

La webPLM

- Nouveaux objectifs
- Architecture 3-tiers
- Nouveaux affichages

Nouveaux objectifs

- Alternative au client lourd
- Nouveau design
- Suivre le travail des étudiants
- Nouveaux langages de programmation
- Nouvel éditeur de mondes

Architecture 3-tiers

- Le client et son modèle MVC
- Serveur d'application PLM
- Serveur de données (git, base non SQL)

Nouveaux affichages

- Affichage de l'accueil
- Affichage d'un monde
- <http://plm.telecomnancy.univ-lorraine.fr:9000/#/>

Affichage de l'accueil



Bienvenue dans PLM, l'exerciseur du programmeur



welcome



turtleart



turmites



sort.pancake

Description de la leçon

C'est ici que s'affichera la description de la leçon que vous aurez choisie.



sort.dutchflag



sort.basic



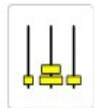
sort.baseball



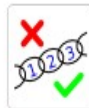
recursion.lego

Votre progression

Un graphe sera affiché ici pour vous indiquer où vous en étiez dans la leçon choisie.



recursion.hanoi



recursion.cons



maze



lightbot



lander



bat.string1

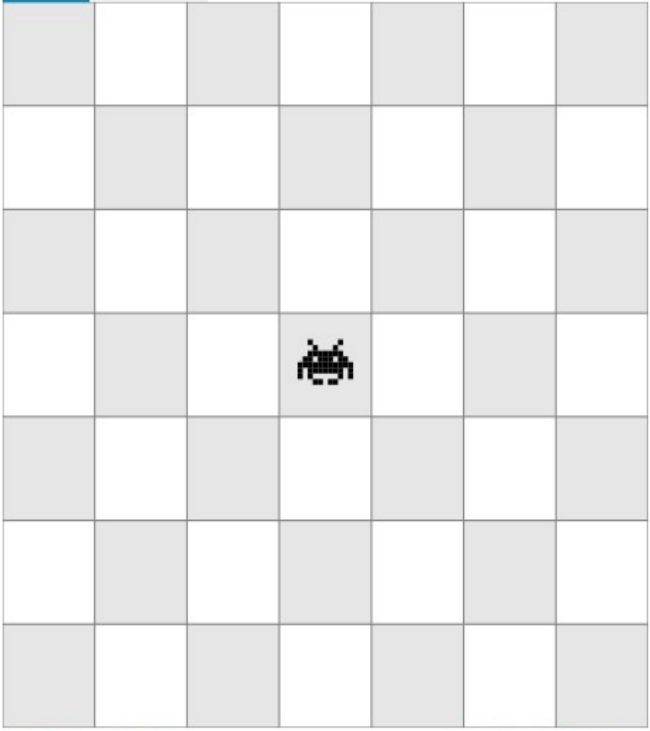
Affichage d'un monde

Selected world: Training Camp

Run Stop No results yet

Reset Exercises Java

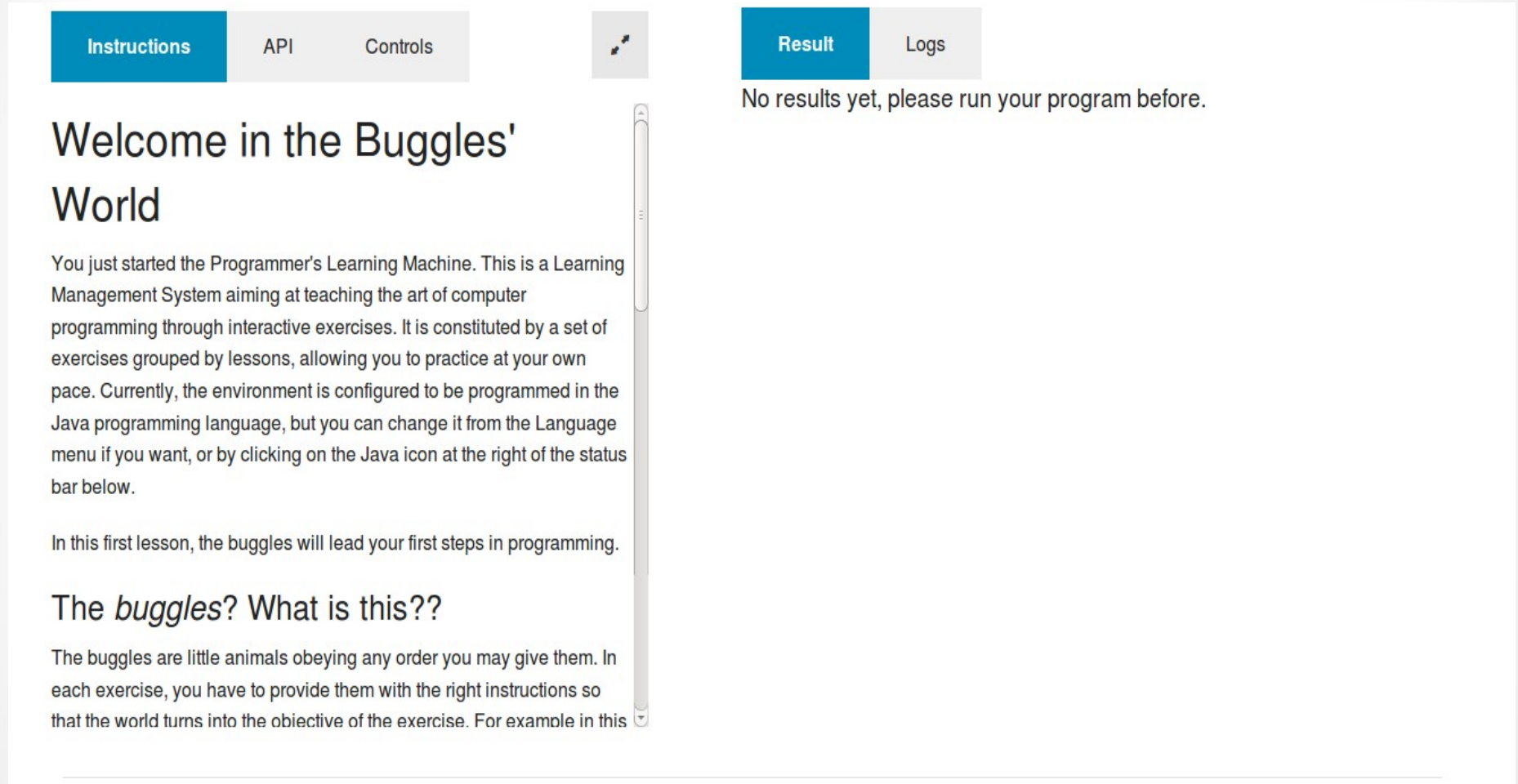
World Objective



0

Navigation controls: Home, Previous, Next, Stop, Refresh

Affichage d'un monde



The screenshot shows a web application interface with two main panels. The left panel has a navigation bar with 'Instructions' (highlighted in blue), 'API', and 'Controls'. Below the navigation bar, the main content area displays a welcome message and instructions for the 'Buggles' world. The right panel has a navigation bar with 'Result' (highlighted in blue) and 'Logs'. Below the navigation bar, the main content area displays the message 'No results yet, please run your program before.'.

Instructions API Controls

Welcome in the Buggles' World

You just started the Programmer's Learning Machine. This is a Learning Management System aiming at teaching the art of computer programming through interactive exercises. It is constituted by a set of exercises grouped by lessons, allowing you to practice at your own pace. Currently, the environment is configured to be programmed in the Java programming language, but you can change it from the Language menu if you want, or by clicking on the Java icon at the right of the status bar below.

In this first lesson, the buggles will lead your first steps in programming.

The *buggles*? What is this??

The buggles are little animals obeying any order you may give them. In each exercise, you have to provide them with the right instructions so that the world turns into the objective of the exercise. For example in this

Result Logs

No results yet, please run your program before.

