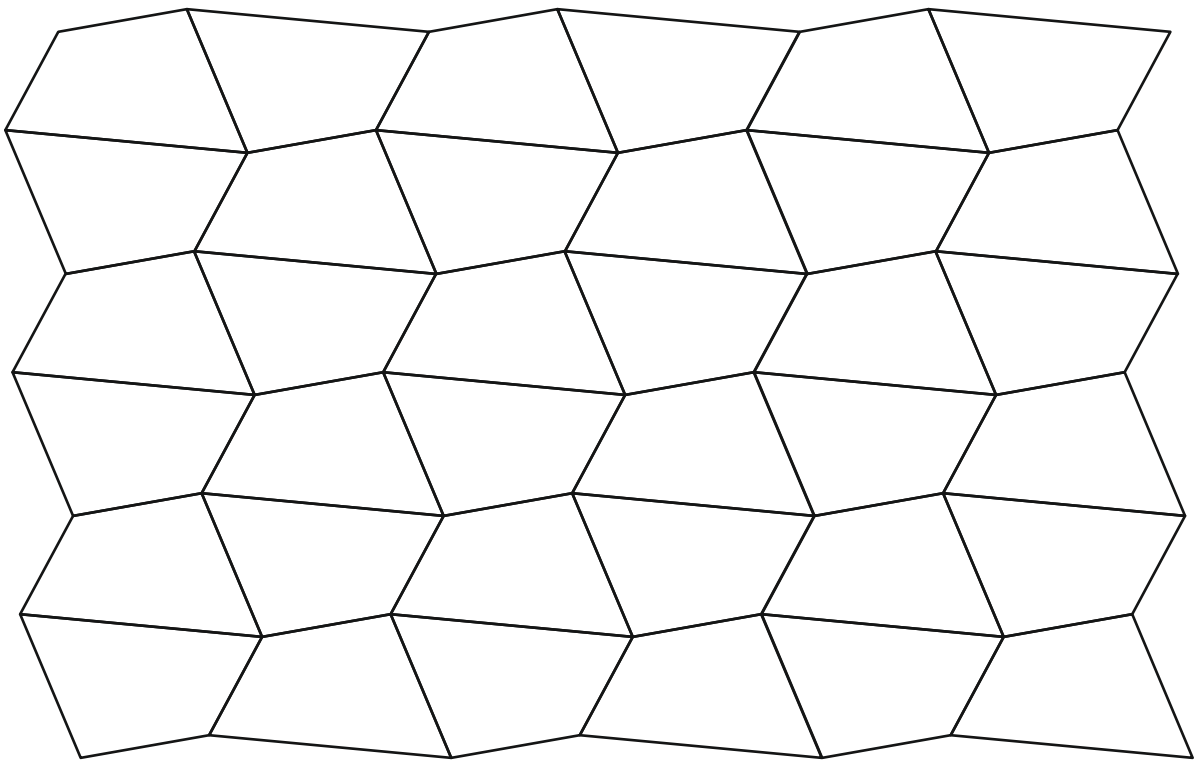
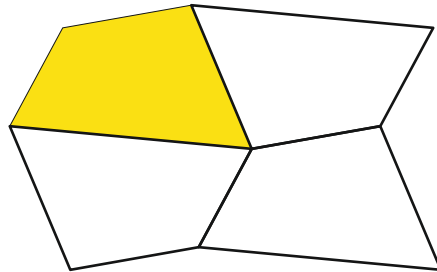


