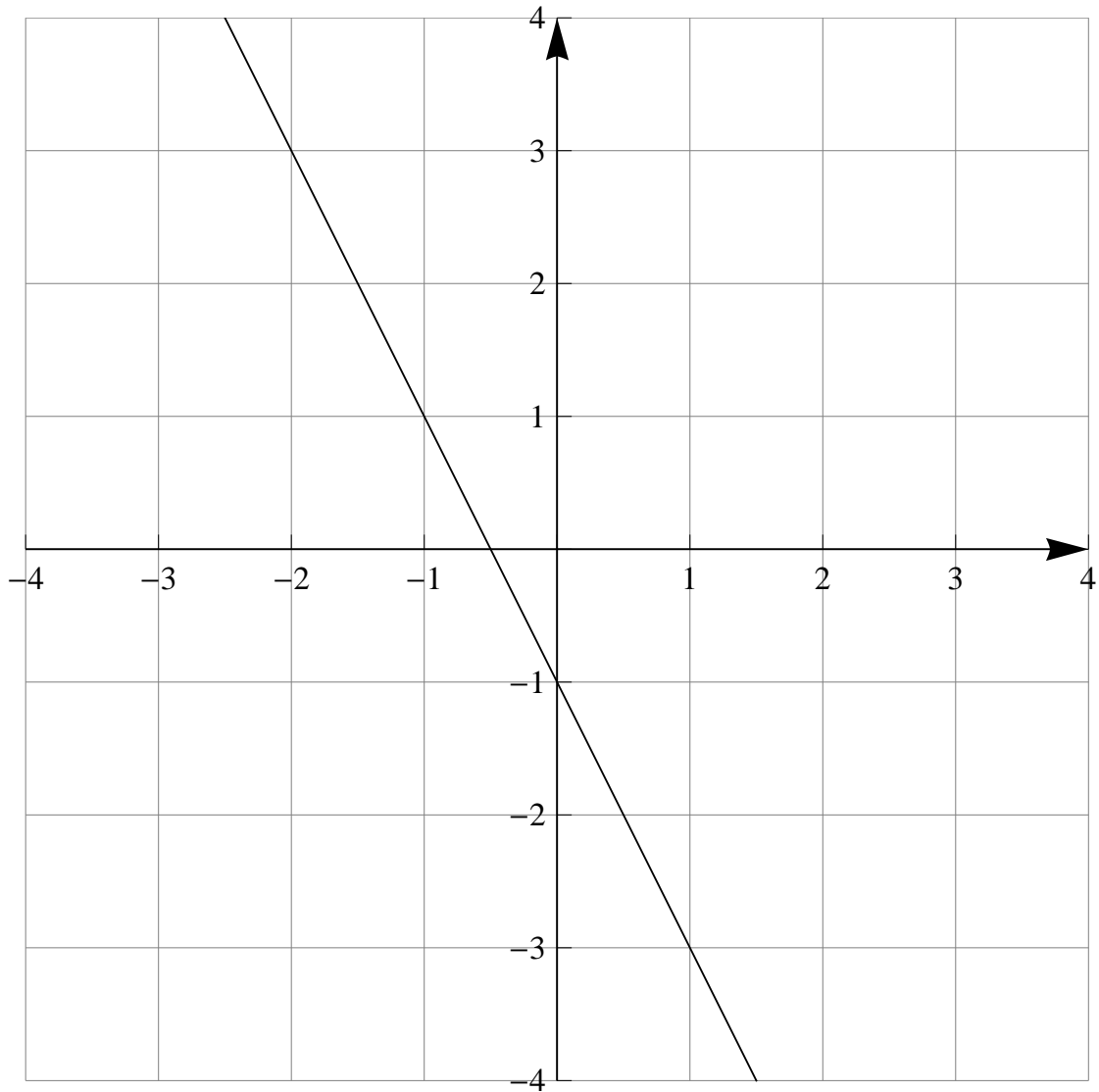
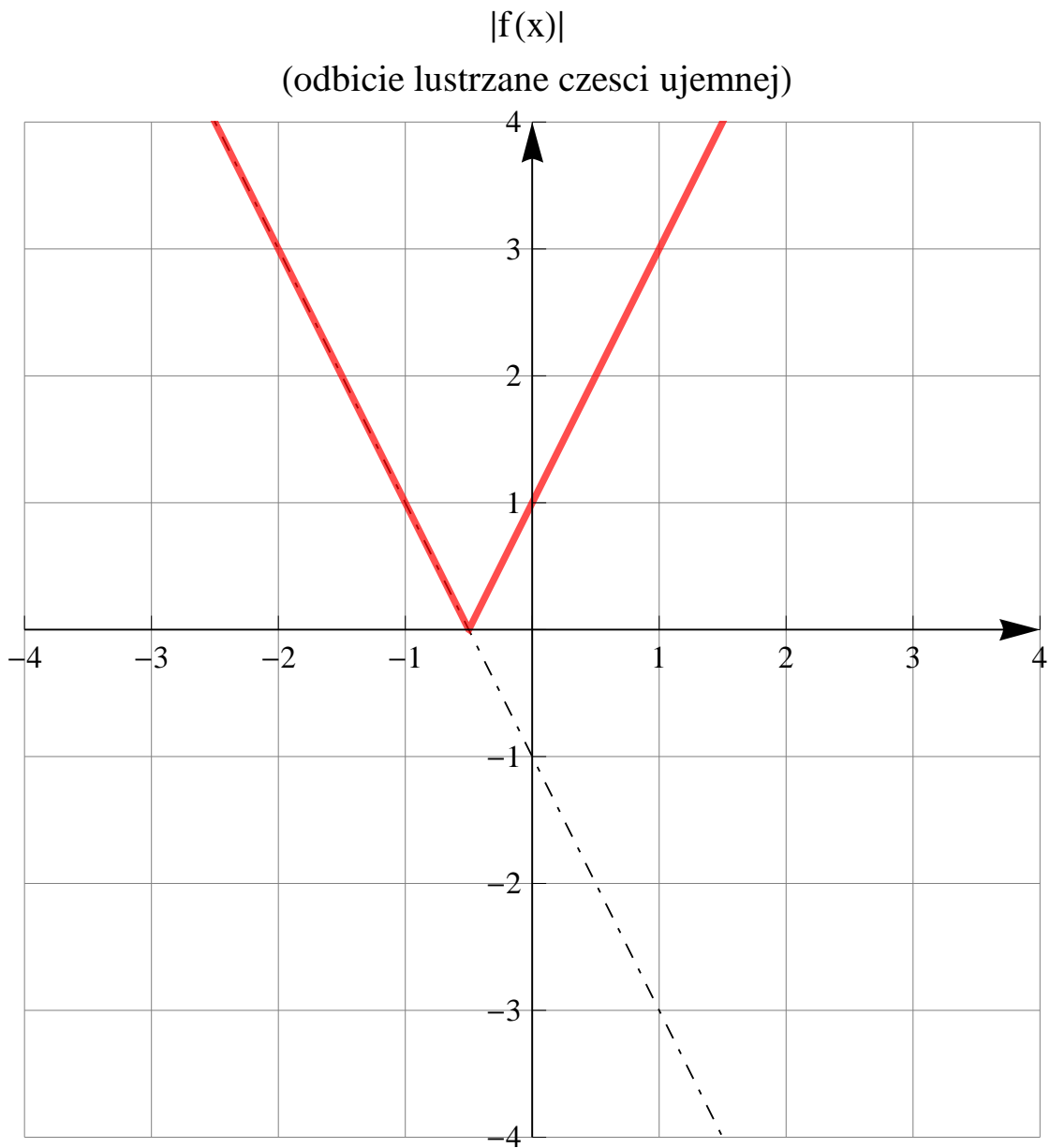
