Ardoise

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

+Ardoise()
+ajouterForme() : void
+deplacer() : void
+dessinerGraphique() : void
+test() : void

Forme

+nomForme : String
+typeForme : String

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

Segment

+pointDepart : PointPlan
+pointArrivee : PointPlan

+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

+PointPlan(x int, y int): void
+deplacer(deplacementx int,
deplacementy int): void
+getAbscisse(): int
+getOrdonnee(): int
+setAbscisse(abscisse int): void
+setOrdonnee(ordonnee int): void
+toString(): String

Triangles

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

+Triangles(): void
+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
+getPoints() :
ArrayList<PointPlan>
+typeForme(): String
+toString(): String

Quadrilateres

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

+Quadrilateres(): void
+Quadrilateres(p1 PointPlan, p2
PointPlan, p3 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
+typeForme(): String
+getPoints() :
ArrayList<PointPlan>
+toString(): String

Chapeaux

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

+Chapeaux(): void
+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
+typeForme(): String
+getPoints() :
ArrayList<PointPlan>
+toString(): String

Maisons

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

+Maisons(): void
+Maisons(t Triangles, c
Quadrilateres, p Quadrilateres):
void
+getToit(): Triangles
+getCorps(): Quadrilateres
+getPorte(): Quadrilateres
+setToit(t Triangles): void
+setCorps(c Quadrilateres): void
+setPorte(p Quadrilateres): void
+deplacer(x int, y int): void
+dessiner(): ArrayList
+typeForme(): String
+toString(): String

Etoiles

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

+Etoiles(): void
+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
+typeForme(): String
+toString(): String