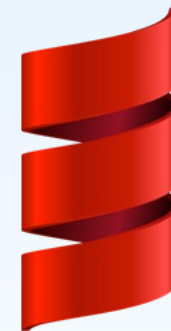
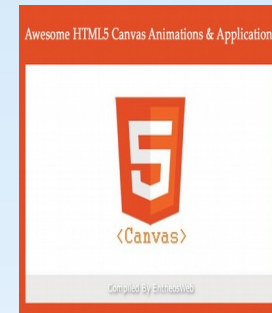
Portage de mondes

- ♦ Les outils
- ♦ Comment porter un monde ?
- ♦ Les différents mondes

Les outils

Les langages :

- ♦ JavaScript / AngularJS
- ♦ HTML / Canvas
- ♦ Java
- ♦ Scala



Les outils

→ Playframework



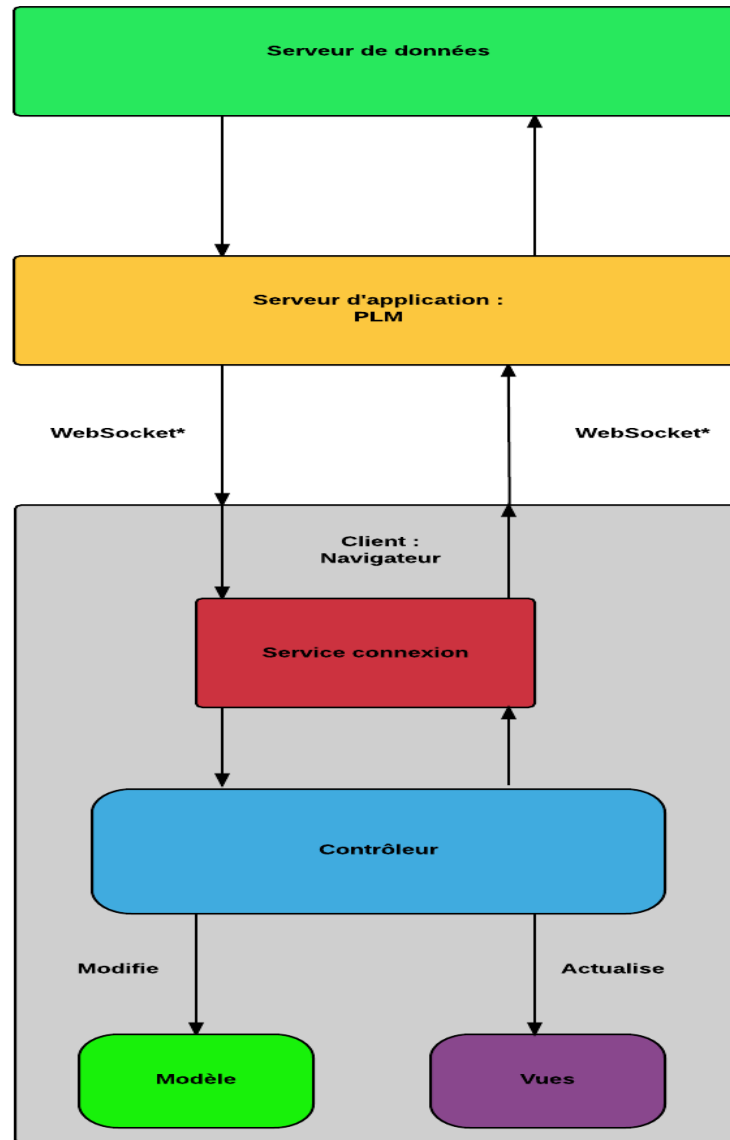
→ Git



→ Reporting

Comment porter un monde ?