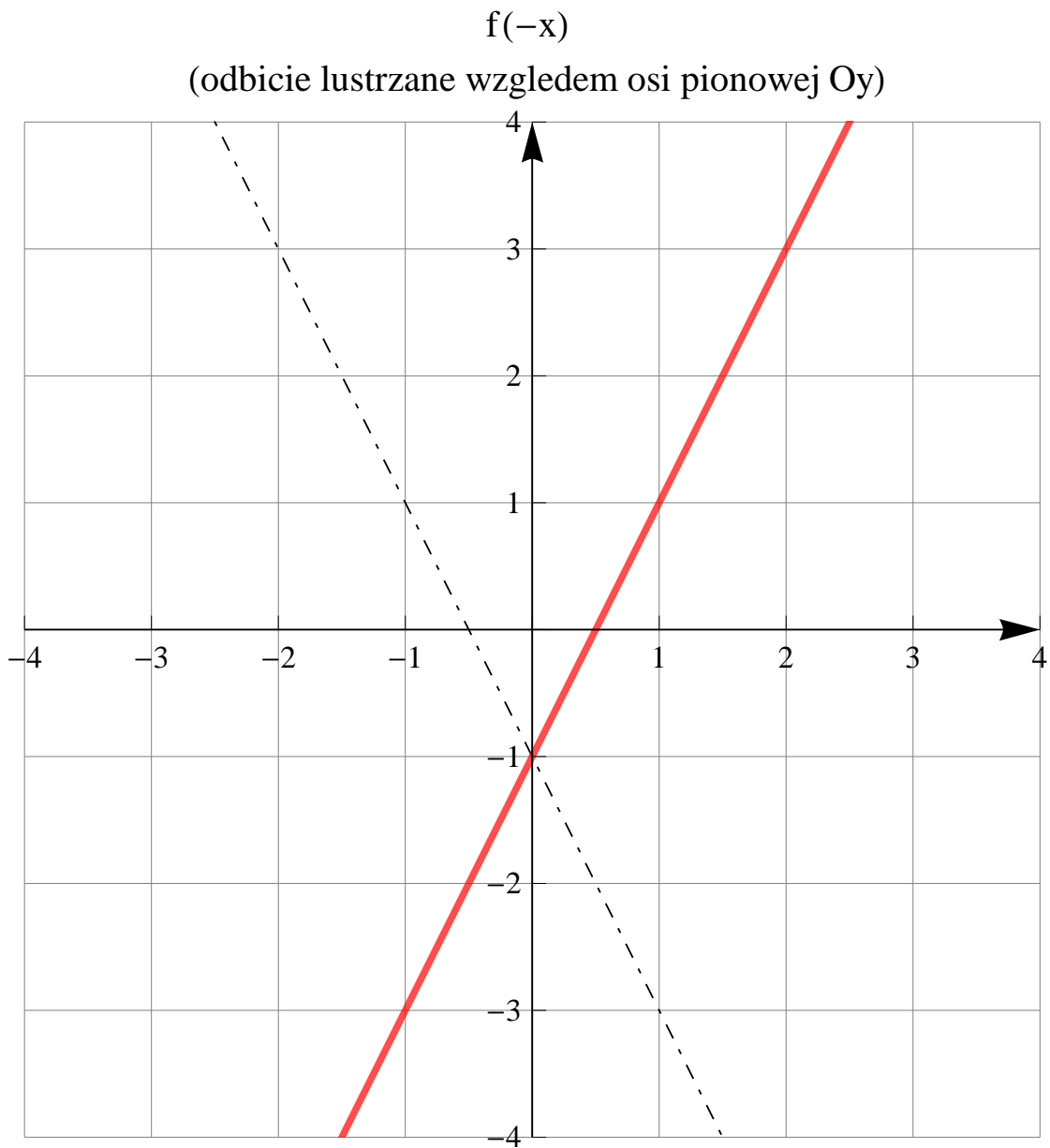
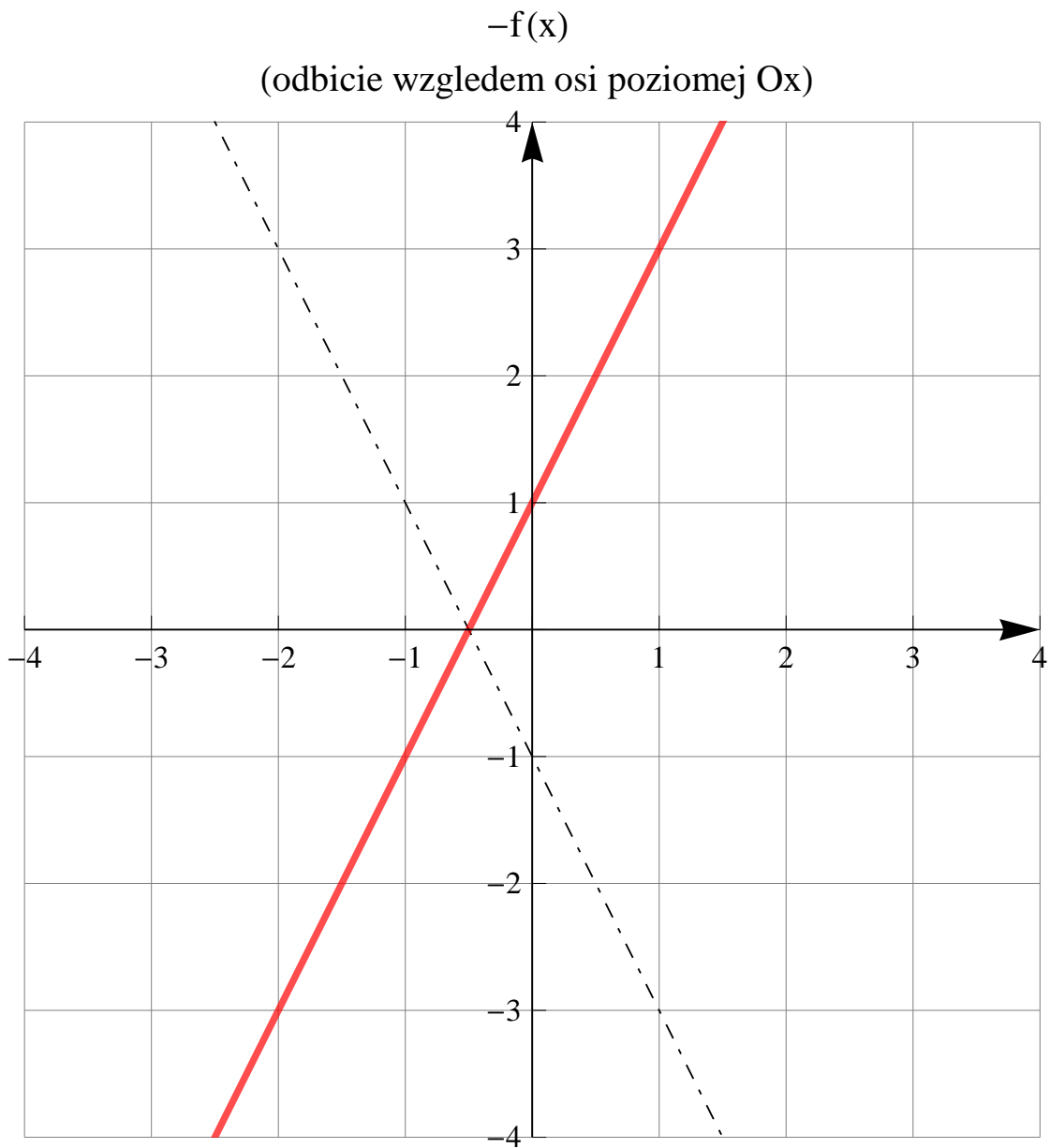


