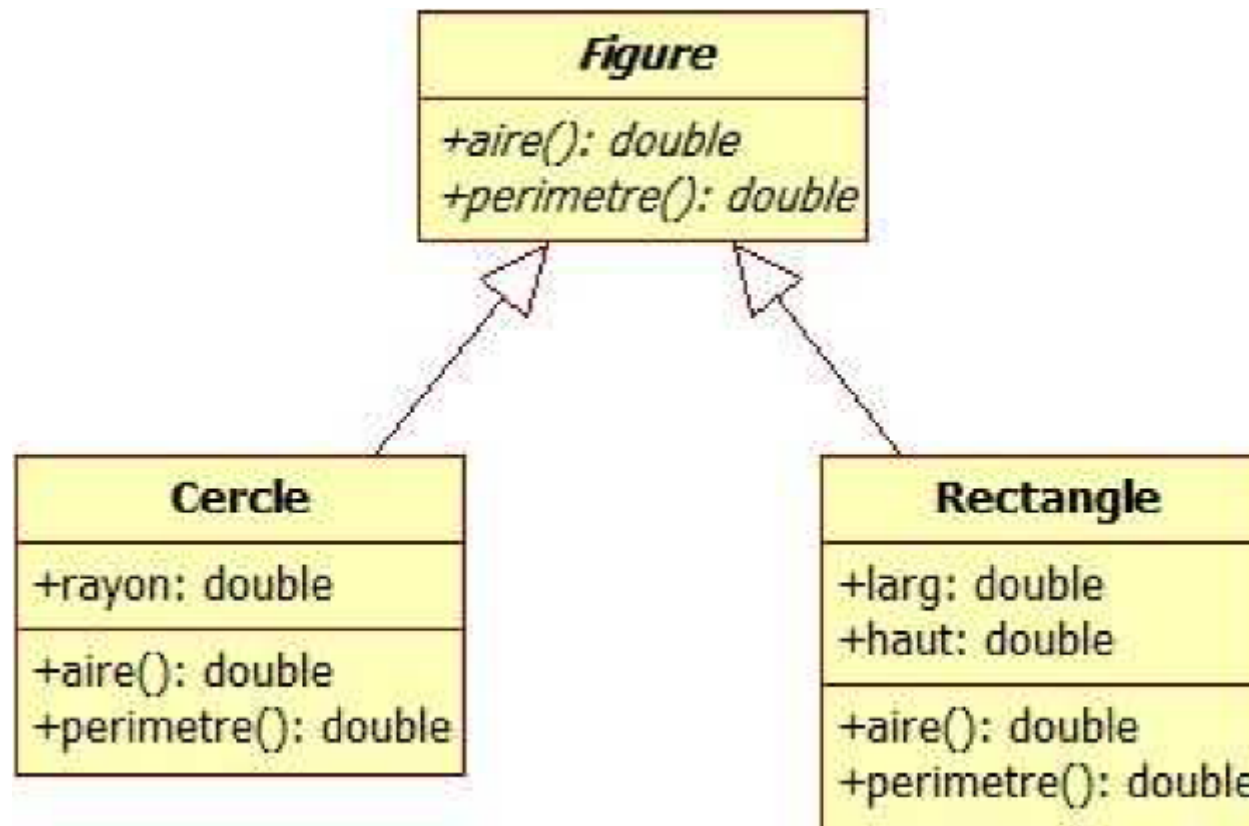


1) Ce qu'on a

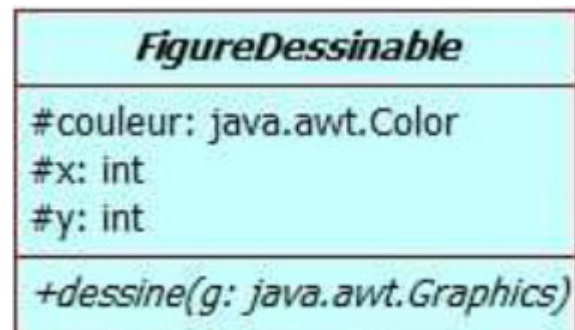
Cercle
+rayon: double
+aire(): double +perimetre(): double

