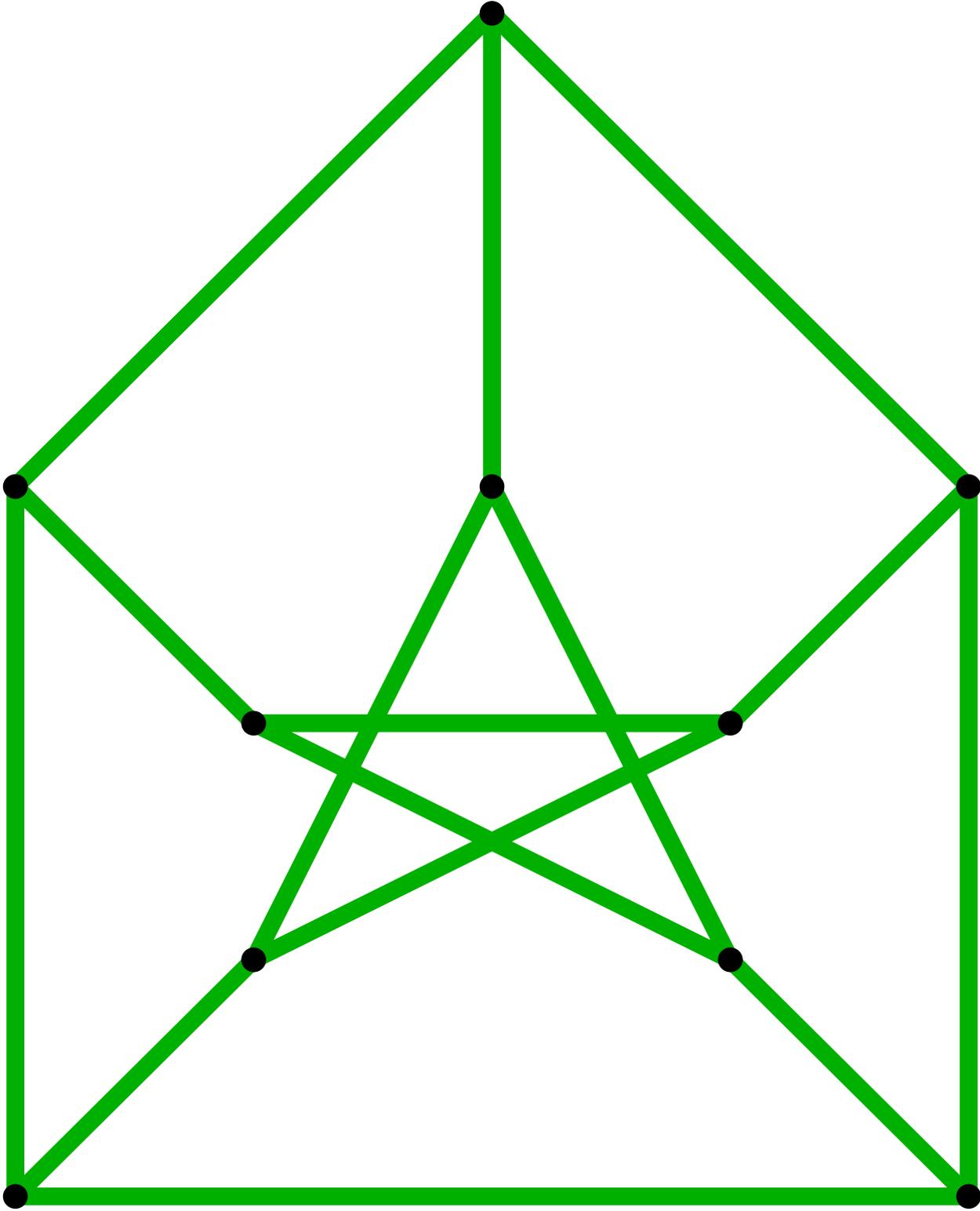
Tour du monde : prisme



Tour du monde : sablier



Tour du monde : graphe de Petersen



Tour du monde : graphe de Chvátal