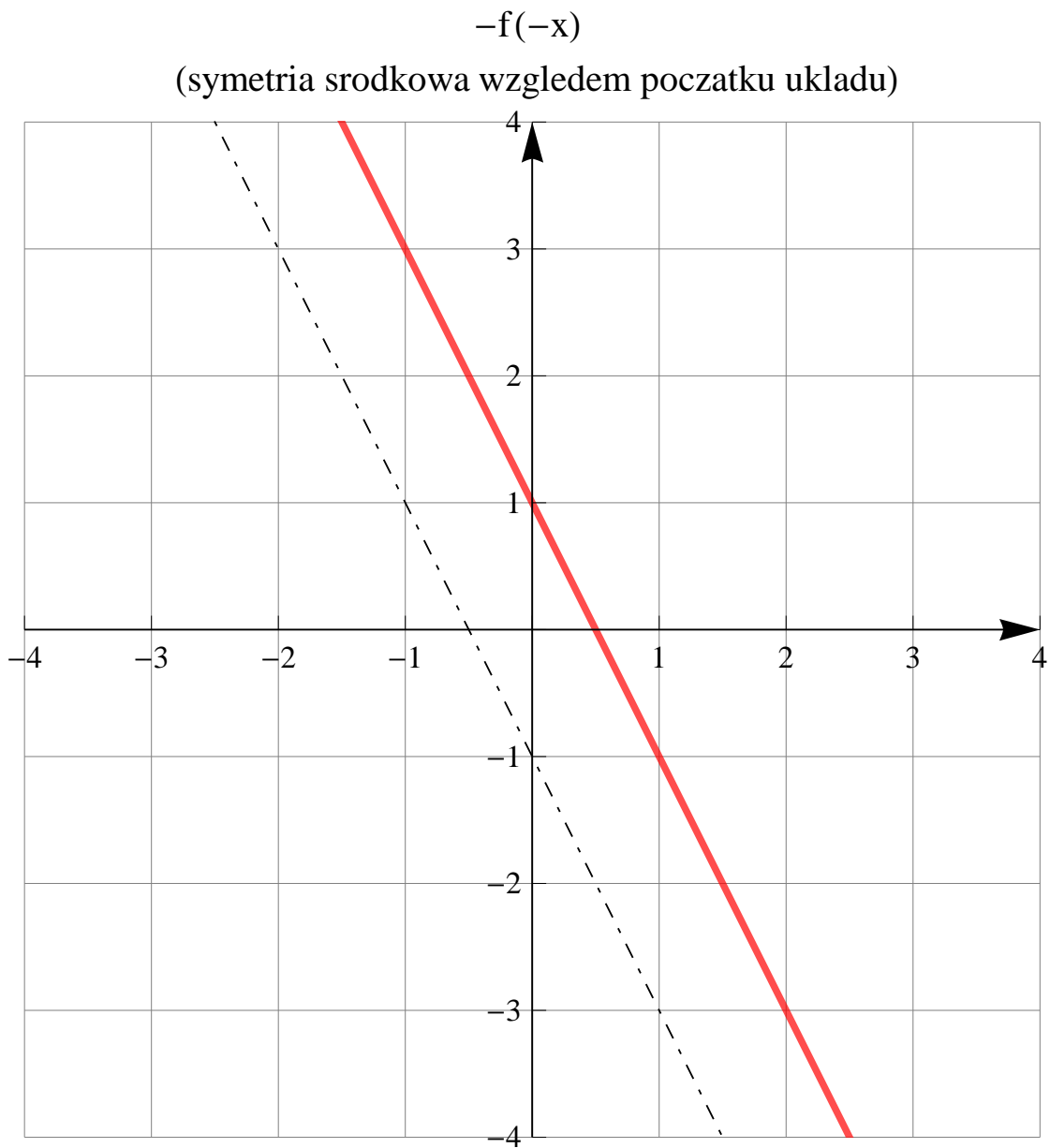
$$-2x - 1$$

