Understanding the Vertex Jump Pattern for Centered-Point Flowers

Unlike other files in **Part III**, each jump from vertex to vertex is immediately followed by a jump to the center and a jump back out to the newly acquired vertex.

To be explicit, consider ***n*** = 3 and the vertices are labelled as usual, clockwise around the circle starting at 0 (& 3) at the top. Call the center ***C***. The order of vertices required to complete a circuit is thus:

0 to 1 to ***C*** to 1 to 2 to ***C*** to 2 to 3 to ***C*** to 3

There are three things to note about this situation:

1) The circuit is completed after 3***n*** jumps rather than ***n*** jumps. There are ***n*** jumps to go around the circle, ***n*** jumps to the center, and ***n*** jumps from the center back to the vertex on the circle.

2) The circuit is **NOT** complete as soon as ***n*** & 0 is attained (the first 3 in the sequence above). The circuit is complete once we jump to the center and back to ***n*** & 0.

3) Jumps between polygonal vertices is fixed at ***J*** = 1 in this file.