Rectangle
+larg: double +haut: double
+aire(): double +perimetre(): double

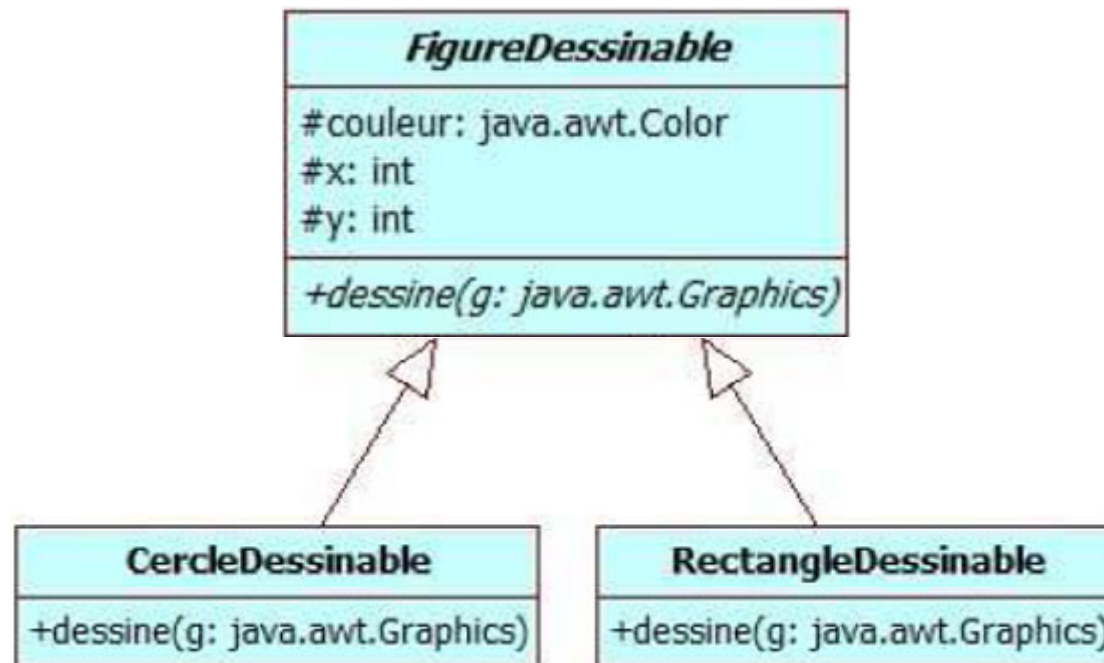
2) Ce qu'on devrait avoir !



