

Arche de NOE

Les sous classes



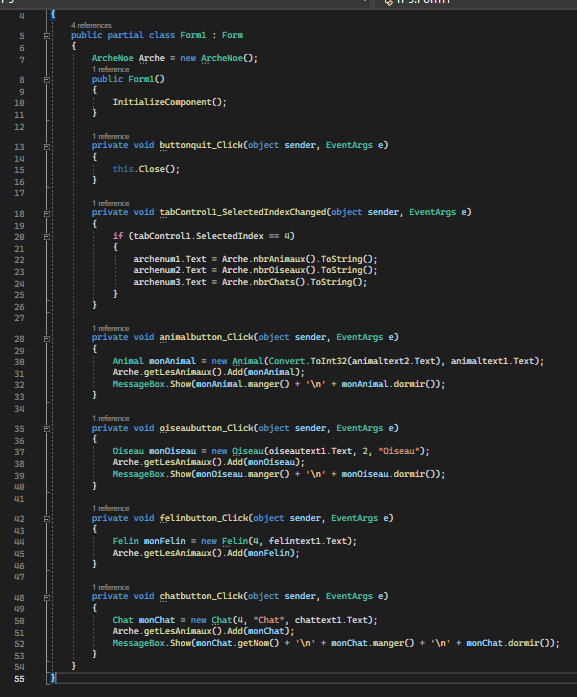
April 13, 2023

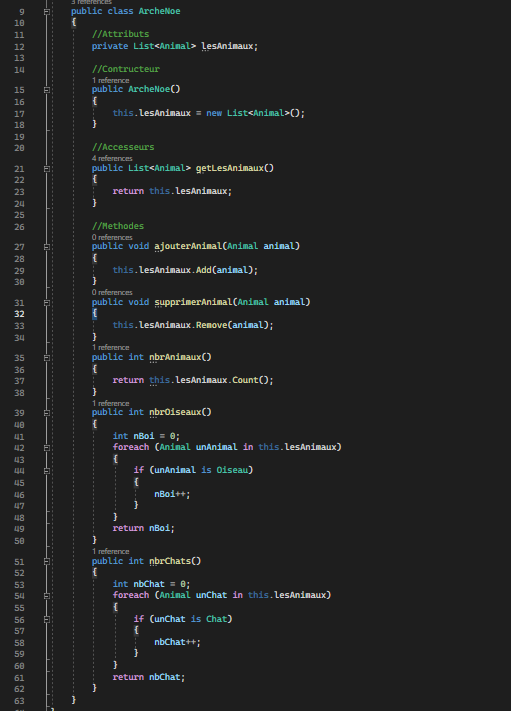
Martins da cruz

Benjamin

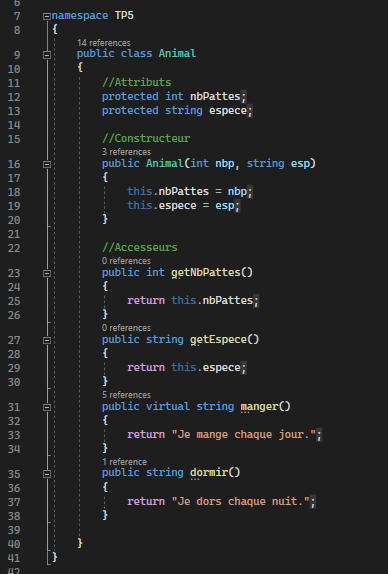
# Programme

## Form.cs

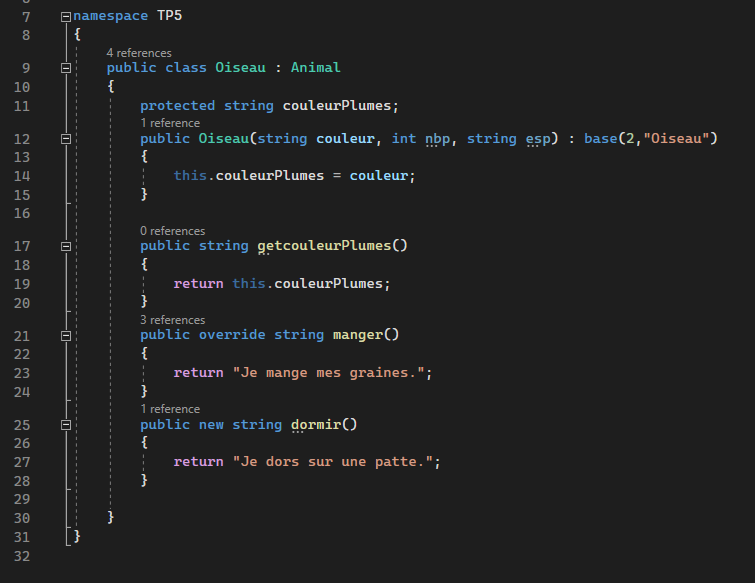


ArcheNoe.cs  


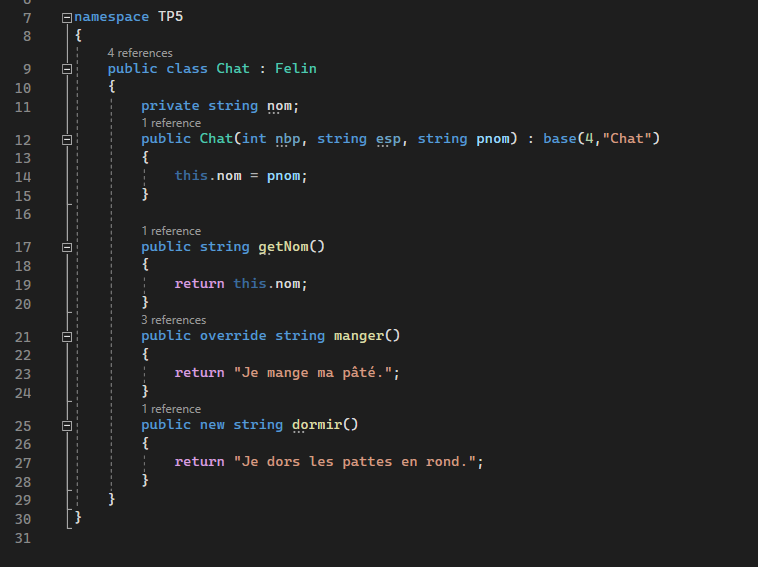
## Animal.cs



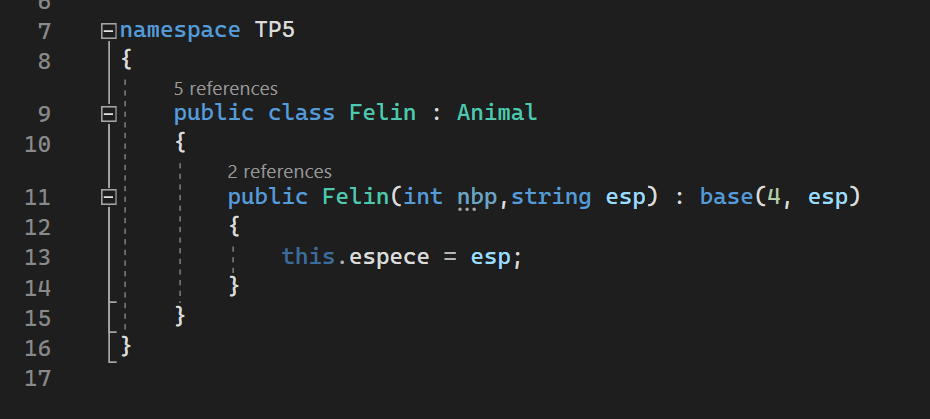