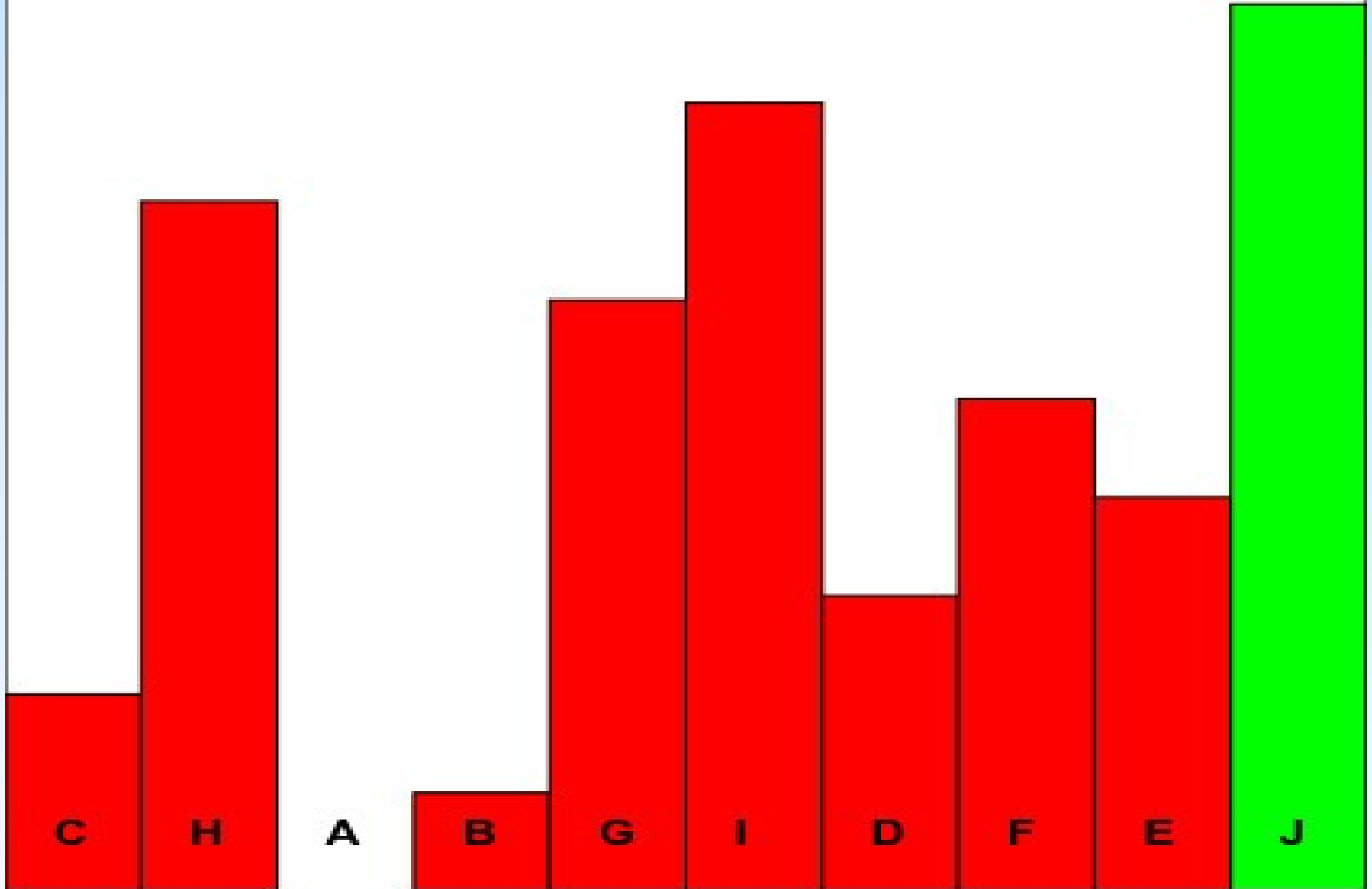
- Etude de l'existant
- L'architecture 3-tiers
- Le modèle MVC

