

Tâche 1 : Complétez la classe `FrenchPainter` dans le package `french` qui implémente l'interface `Painter`.

```
1 package french;
2
3 import javafx.scene.canvas.GraphicsContext;
4 import viewer.Painter;
5
6 public class FrenchPainter implements Painter {
7     GraphicsContext graphicsContext;
8     public FrenchPainter(GraphicsContext graphicsContext) {
9         this.graphicsContext = graphicsContext;
10    }
11    public void drawRectangle(double xUpperLeft, double yUpperLeft, double width
12        , double height) {
13        graphicsContext.strokeRect(xUpperLeft, yUpperLeft, width, height);
14    }
15    public void drawCircle(double xCenter, double yCenter, double radius) {
16        graphicsContext.strokeOval(xCenter-radius, yCenter-radius, 2*radius, 2*radius
17        );
18    }
19 }
```

Tâche 2 : Proposez une implémentation de la classe `EnglishPainterAdapter` qui ne demande aucune modification du code existant.

```
1 package english;
2
3 import viewer.Painter;
4 import javafx.geometry.Point2D;
5 import javafx.scene.canvas.GraphicsContext;
6
7 public class EnglishPainterAdapter implements Painter {
8     EnglishPainter englishPainter;
9
10    public EnglishPainterAdapter(GraphicsContext graphicsContext) {
11        englishPainter = new EnglishPainter(graphicsContext);
12    }
13
14    @Override
15    public void drawRectangle(double x, double y, double w, double h) {
16        englishPainter.paintRectangle(new Point2D(x,y), new Point2D(x+w,y+h));
17    }
18 }
```

```
17 }
18
19 @Override
20 public void drawCircle(double x, double y, double radius) {
21     englishPainter.paintCircle(new Point2D(x,y), new Point2D(x+radius,y));
22 }
23 }
```