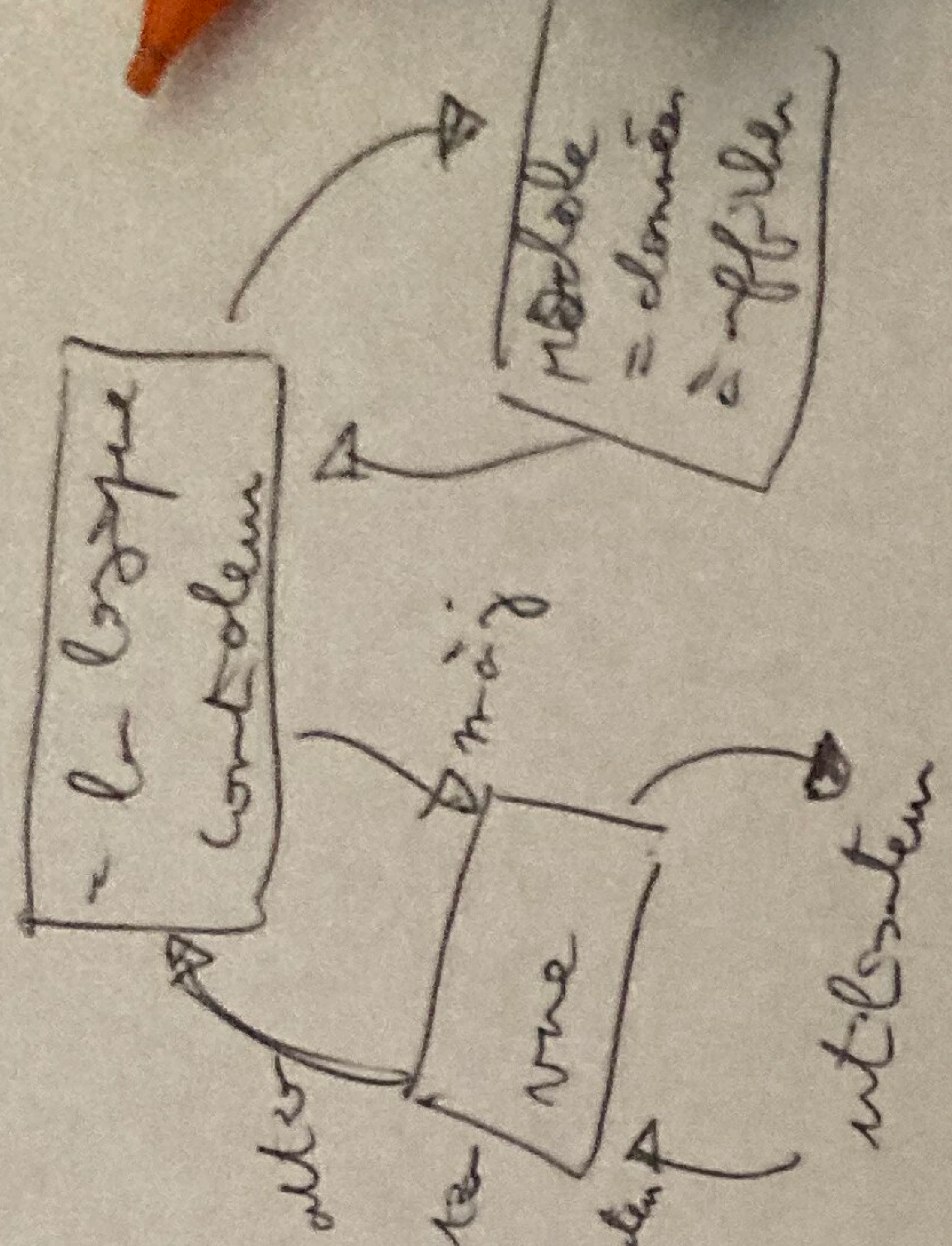
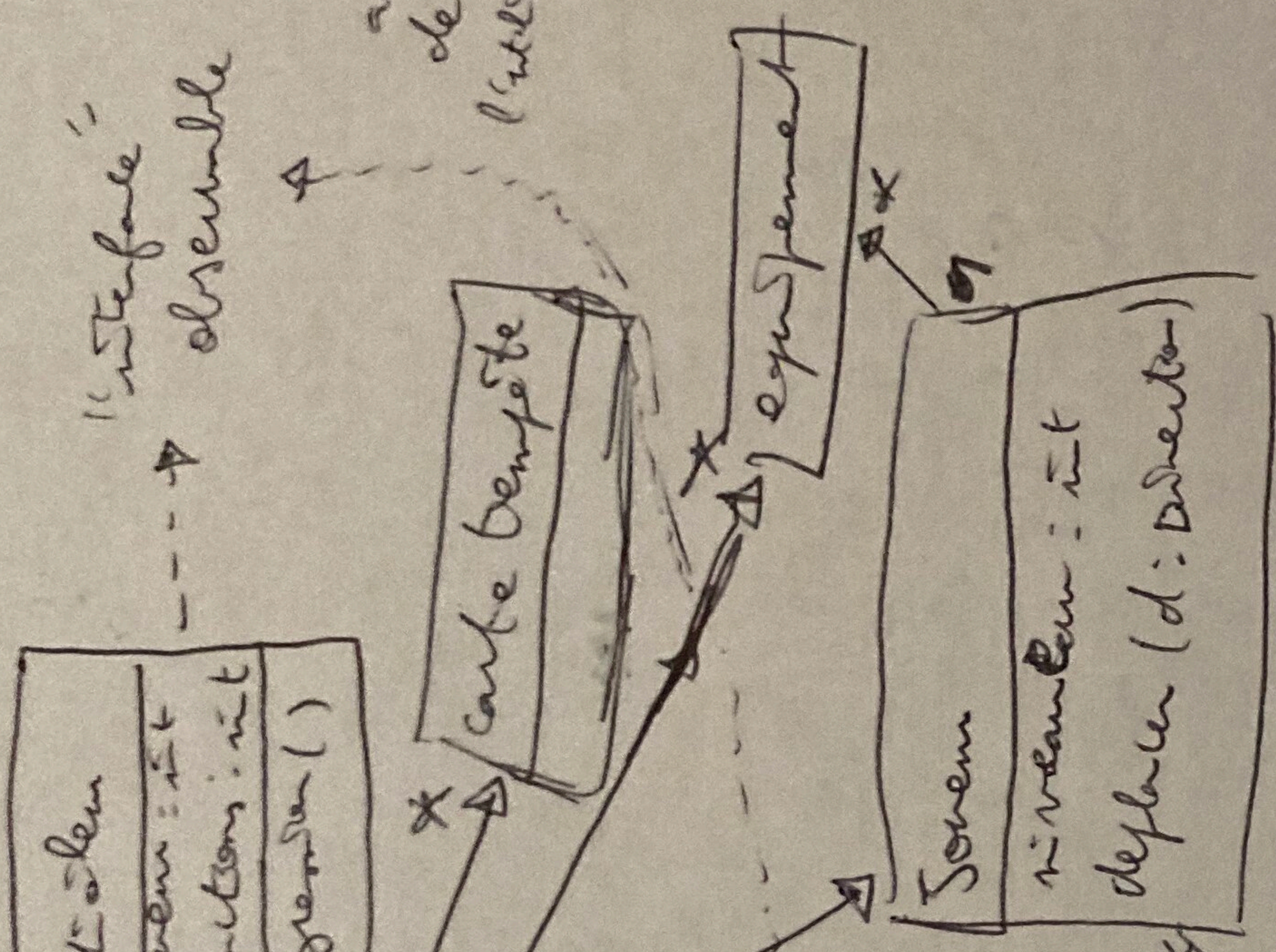


une commande
 boutons (qui modifient le module)
 Interface observer



"interface" observable



Jeu

Desert
 declarer()
 souffler(air)

Cave
 niveau initial : int
 coord x, y : int
 enable()
 disable() d:
 getvaleur (bs): use

