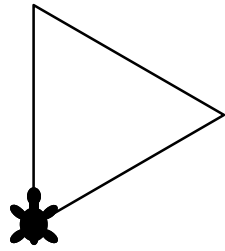
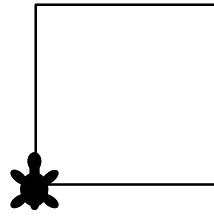


3. Polygones réguliers

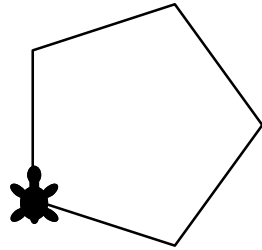
Créer les procédures suivantes :



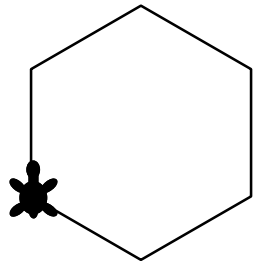
Triangle (équilatéral)



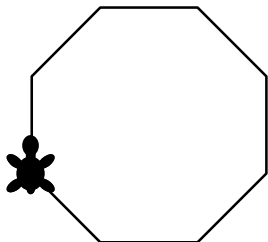
Carré



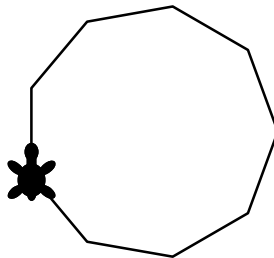
Pentagone



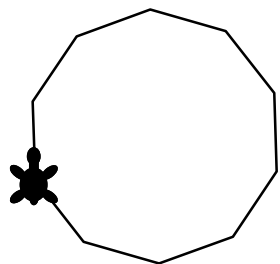
Hexagone



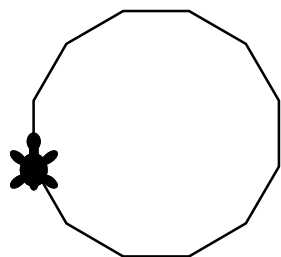
Octogone



Ennéagone



Décagone



Dodécagone

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Créer une procédure "polygone" utilisant deux variables

4. Figures utilisant des polygones

Réalise les figures suivantes en utilisant la procédure polygone.

