

Vehicule

→ Propriétés

→ Méthodes

Delete() : void

@ Read(): void

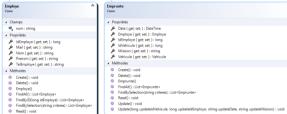
□ Undate(): void

Vehicule()

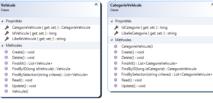
▶ IdVehicule { get set } : long

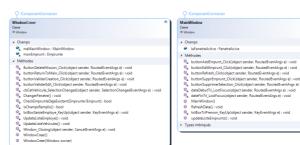
LibelleVehicule (get; set;) : string

@ Update(): void















setData(string setQuery) : bool