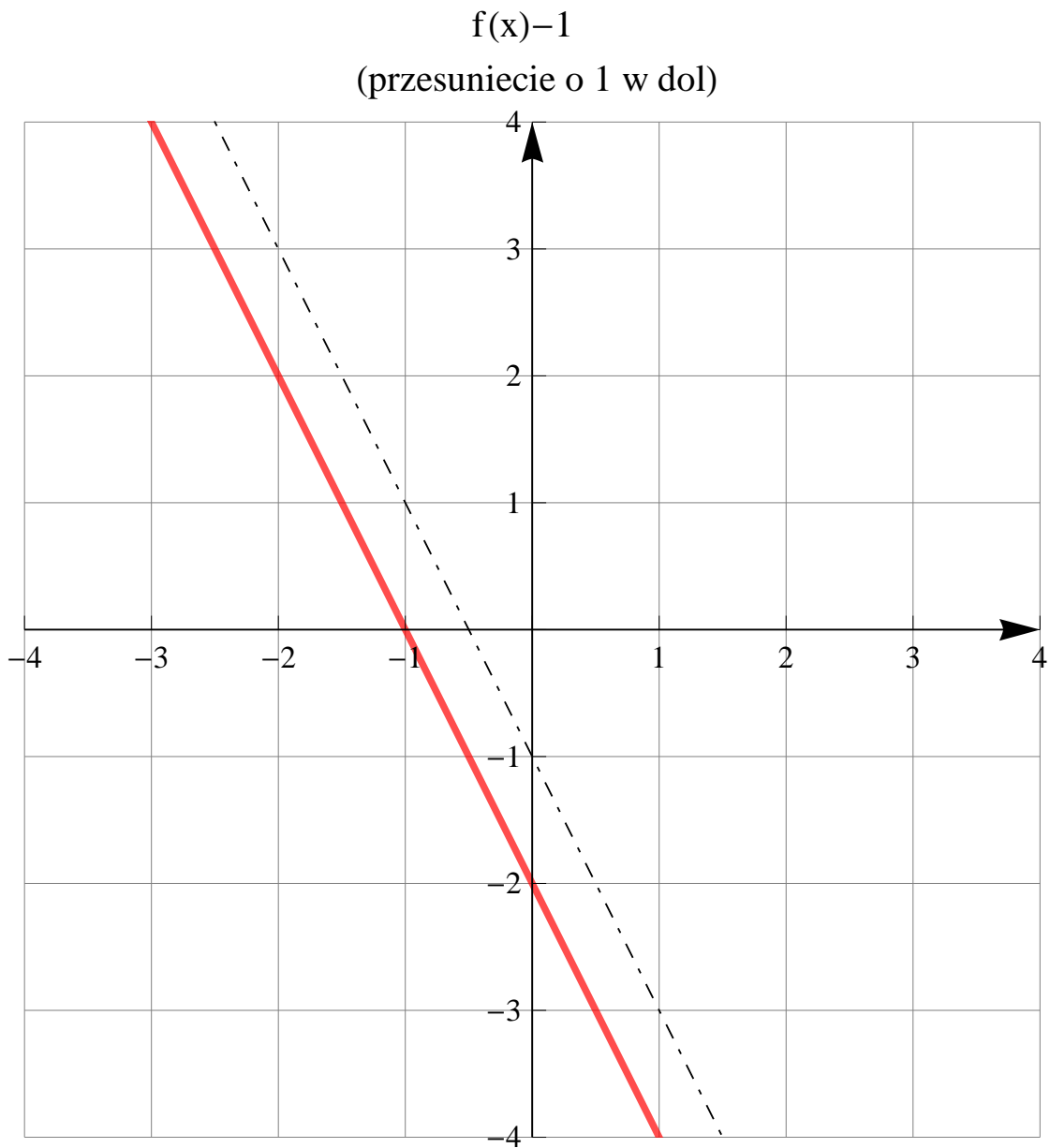


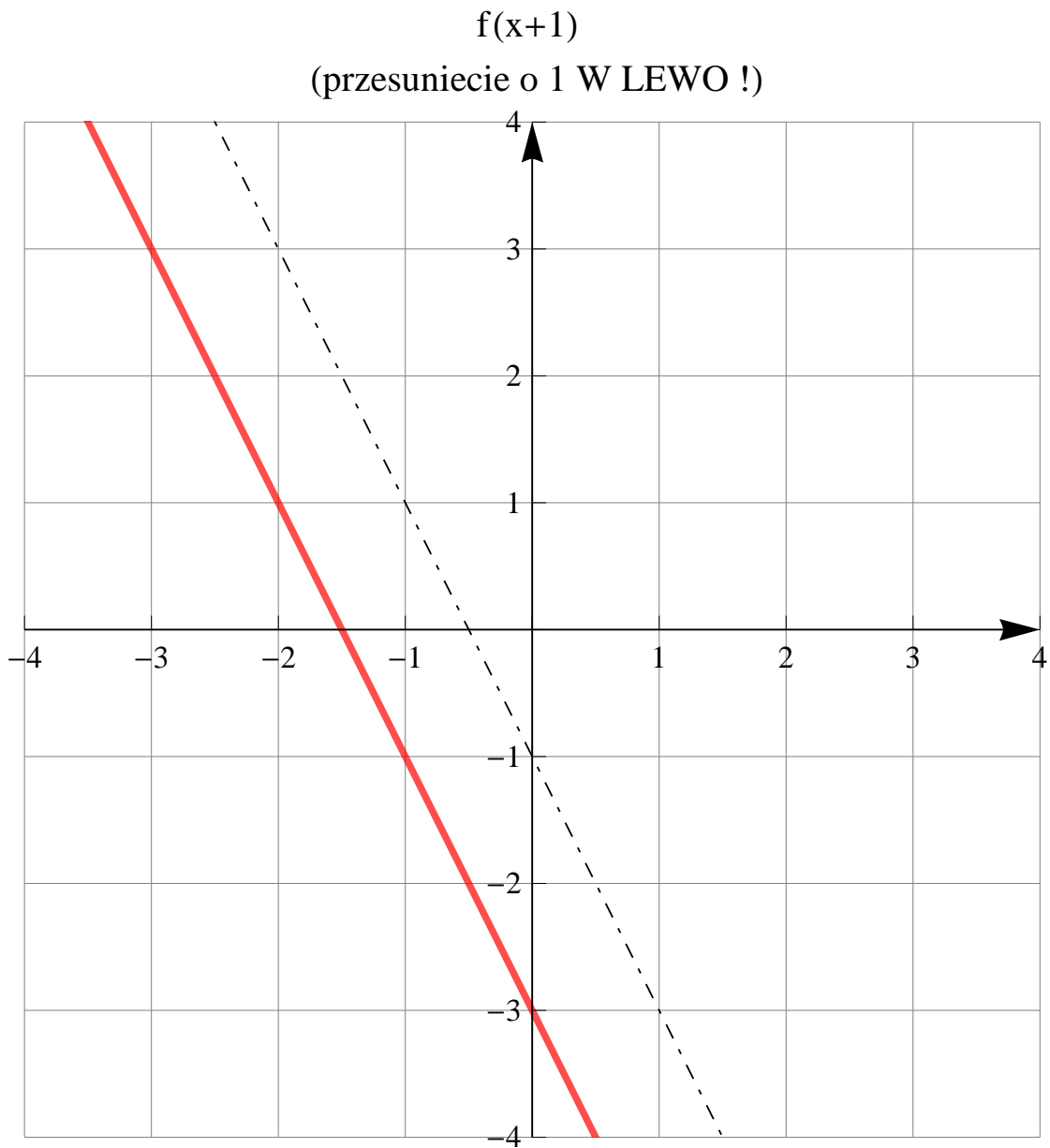


