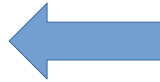


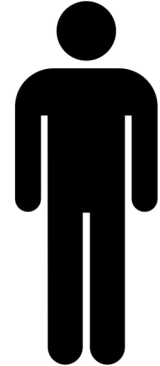
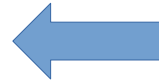
# Langages pour les machines

## *langages de programmation*



```
std::string line;
while (window.isOpen()) {
    sf::Event event;
    while (window.pollEvent(event)) {
        if (event.type == sf::Event::Closed)
            window.close();
    }

    if (!std::getline(std::cin, line)) {
        window.close();
        continue;
    }
}
```



# Langages entre machines

*protocoles*

