

```
public class VoletLames{
private String identification = "voletLames";
private String mur;
public boolean allume;
private double hauteurTotale, position, angle;

public VoletLames() {}
public VoletLames(String identification, String mur, boolean allume,
double hauteurTotale, double position, double angle) {
this.identification = identification;
this.mur = mur;
this.allume = allume;
this.hauteurTotale = hauteurTotale;
this.position = position;
this.angle = angle;
}

public double getAngle() {
return angle;
}

public void setAngle(double angle){
this.angle = angle;
}

public String getIdentification() {
return identification;
}

public void setIdentification(String identification) {
this.identification = identification;
}

public String getMur() {
return mur;
}

public void setMur(String mur) {
this.mur = mur;
}

public boolean isAllume() {
return allume;
}

public void setAllume(boolean allume) {
this.allume = allume;
}
```

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}
public double getHauteurTotale() {
return hauteurTotale;
}
public void setHauteurTotale(double hauteurTotale) {
this.hauteurTotale = hauteurTotale;
}
public double getPosition() {
return position;
}
public void setPosition(double position) {
this.position = position;
}
public String localisation() {return mur;}
public String nomAppareil() {return identification;}
public void start() {allume=true;}
public void stop() {allume=false;}

public double hauteurTotale()
{return hauteurTotale;}

public void descendre(double h)
{position += h;}

public void monter(double h) {
if (! this.allume) return;
position -= h;
}

public void orienter(double angle){this.angle=angle;}

public double position() {
return position;
}

public boolean allume() {
return allume;
}

}
```