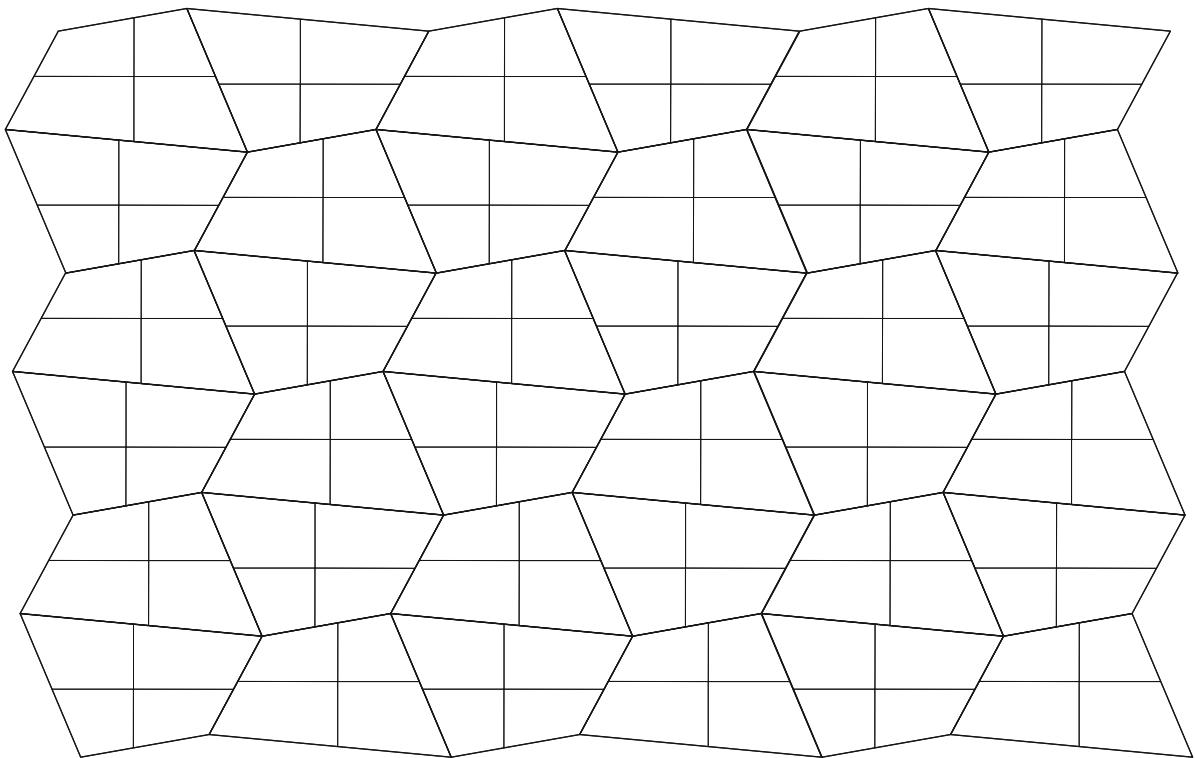
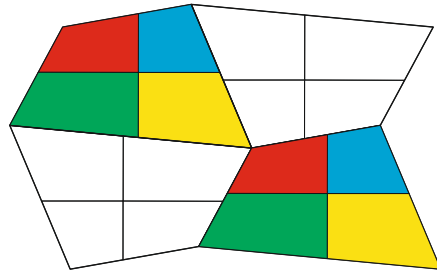
# Winkelsumme in Vierecken



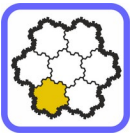
Mit einem allgemeinen Viereck kann die Ebene lückenlos ausgelegt werden.



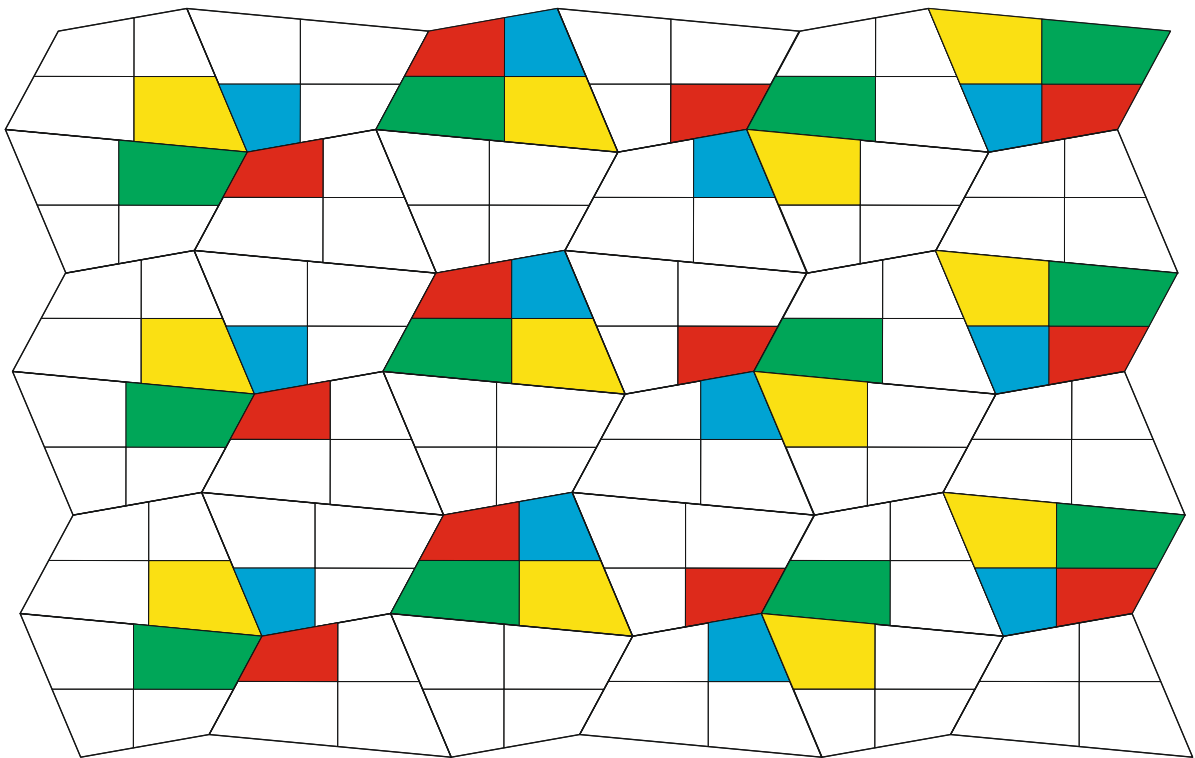
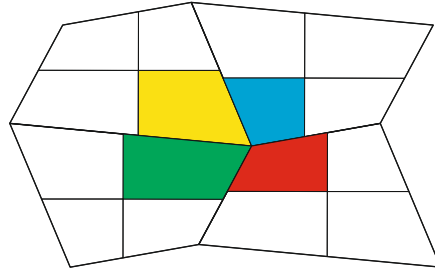
# Winkelsumme in Vierecken



