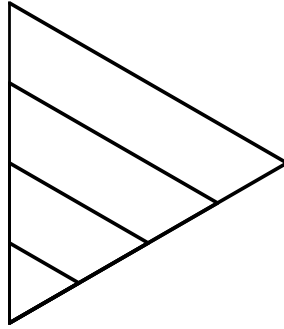
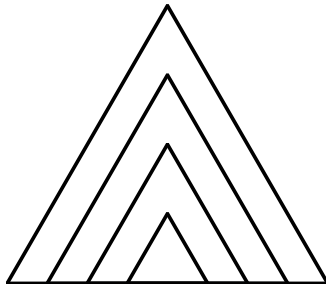


19. Quelques triangles

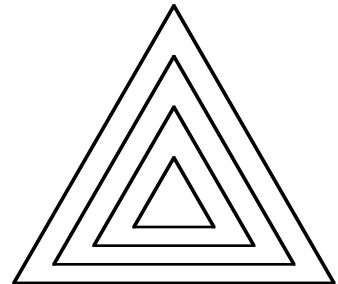
Créer une procédure "Triangle" utilisant une variable et réaliser :



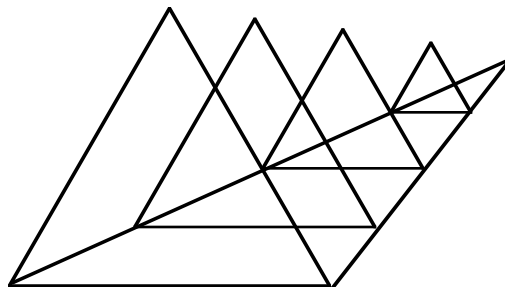
Rayures



Couloir



Cible



Perspective