+WIDTH: int
+HEIGHT: int
+MIN_X: int
+MAX_X: int
+MIN_Y: int
+MAX_Y: int
+MAX_Y: int
+STEP: int
+NB_POINT: int

+<<Constructeur>>Ardoise()
+ajouterForme(): void
+deplacer(): void
+dessinerGraphique(): void
+test(): void

Forme

+nomForme : String +typeForme : String

+<<Constructeur>>Forme(): void +<<Constructeur>>Forme(nomForme String): void +getNomForme(): String +setNomForme(): void -dessiner(): ArrayList<Segment> -deplacer(): void -typeForme(): String

+toString(): String

Segment

+pointDepart : PointPlan +pointArrivee : PointPlan

+<<Constructeur>>Segment(): void +<<Constructeur>>Segment(PointPlan pointDepart, PointPlan pointArrivee): void +deplacer(deplacementX int, deplacementY int): void +getPointArrivee(): PointPlan

+getPointDepart(): PointPlan +setPointArrivee(pointArrivee PointPlan): void +setPointDepart(PointPlan pointDepart): void +toString(): String

PointPlan

+x : int +y : int

+<<Constructeur>>PointPlan(x int, y int):

Triangles

+point1: PointPlan +point2: PointPlan +point3: PointPlan

+<<Constructeur>>Triangles():

void
+<<Constructeur>>Triangles(p1
PointPlan, p2 PointPlan, p3
PointPlan): void
+getPoint1(): PointPlan
+getPoint2(): PointPlan
+getPoint3(): PointPlan
+setPoint1(p PointPlan): void
+setPoint2(p PointPlan): void
+setPoint3(p PointPlan): void
+deplacer(x int, y int): void
+dessiner(): ArrayList<segment>
+getPoints():
ArrayList<PointPlan>

+typeForme(): String

+toString(): String

Quadrilateres

+point1: PointPlan +point2: PointPlan +point3: PointPlan +point4: PointPlan

+<<Constructeur>>Quadrilateres():

+<<Constructeur>>Quadrilateres(p1
PointPlan, p2 PointPlan): void
+getPoint1(): PointPlan
+getPoint2(): PointPlan
+getPoint3(): PointPlan
+getPoint4(): PointPlan
+setPoint1(p PointPlan): void
+setPoint2(p PointPlan): void
+deplacer(x int, y int): void
+dessiner(): ArrayList<segment>
+typeForme(): String
+getPoints():
ArrayList<PointPlan>
+toString(): String

Chapeaux

+point1: PointPlan +point2: PointPlan +point3: PointPlan

+<<Constructeur>>Chapeaux():

+<<Constructeur>>Chapeaux(p1
PointPlan, p2 PointPlan, p3
PointPlan): void
+getPoint1(): PointPlan
+getPoint2(): PointPlan
+getPoint3(): PointPlan
+setPoint1(p PointPlan): void
+setPoint2(p PointPlan): void
+setPoint3(p PointPlan): void
+deplacer(x int, y int): void
+dessiner(): ArrayList<segment>
+typeForme(): String
+getPoints():
ArrayList<PointPlan>

+toString(): String

Maisons

+toit: Triangles +corps: Quadrilateres +porte: Quadrilateres

Etoiles

+chapeau1: Chapeaux +chapeau2: Chapeaux +chapeau3: Chapeaux +chapeau4: Chapeaux

+<<Constructeur>>Etoiles(): void +<<Constructeur>>Etoiles(c1 Chapeaux, c2 Chapeaux, c3 Chapeaux, c4 Chapeaux): void +getChapeau1(): Chapeaux +getChapeau2(): Chapeaux +getChapeau3(): Chapeaux +getChapeau4(): Chapeaux +setChapeau1(c chapeaux): void +setChapeau2(c chapeaux): void +setChapeau3(c chapeaux): void +setChapeau4(c chapeaux): void +deplacer(x int, y int): void +dessiner(): ArrayList<segment> +typeForme(): String +toString(): String