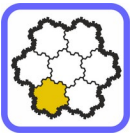
Das allgemeine Viereck hat vier verschieden große Winkel.



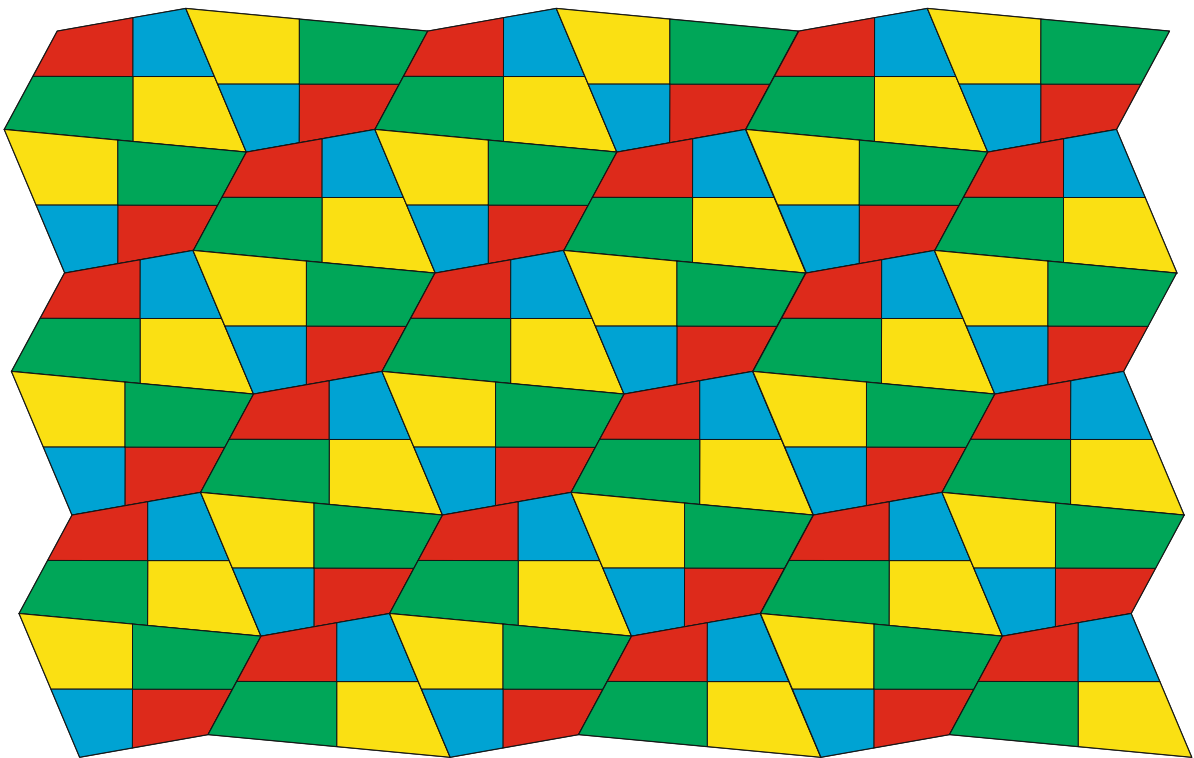
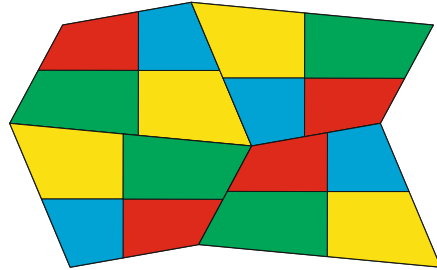
# Winkelsumme in Vierecken



In jeder Ecke der Parkettierung stoßen die vier verschiedenen Winkel aneinander.



# Winkelsumme in Vierecken



Die vier Winkel des Vierecks ergeben zusammen immer den vollen Winkel.