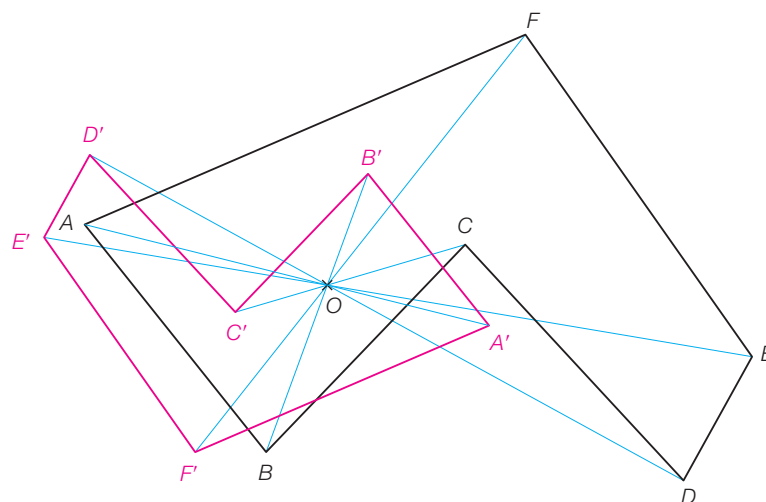


**ES86 Polygones irréguliers**

a)



b)