## Oiseau.cs



## Chat.cs

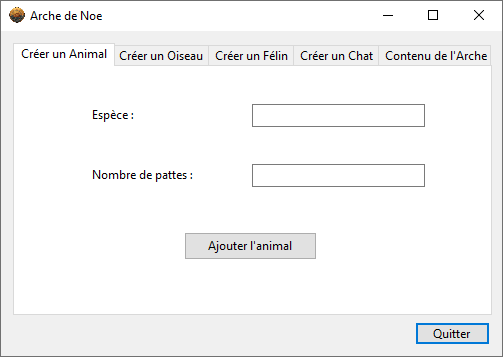


## Felin.cs

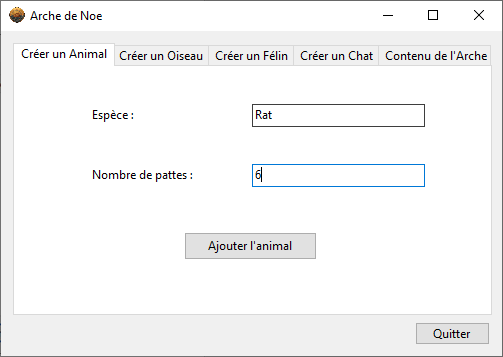


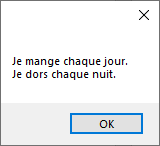
# Execution du programme

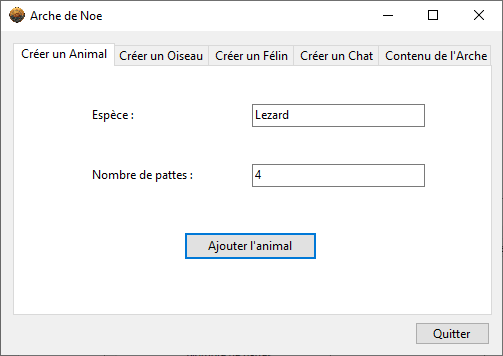
## Fenêtre de départ

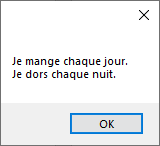


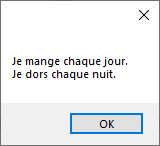
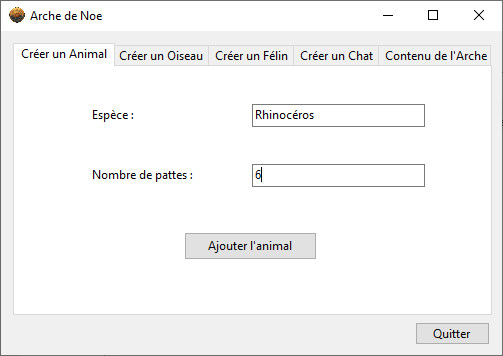
## Ajout de 4 animaux

