VisiteurSansEffet **VisiteurAbs** traiterBouilloire(Bouilloire*): void traiterBouilloire(class Bouilloire*): void traiterCircuitLiqComposite(CircuitLiqComposite*): void traiterCircuitLiqComposite(class CircuitLiqComposite*): void traiterCircuitSolComposite(CircuitSolComposite*): void traiterCircuitSolComposite(class CircuitSolComposite*): void traiterElmVisitable(ElmVisitable*): void traiterFiltre(class Filtre*): void traiterFiltre(Filtre*): void traiterMoteur(class Moteur*): void traiterMoteur(class Moteur*): void traiterPompe(class Pompe*): void traiterPompe(Pompe*): void traiterReceptacle(class Receptacle*): void traiterReceptacle(class Receptacle*): void traiterReservoir(class Reservoir*): void traiterReservoir(Reservoir*): void traiterTransmission(class Transmission*): void traiterTransmission(class Transmission*): void traiterTuyau(class Tuyau*): void traiterTuyau(Tuyau*): void VisiteurAbs() VisiteurSansEffet() ~VisiteurAbs() ~VisiteurSansEffet() Visiteur Calcul Volume Liquide volumeTotal: float getVolumeTotal(): float {query} resetVolumeTotal(): void traiterBouilloire(Bouilloire*): void traiterPompe(Pompe*): void **ElmVisitable** traiterReservoir(Reservoir*): void traiterTuyau(Tuyau*): void accepter(class VisiteurAbs*): void VisiteurCalculVolumeLiquide() ElmVisitable() ~VisiteurCalculVolumeLiquide() ~ElmVisitable() Reservoir ElmCircuitLiquide m_hauteur: float m_tartre: float m_largeur: float addSousElement(ElmCircuitLiqPtr&): void m niveau: float addSousElement(ElmCircuitLiquide*): void m_profondeur: float addTartre(float): void accepter(VisiteurAbs*): void calculerAccumulationTartre(float, float, float): float getHauteur(): float {query} ElmCircuitLiquide() getLargeur(): float {query} ~ElmCircuitLiquide() getNiveau(): float {query} getSousElement(size_t): ElmCircuitLiqPtr getProfondeur(): float {query} getSousElement(size_t): ElmCircuitLiqPtr {query} getVolume(): float {query} getTartre(): float {query} nettoyer(): void nettoyer(): void operer(float): void nombreSousElements(): int {query} Reservoir(float, float, float, float) operer(float): void ~Reservoir() removeTartre(): void setNiveau(float): void **Bouilloire** Tuyau **Pompe** m_hauteur: float m_longueur: float m debit: float m_rayon: float m niveau: float m_puissance: float m_puissance: float volumeLiquide: float = 45.0 {readOnly} accepter(VisiteurAbs*): void m rayon: float getLongueur(): float {query} m_temperature: float accepter(VisiteurAbs*): void getRayon(): float {query} niveauMinimum: float = 10.0 {readOnly} getDebit(): float {query} getVolume(): float {query} getPuissance(): float {query} accepter(VisiteurAbs*): void nettoyer(): void nettoyer(): void Bouilloire(float, float, float) operer(float): void operer(float): void ~Bouilloire() Tuyau(float, float) Pompe(float, float) getHauteur(): float {query} ~Tuyau() ~Pompe() getNiveau(): float {query} getPuissance(): float {query} getRayon(): float {query} getTemperature(): float {query} getVolume(): float {query} nettoyer(): void operer(float): void setNiveau(float): void setTemperature(float): void