

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

```
package french;

import javafx.scene.canvas.GraphicsContext;
import viewer.Painter;

public class FrenchPainter implements Painter {
    GraphicsContext graphicsContext;
    public FrenchPainter(GraphicsContext graphicsContext) {
        this.graphicsContext = graphicsContext;
    }
    public void drawRectangle(double xUpperLeft, double yUpperLeft, double width, double height) {
        graphicsContext.strokeRect(xUpperLeft, yUpperLeft, width, height);
    }
    public void drawCircle(double xCenter, double yCenter, double radius) {
        graphicsContext.strokeOval(xCenter-radius,yCenter-radius,2*radius,2*radius);
    }
}
```

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

```
package english;

import viewer.Painter;
import javafx.geometry.Point2D;
import javafx.scene.canvas.GraphicsContext;

public class EnglishPainterAdapter implements Painter {
    EnglishPainter englishPainter;

    public EnglishPainterAdapter(GraphicsContext graphicsContext) {
        englishPainter = new EnglishPainter(graphicsContext);
    }

    @Override
    public void drawRectangle(double x, double y, double w, double h) {
        englishPainter.paintRectangle(new Point2D(x,y),new Point2D(x+w,y+h));
    }
}
```

```
@Override
public void drawCircle(double x, double y, double radius) {
    englishPainter.paintCircle(new Point2D(x,y), new Point2D(x+radius,y));
}
}
```