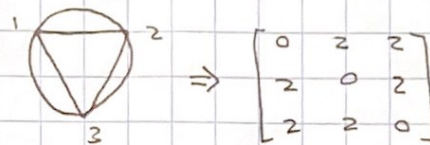
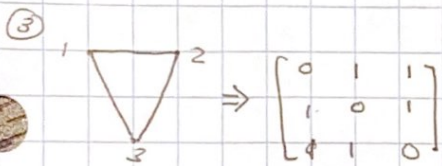


Path: start @ 1, go on straight to 2 etc... follow curve from 1 to 2 on curve, end

Path: start @ 2 end @ 3 follow straight lines: 2 → 1 → 3 → 2 follow curves: 2 → 1 → 3 end



Path: 1 → 2 → 3 → 1

Path: 1 → 2 → 3 → 1 (straight edges)
 2 → 3 → 1 (curved edges)

④ In order for a Eulerian cycle to exist, you have to visit all edges exactly once and end where you started. This means in order to leave a vertex, you cannot go back on the same edge you entered. Therefore, for each ~~edge~~ ^{vertex} connected the edges connected to the vertex falls into one of two categories: the entry edge or the exit edge. This means that there has to be an even number of edges to a vertex.

⑤ The difference between a Eulerian cycle and path is that the path ends on a different vertex than it started. This means that there must be ~~at least two~~ exactly two vertices that have an odd number degree. This is because the starting vertex only needs an exit edge without an associated entry edge; the ending vertex only needs an entry edge without the associated exit edge. This means that there two vertices do not ~~not~~ have an even number degree.