

```
/**
 * Dessiner des formes géométriques à l'écran.
 *
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 * @version 27/06/2019 7:00:50
 * Classe: 3GIG
 */
public class Rectangle
{
    private int width;
    private int height;

    public Rectangle(int pWidth, int pHeight)
    {
        width = Math.abs(pWidth);
        height = Math.abs(pHeight);
    }

    public void draw()
    {
        for (int i=1; i<=height; i++)
        {
            for (int j=1; j<=width; j++)
            {
                System.out.print("*");
            }
            System.out.println();
        }
    }

    public void drawBorder()
    {
        for (int i=1; i<=height; i++)
        {
            for (int j=1; j<=width; j++)
            {
                if ((i==1) || (j==1) || (i==height) || (j==width))
                    System.out.print("*");
                else
                    System.out.print(" ");
            }
            System.out.println();
        }
    }

    public void drawNumbers()
    {
        for (int i=1; i<=height; i++)
        {
            for (int j=1; j<=width; j++)
            {
                System.out.print(j+" ");
            }
            System.out.println();
        }
    }

    // ... suite page suivante ...
}
```

```

// 1 2 3 4 5
//  1 2 3 4 5
//   1 2 3 4 5
//    1 2 3 4 5
//
public void drawShifted1()
{
    for (int i=1; i<=height; i++)
    {
        for (int j=1; j<=i-1; j++)
        {
            System.out.print(" ");
        }
        for (int j=1; j<=width; j++)
        {
            System.out.print(j+" ");
        }
        System.out.println();
    }
}

// 1 2 3 4 5
//  1 2 3 4
//   1 2 3
//    1 2
//
public void drawShifted2()
{
    for (int i=1; i<=height; i++)
    {
        for (int j=1; j<=i-1; j++)
        {
            System.out.print(" ");
        }
        for (int j=1; j<=width-i+1; j++)
        {
            System.out.print(j+" ");
        }
        System.out.println();
    }
}

// 1 2 3 4 5
// 5 1 2 3 4
// 4 5 1 2 3
// 3 4 5 1 2
//
public void drawShifted()
{
    for (int i=1; i<=height; i++)
    {
        for (int j=width-i+2; j<=width; j++)
        {
            System.out.print(j+" ");
        }
        for (int j=1; j<=width-i+1; j++)
        {
            System.out.print(j+" ");
        }
        System.out.println();
    }
}

// ... suite page suivante ...

```

```
// 1
// 1 2
// 1 2 3
// 1 2 3 4
//
public void drawIncrease()
{
    for (int i=1; i<=height; i++)
    {
        for (int j=1; j<=i; j++)
        {
            System.out.print(j+" ");
        }
        System.out.println();
    }
}

// 4
// 4 3
// 4 3 2
// 4 3 2 1
//
public void drawDecrease()
{
    for (int i=height; i>=1; i--)
    {
        for (int j=height; j>=i; j--)
        {
            System.out.print(j+" ");
        }
        System.out.println();
    }
}

//      1
//     2 1
//    2 3 1
//   4 3 2 1
//
public void drawSlope()
{
    for (int i=1; i<=height; i++)
    {
        for (int j=1; j<=height-i; j++)
        {
            System.out.print(" ");
        }
        for (int j=i; j>=1; j--)
        {
            System.out.print(j+" ");
        }
        System.out.println();
    }
}
}
```