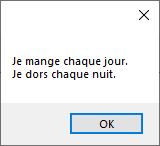
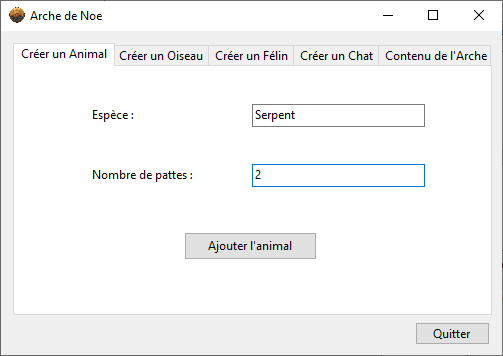




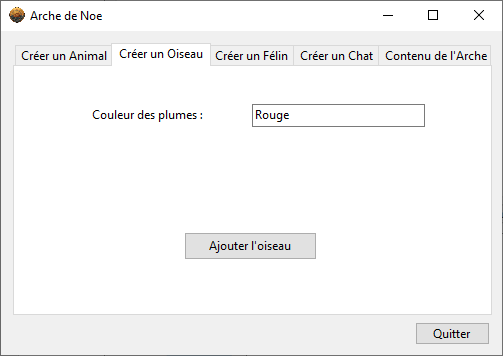


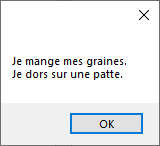
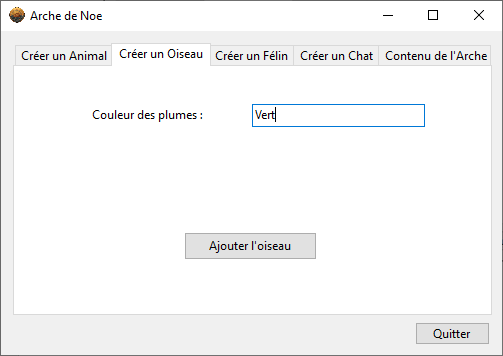
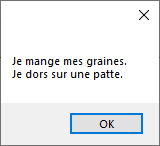
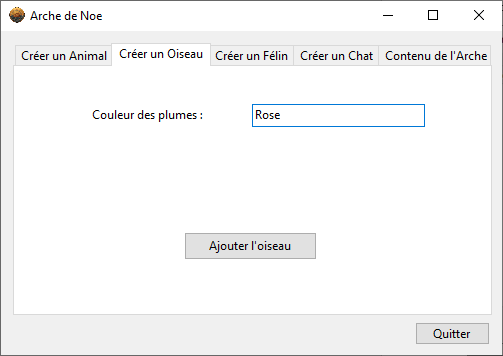
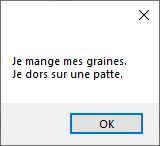




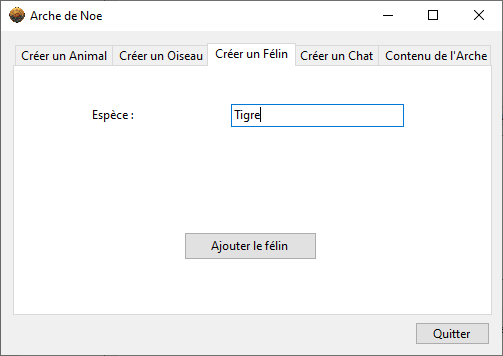


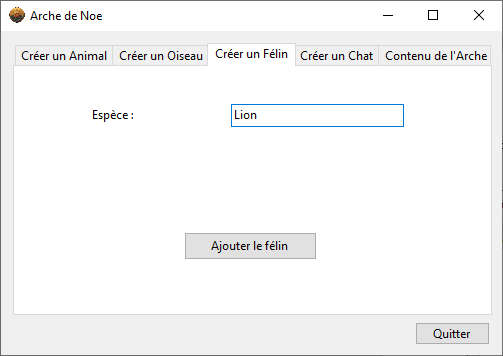
## Ajout de 3 Oiseaux



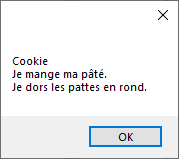
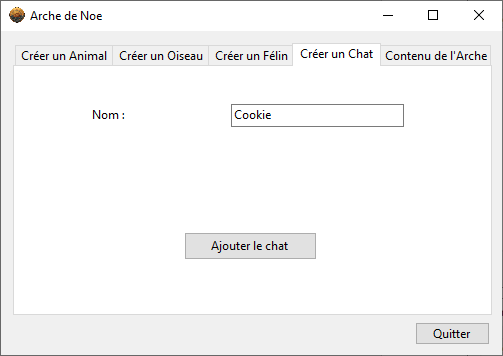


## Ajout de 2 félins





## Ajout d’un chat



Contenu de l’Arche  
  
4 animaux + 3 oiseaux + 2 félins + 1 chat = un total de 10 animaux  
  