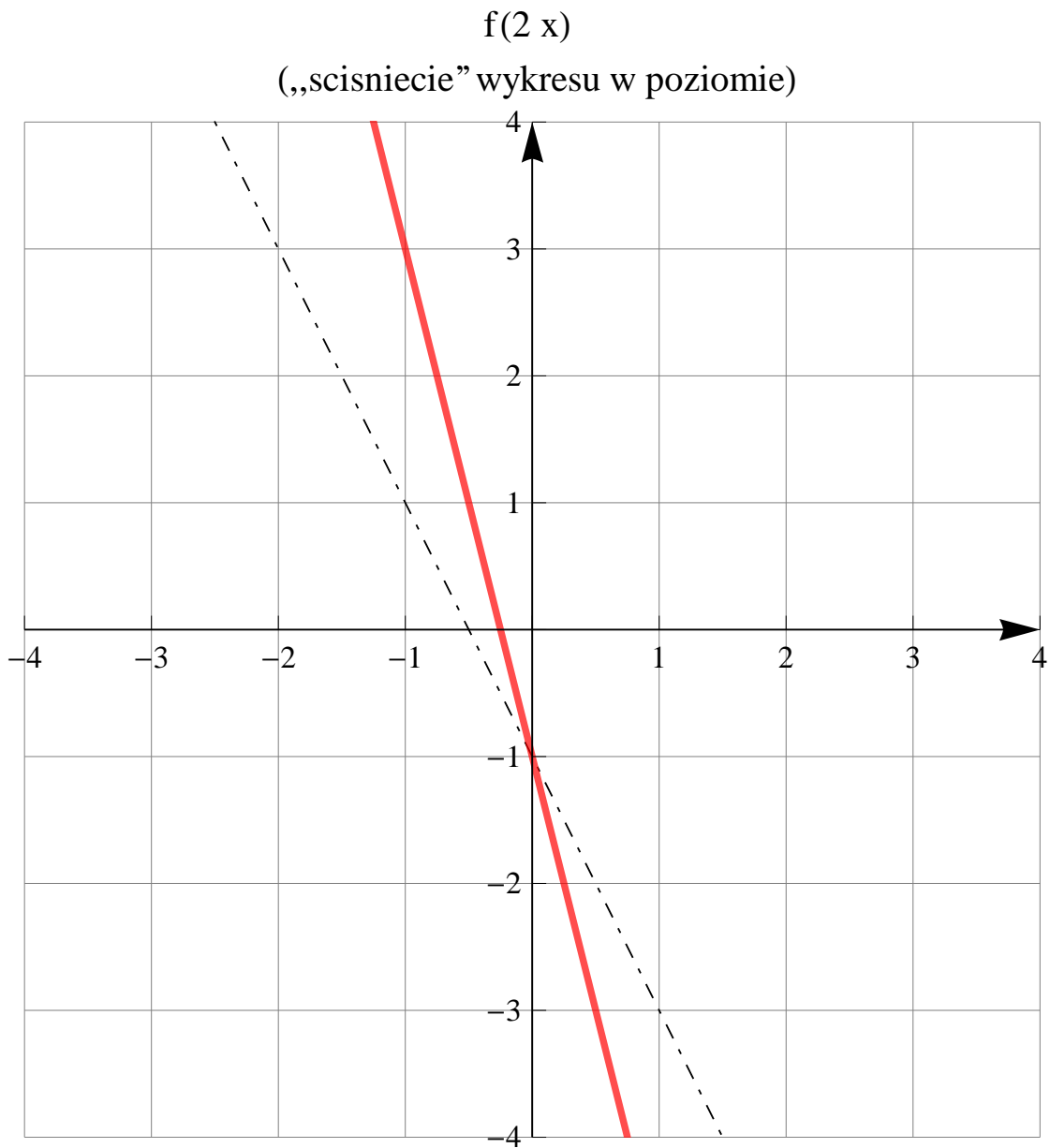


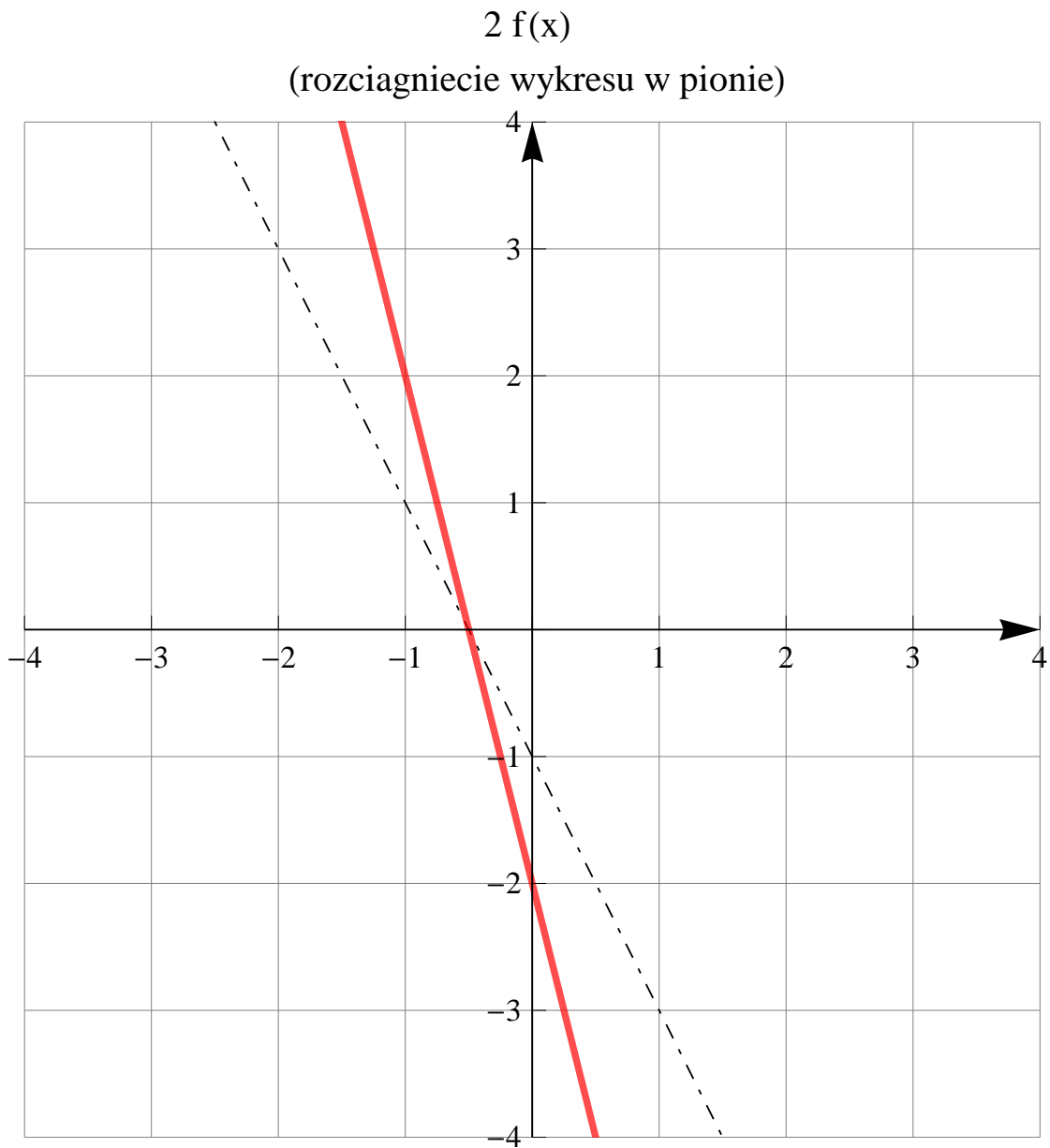


