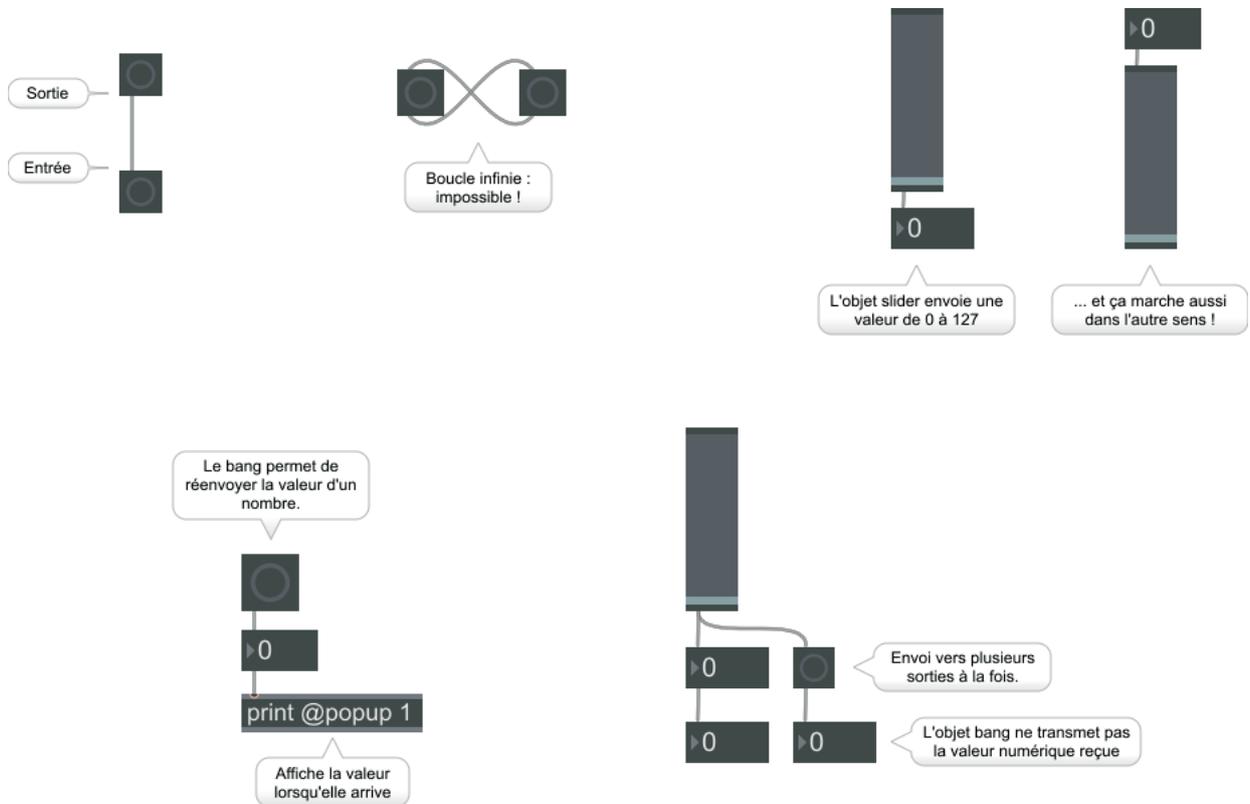


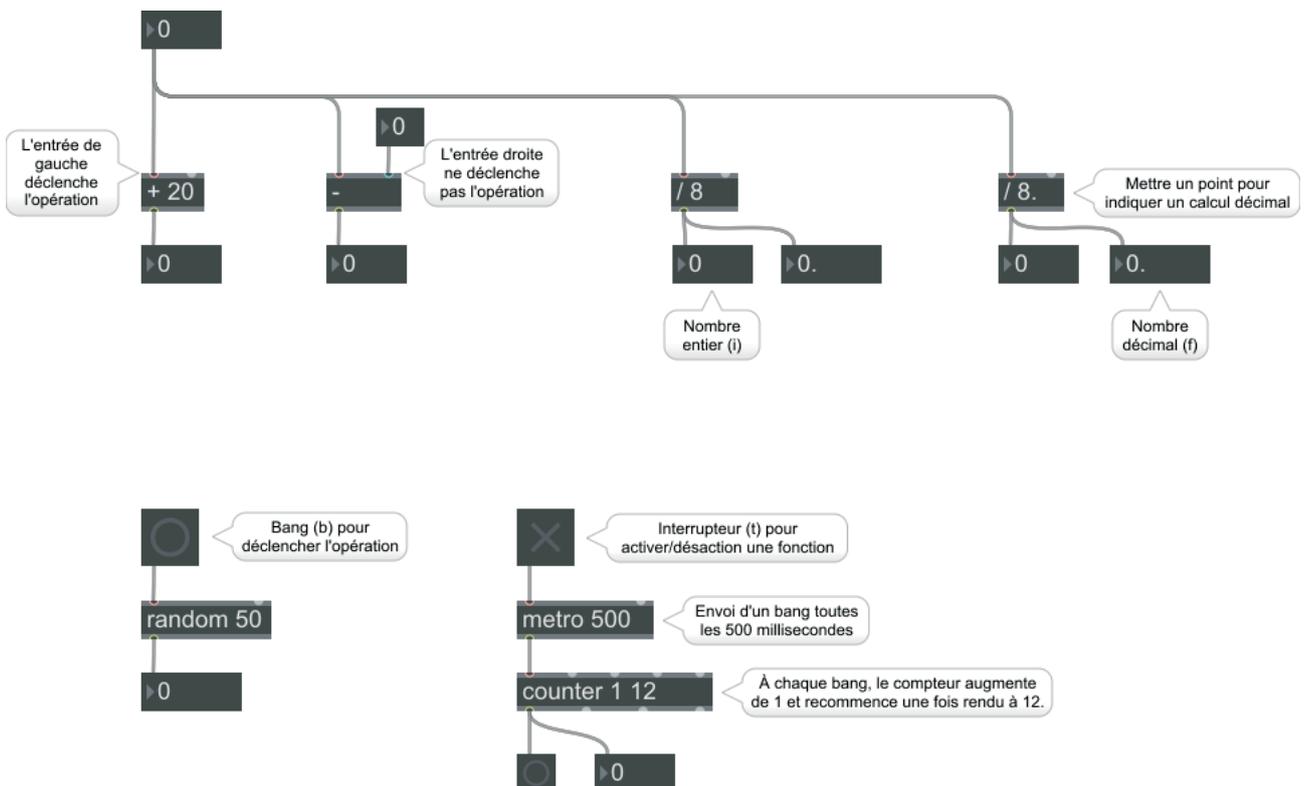
PROGRAMMER UNE APPLICATION AVEC MAX

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