












































 Rectangle	
  x	float
  y	float
  width	float
  height	float
   Rectangle(float, float, float, float)	
   setLocation(float, float)	void
   setSize(float, float)	void
   getArea()	float
   toString()	String



  Carre	
   Carre(float, float, float)	
   setLocation(float, float)	void
   setSize(float)	void
   getArea()	float
   toString()	String

  ApplicationTest	
   main(String[])	void