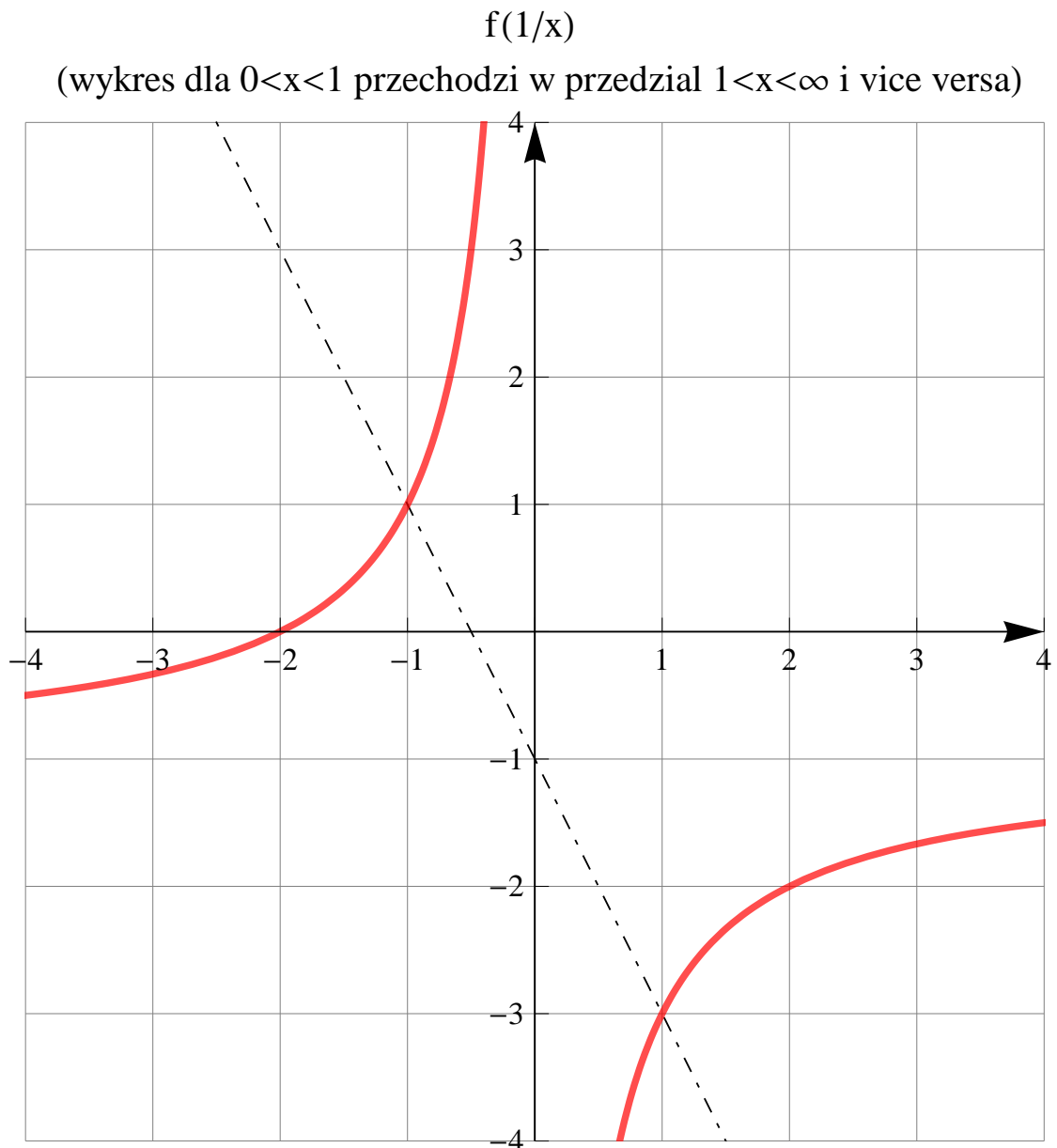


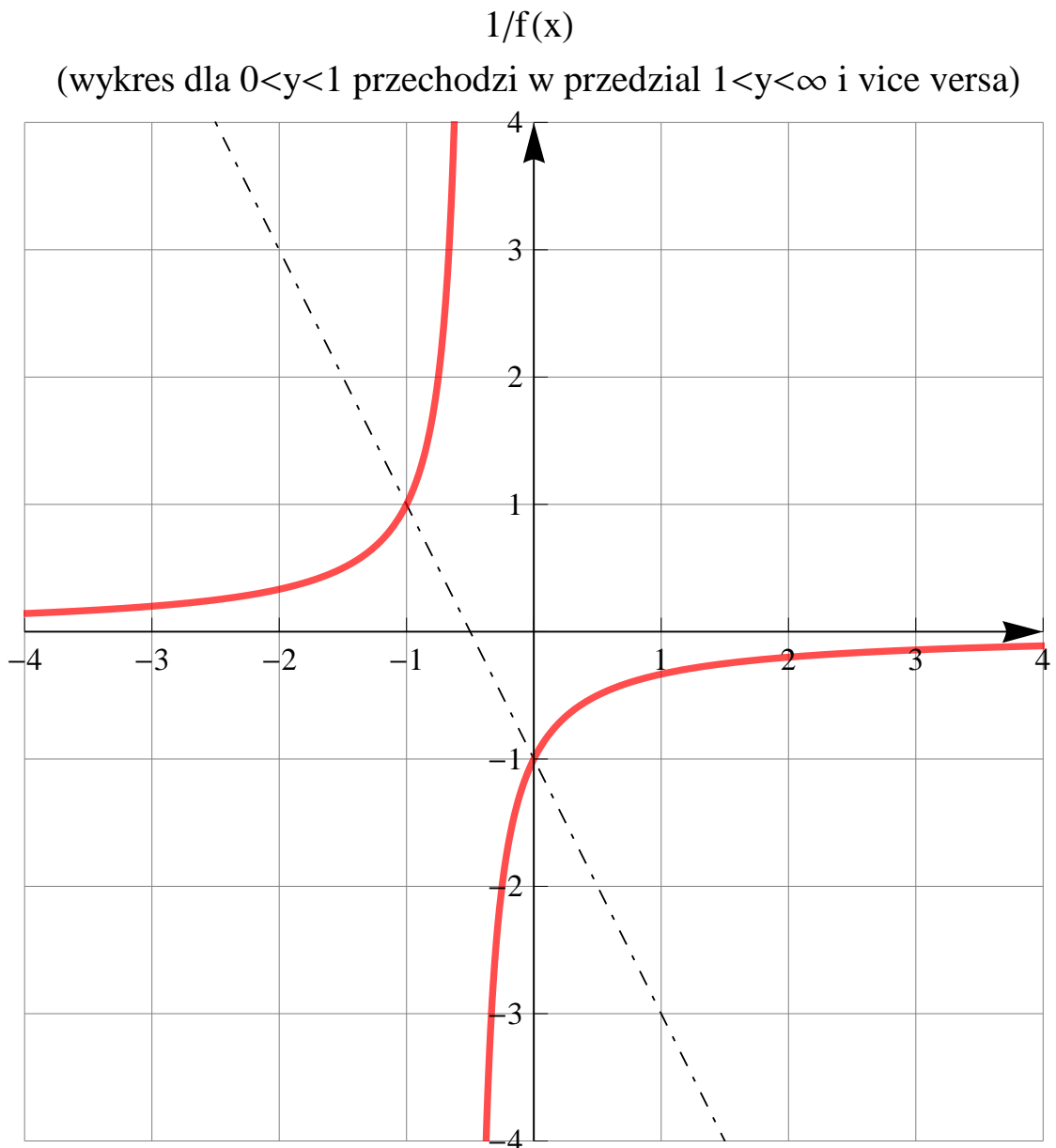