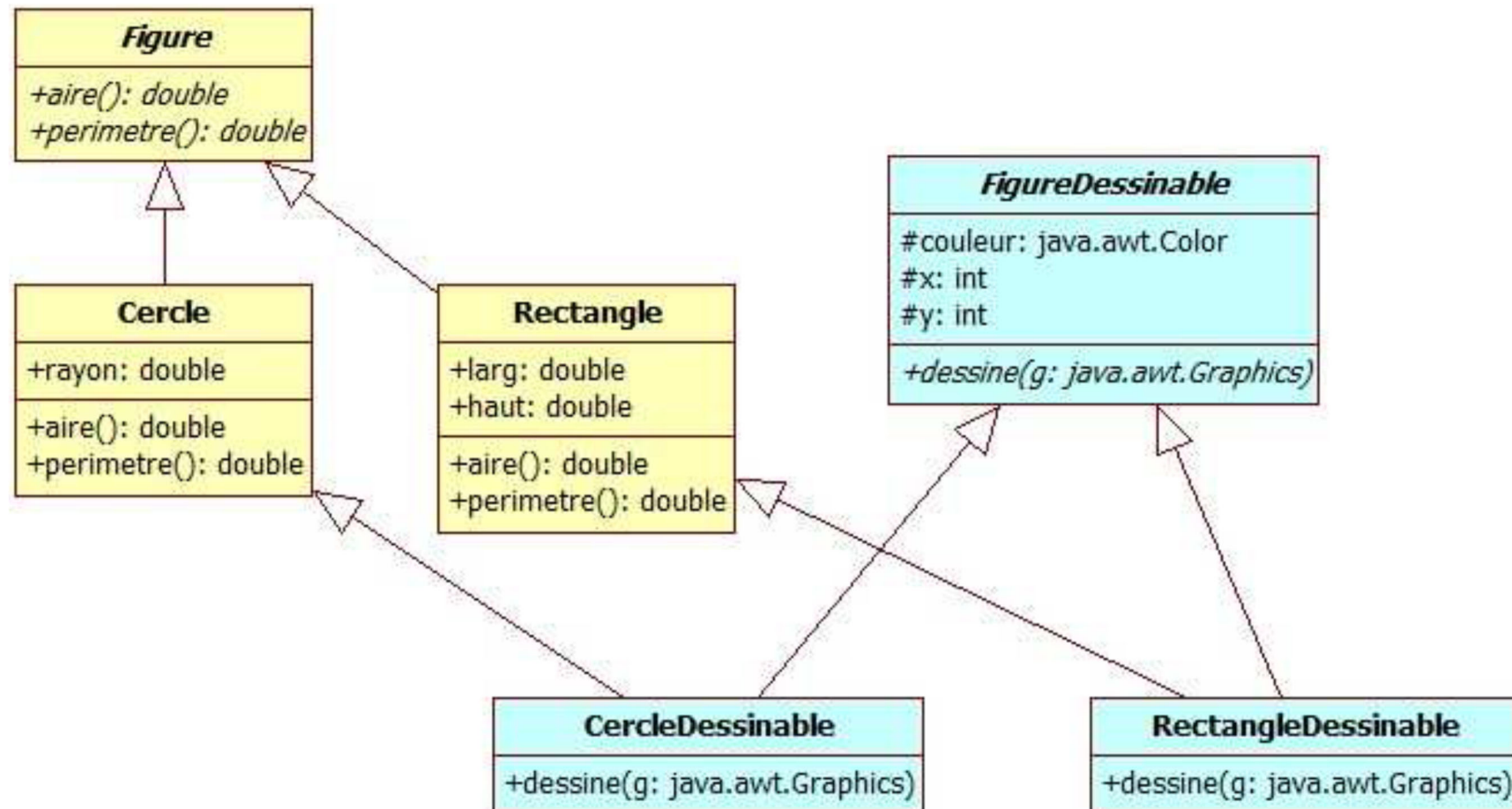
3) Ce qu'on veut rajouter



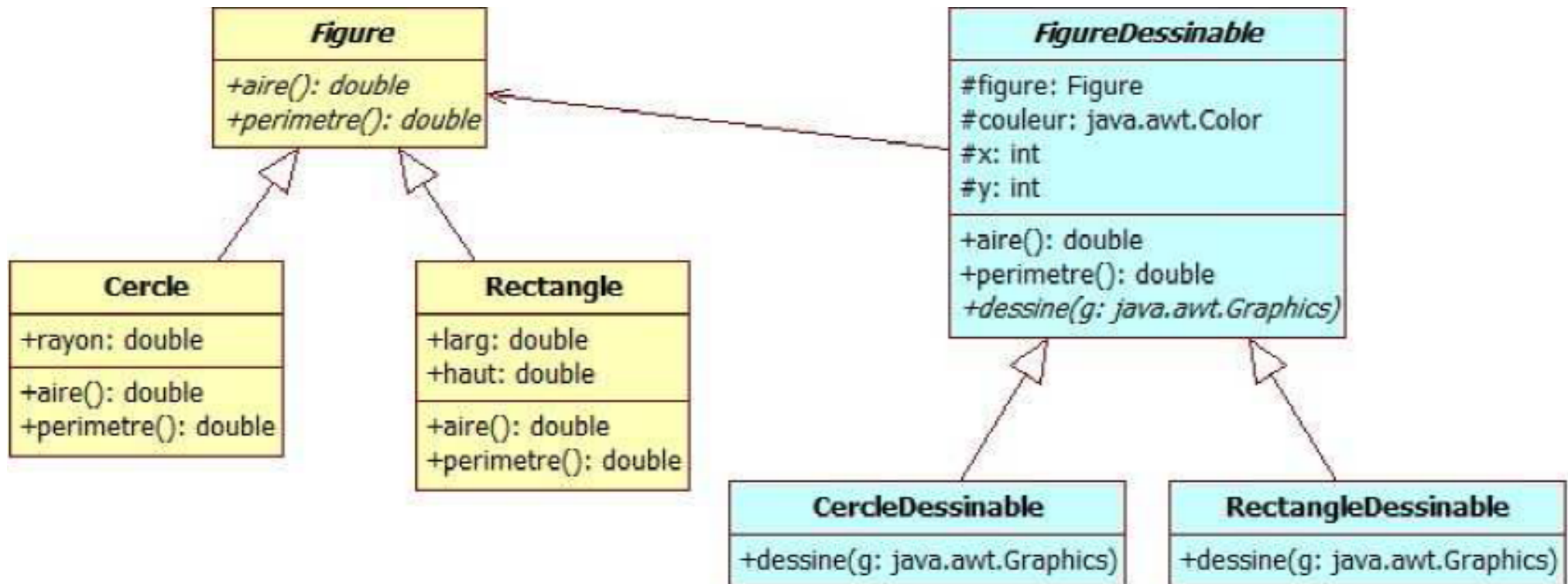
4) Ce qu'on doit rajouter



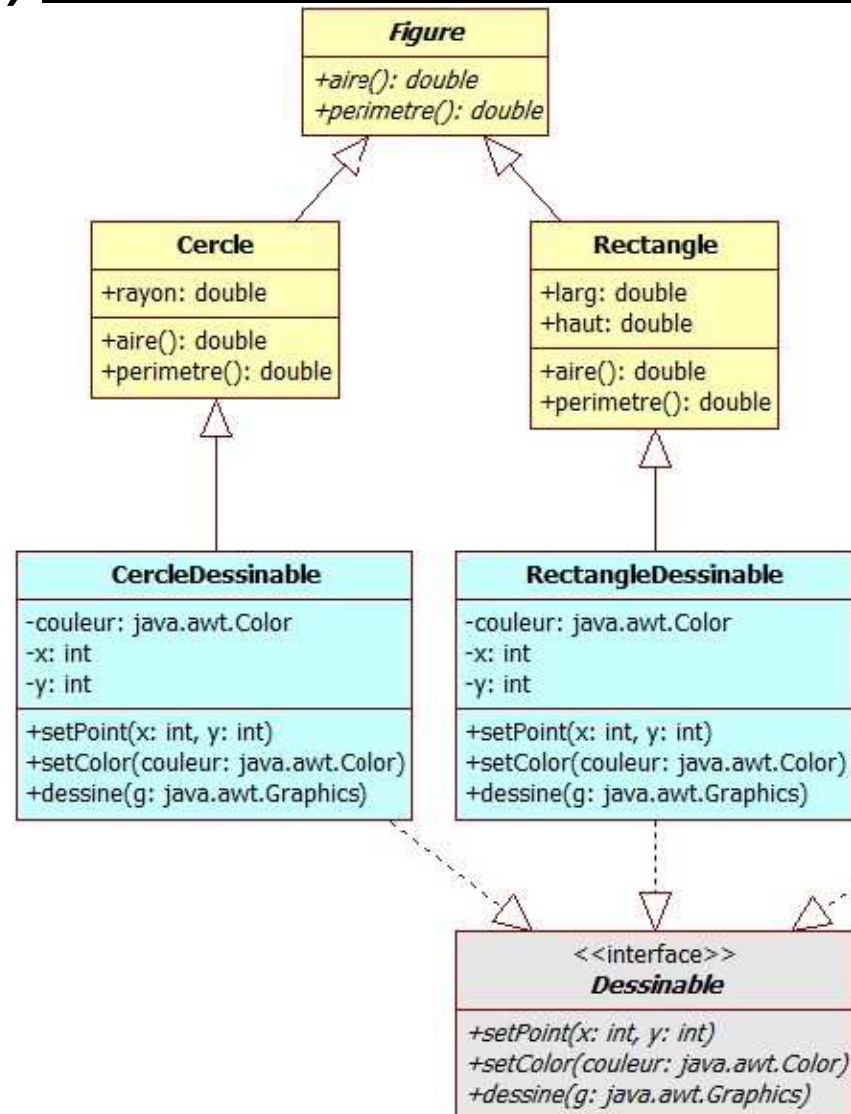
5) Héritage multiple



6) Classe enveloppe (wrapper)



7) Interface Dessinable



8) Avantage interface Dessinable : autres classe Dessinable

