#### Ardoise

+WIDTH: int +HEIGHT: int +MIN\_X: int +MAX\_X: int +MIN\_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

#### PointPlan

+x : int +y : int

> +setAbscisse(abscisse int): void +setOrdonnee(ordonnee int): void +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

# 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<segrification
ArrayList<PointPlan>
+typeForme(): String
+toString(): String

### Quadrilateres

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

+<<Constructeur>>Quadrilateres(): void

+<<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(): void

+<<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