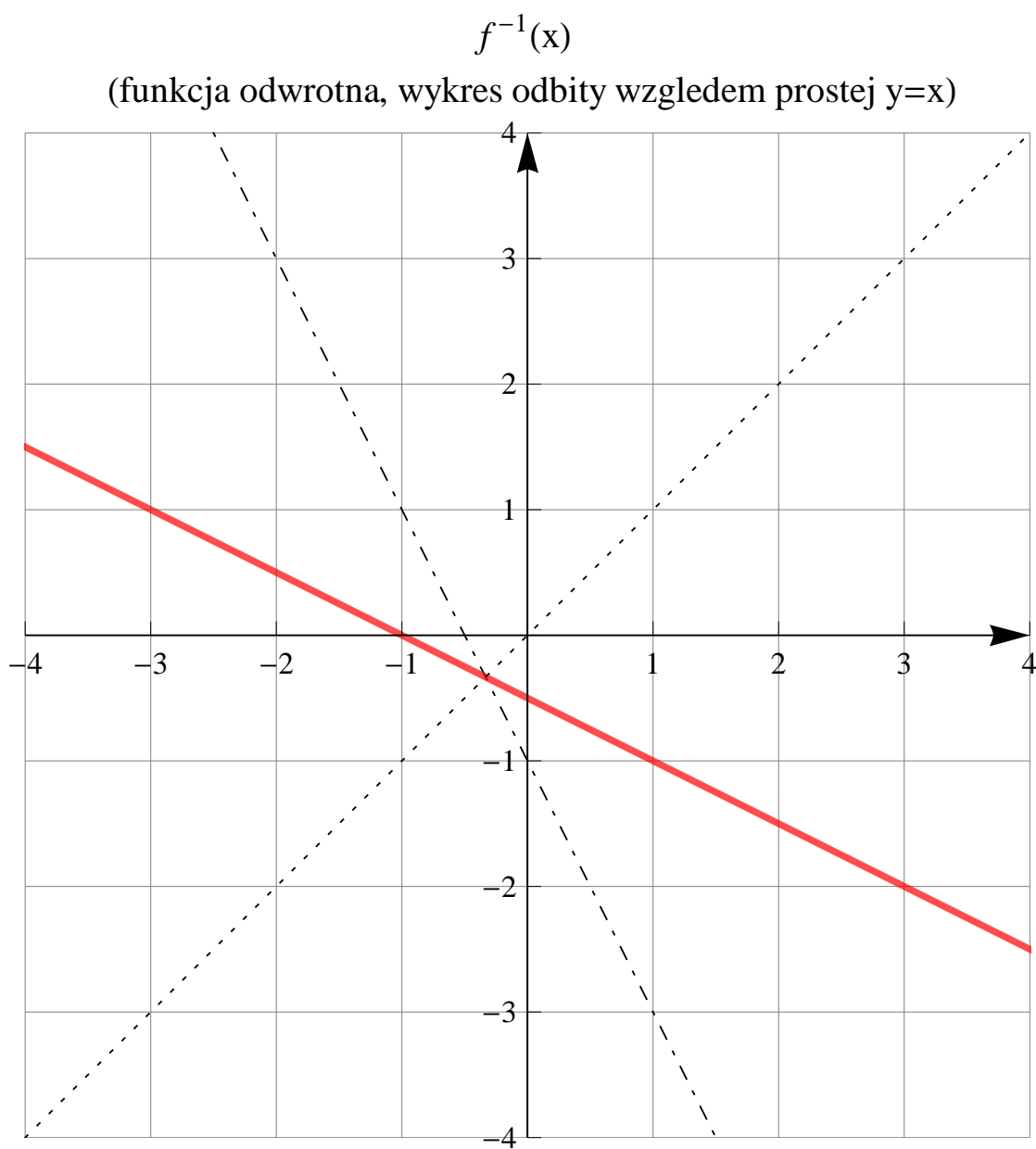












$f(2-x)$
(odbicie+przesunięcie o 2 w prawo)
LUB
(przesunięcie o 2 w lewo+odbicie)