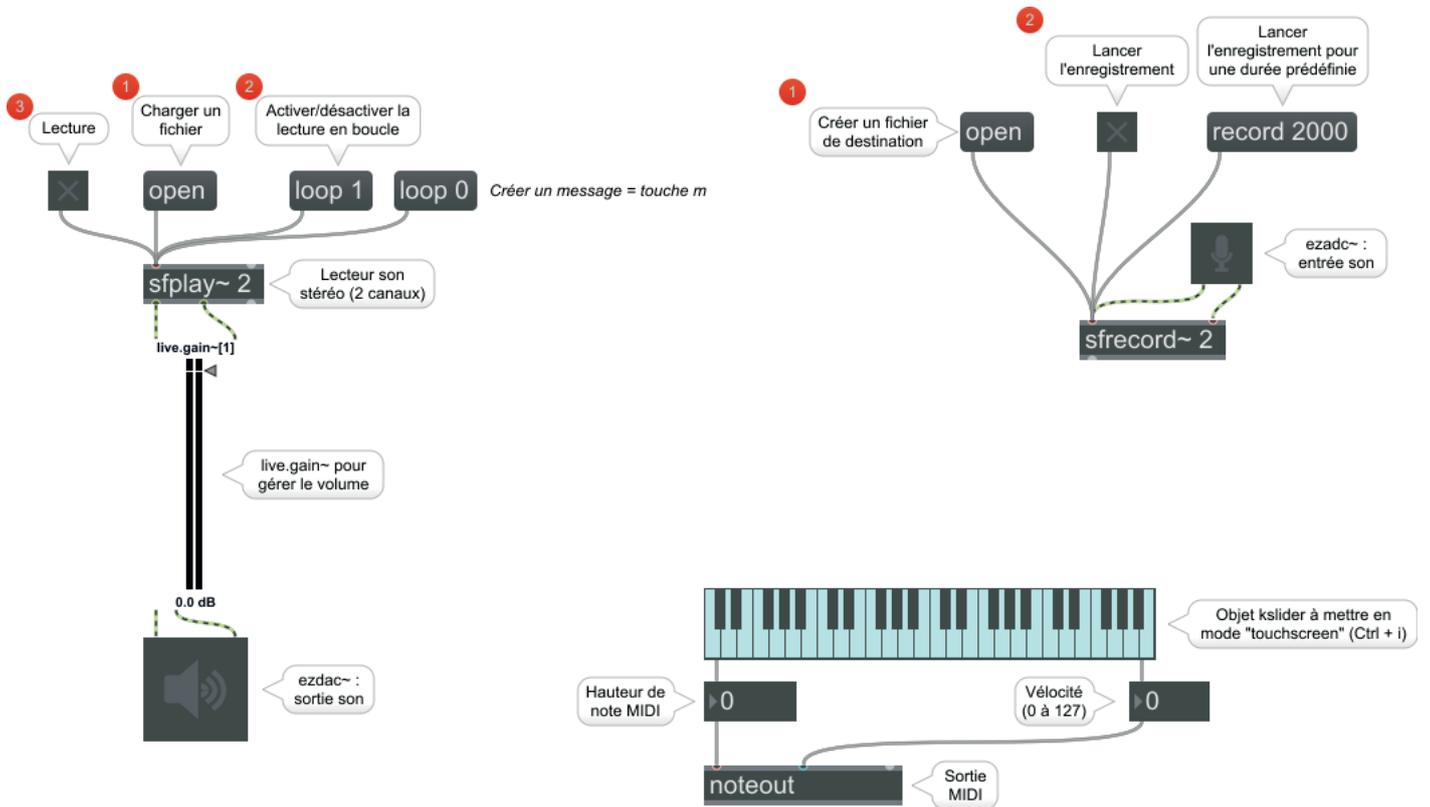
1. LES BASES



2. OBJETS MATHÉMATIQUES



3. OBJETS AUDIO



4. INTERACTION, MAKEY-MAKEY

