

Logiciel

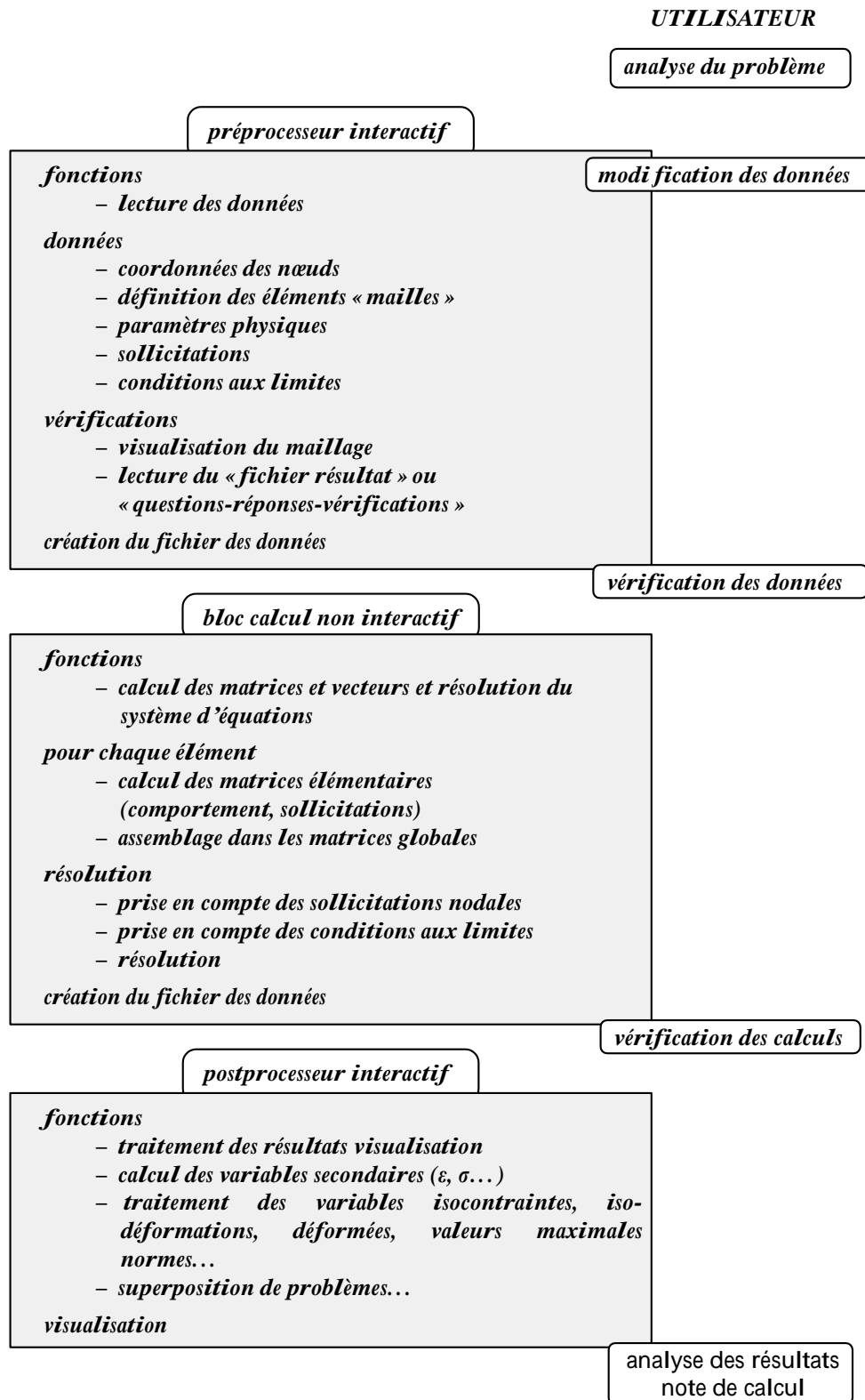


Figure 2.10 – Organigramme d'un logiciel éléments finis