

<b>Baloune</b>
# x,y,r : int
- r2,rayon : int
+ toString(): String
+ gonfler(int): boolean
+ degonfler(int): boolean
+ deplacer(int,int): void
+ afficher(Graphics,String): void
- sqr(int): int
+ contient(int,int): boolean
+ contient(Baloune): boolean
+ touche(Baloune): boolean

<b>Coloree</b>
# couleur: Color
+ toString(): String
+ afficher(Graphics,String): void

<b>Attachee</b>
- longueurCorde: int
+ toString(): String
+ gonfler(int): boolean
+ deplacer(int,int): void
+ afficher(Graphics,String): void
+ couperCorde(): void
+ monter(int): void
+ descendre(int):void
+ cordeTouchee(int,int):boolean

<b>Face</b>
- triste: boolean
+ toString(): String
+ afficher(Graphics,String): void
+ changeDAir(): void

<b>Effacable</b>
+ static fondEcran: Color
+ static setFondEcran(Color): void
+ gauche(): int
+ haut(): int
+ largeur(): int
+ hauteur(): int
+ afficher(Graphics,String): void
+ effacer(Graphics): void