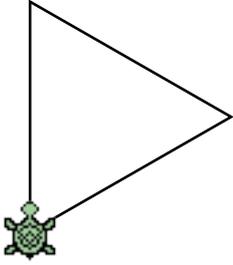
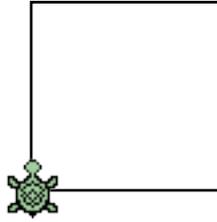


# Des polygones réguliers

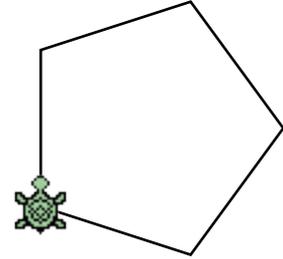
Créer les procédures suivantes :



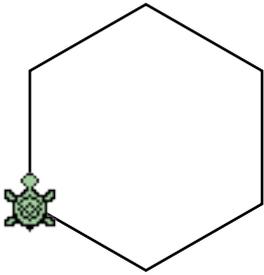
triangle



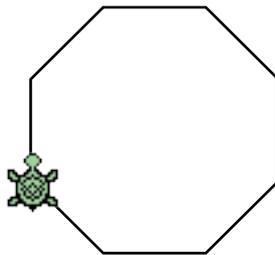
carré



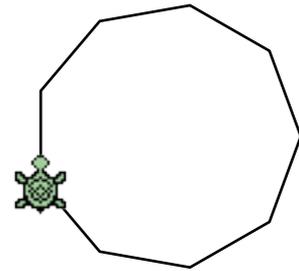
pentagone



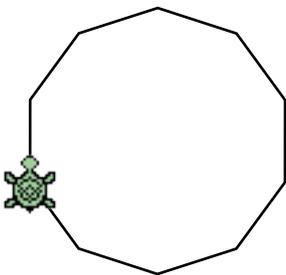
hexagone



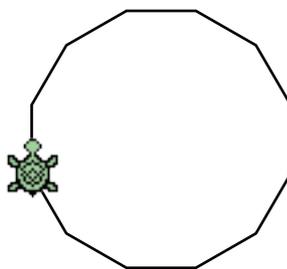
octogone



énnéagone



décagone



dodécaone



Créer une procédure *polygone* utilisant deux variables.