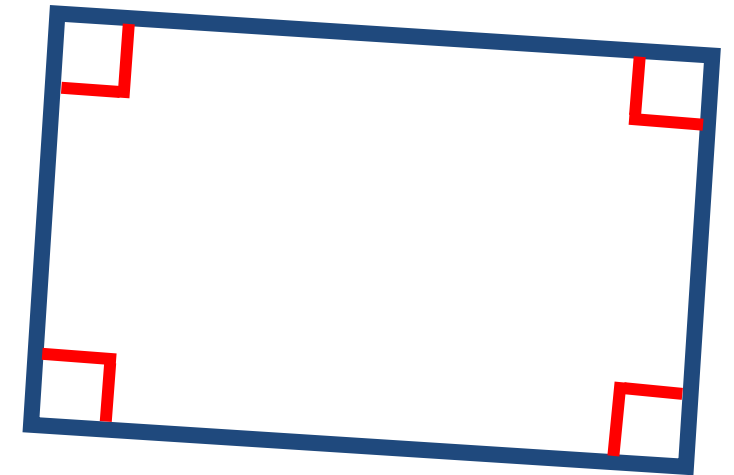
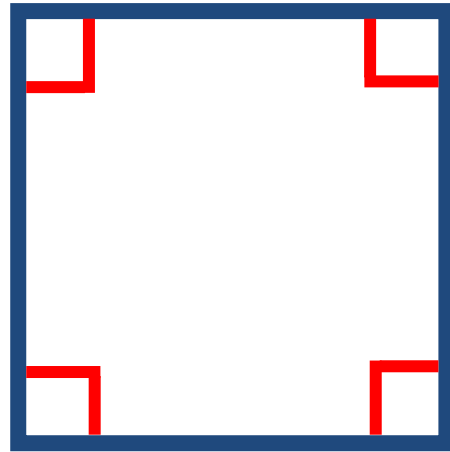


# Les polygones

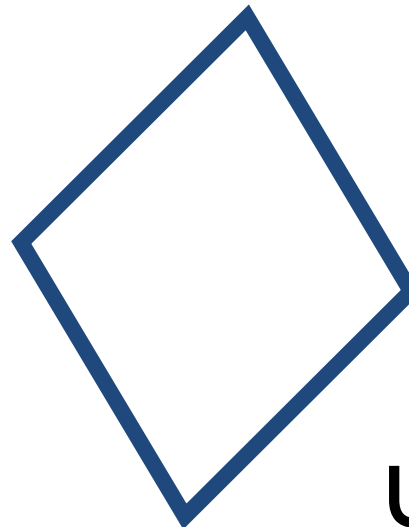
un carré



un rectangle



un triangle



un losange