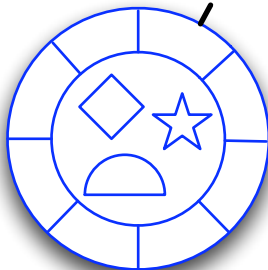


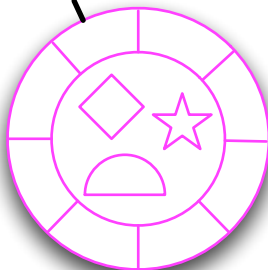
code

mémoire

instance de



objet **maPendule1**



objet **maPendule2**