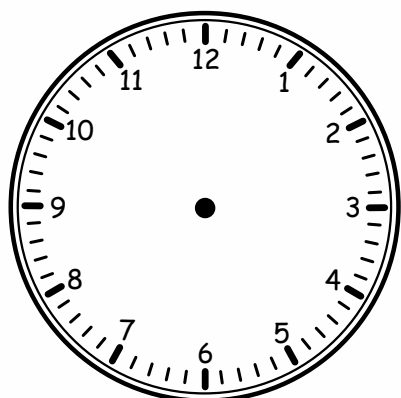
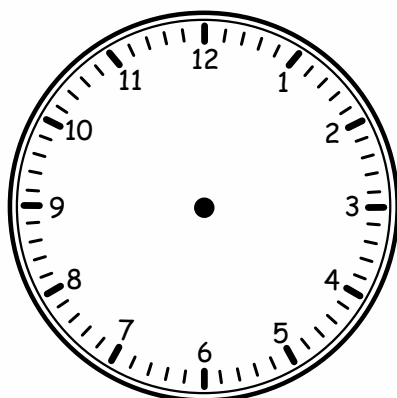


# ZEGAR - zadanie -

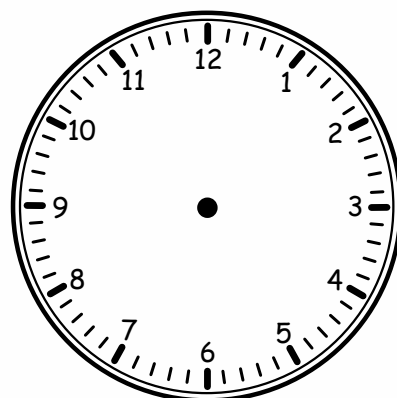
Dorysuj wskazówki na zegarach tak, aby wskazywały podane godziny.



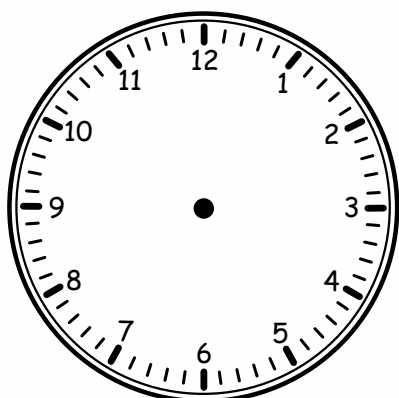
14.00



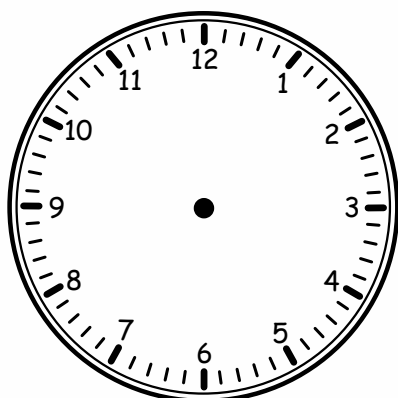
17.00



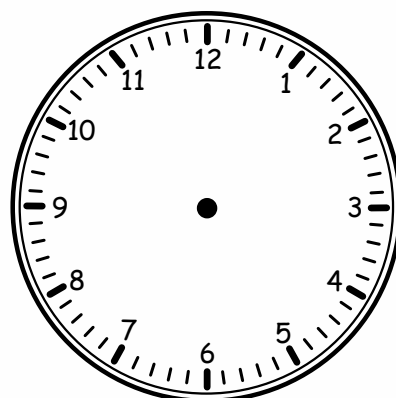
18.00



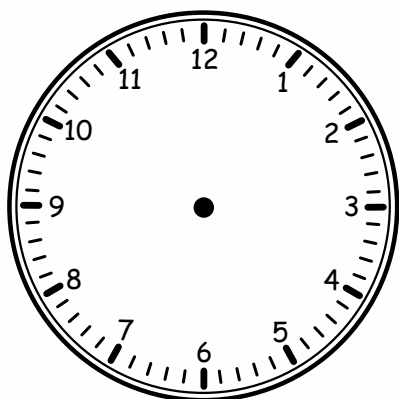
20.00



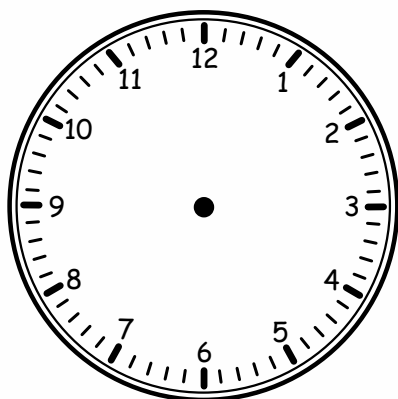
15.00



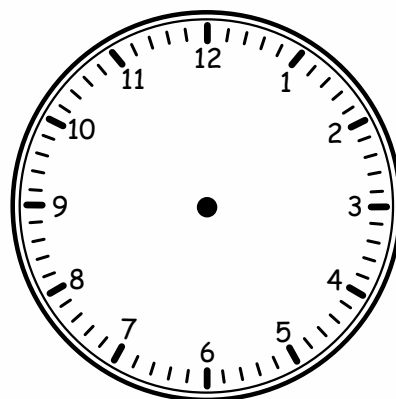
23.00



0.00



21.00



13.00