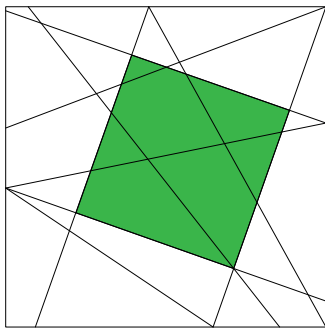
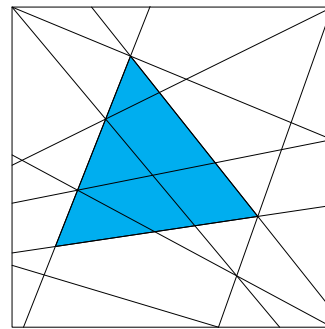


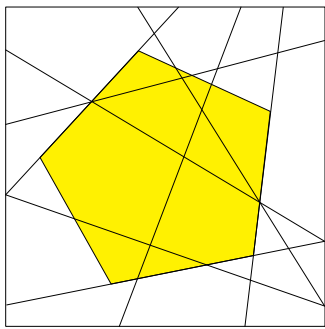
# Des polygones (3) - *Modèle*



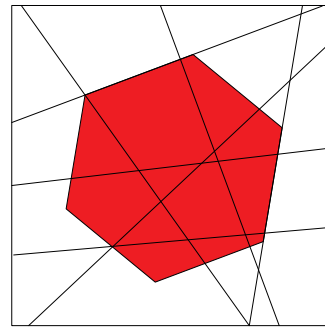
x2



x1



x1



x1