model geometrique::Main

Triangle

+coteA: float = 0
+coteB: float = 0
+coteC: float = 0
+nom: str = triangle

+perimetre()
+surface()

Geometrique

+nom; str = Geometrique

+perimetre()
+surface()

Cercle

+nom: str = cercle0
+Rayon: float = 0

+permetre()
+surface()

TriangleRectangle

+catheteA: float = 0
+catheteB: float = 0

+perimtre()
+surface()

Rectangle

+longueur: float = 0
+largeur: float = 0

+perimetre()
+surface()

carre

+cote: float = 0
+nom: str = carre1

+perimetre()
+surface()