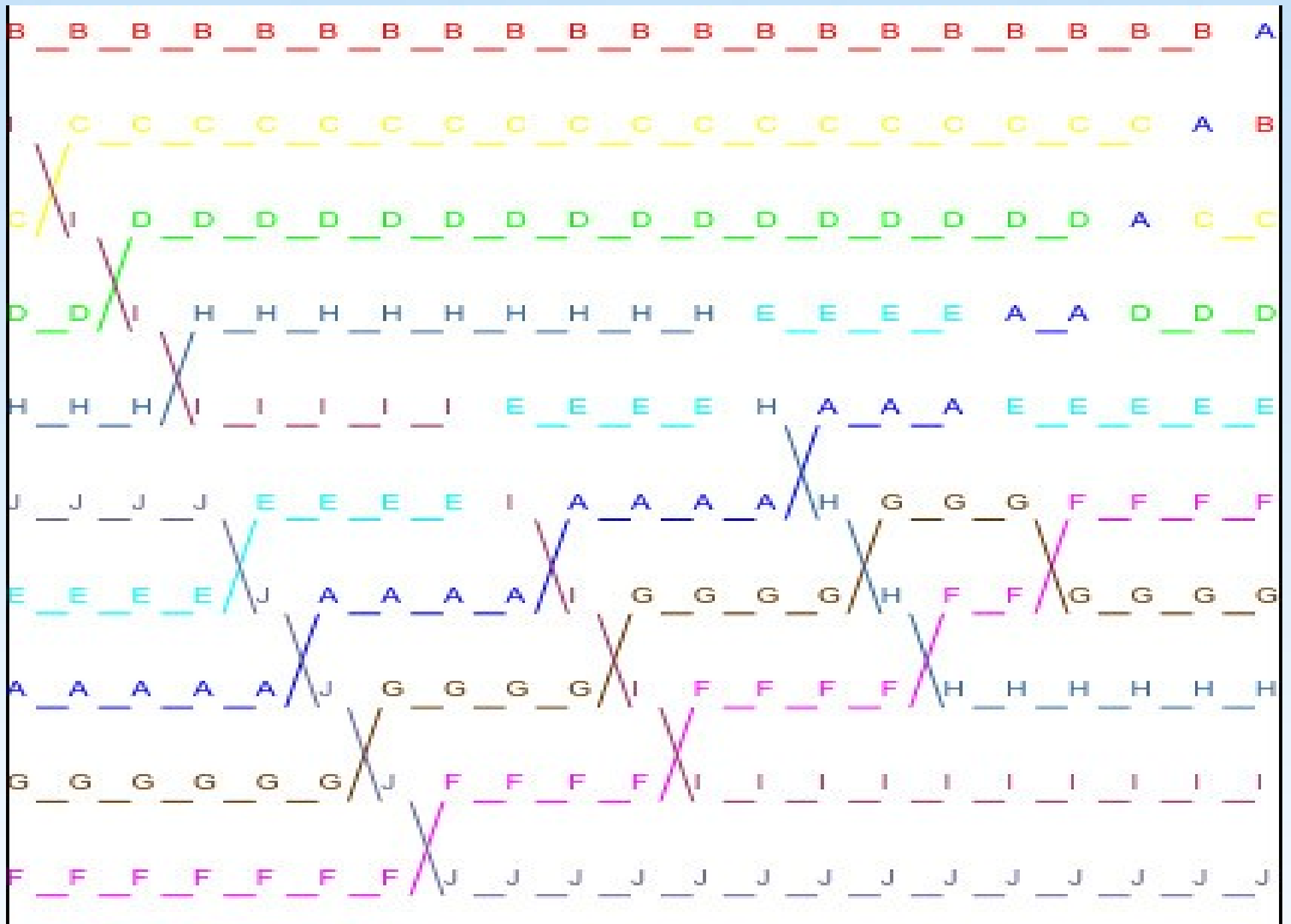


Les mondes

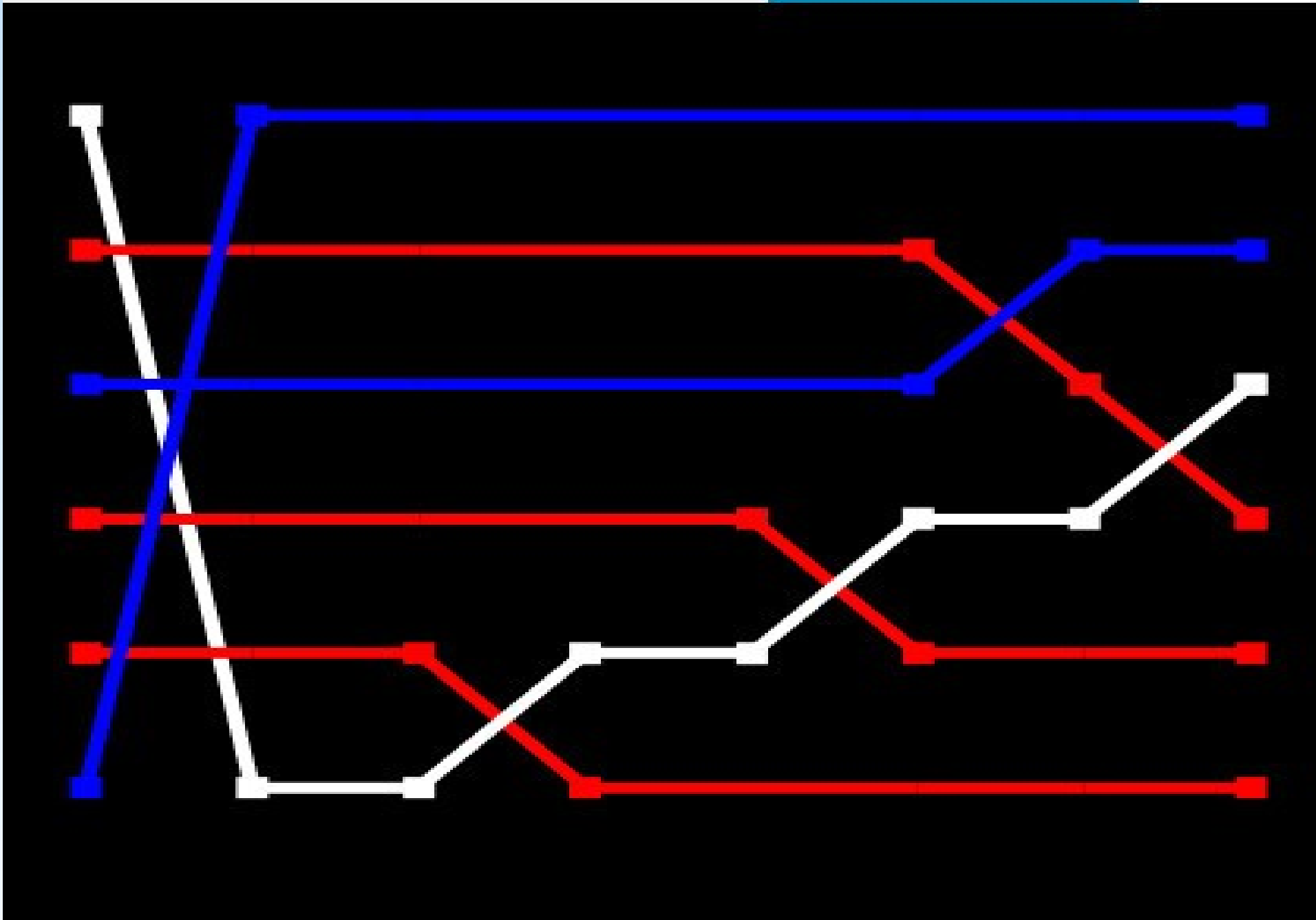
- ♦ Le monde des tris
- ♦ Le monde DutchFlag
- ♦ Le monde des pancakes
- ♦ Le monde baseball
- ♦ Le monde d'Hanoi

Functional test(0 write, 0 read)

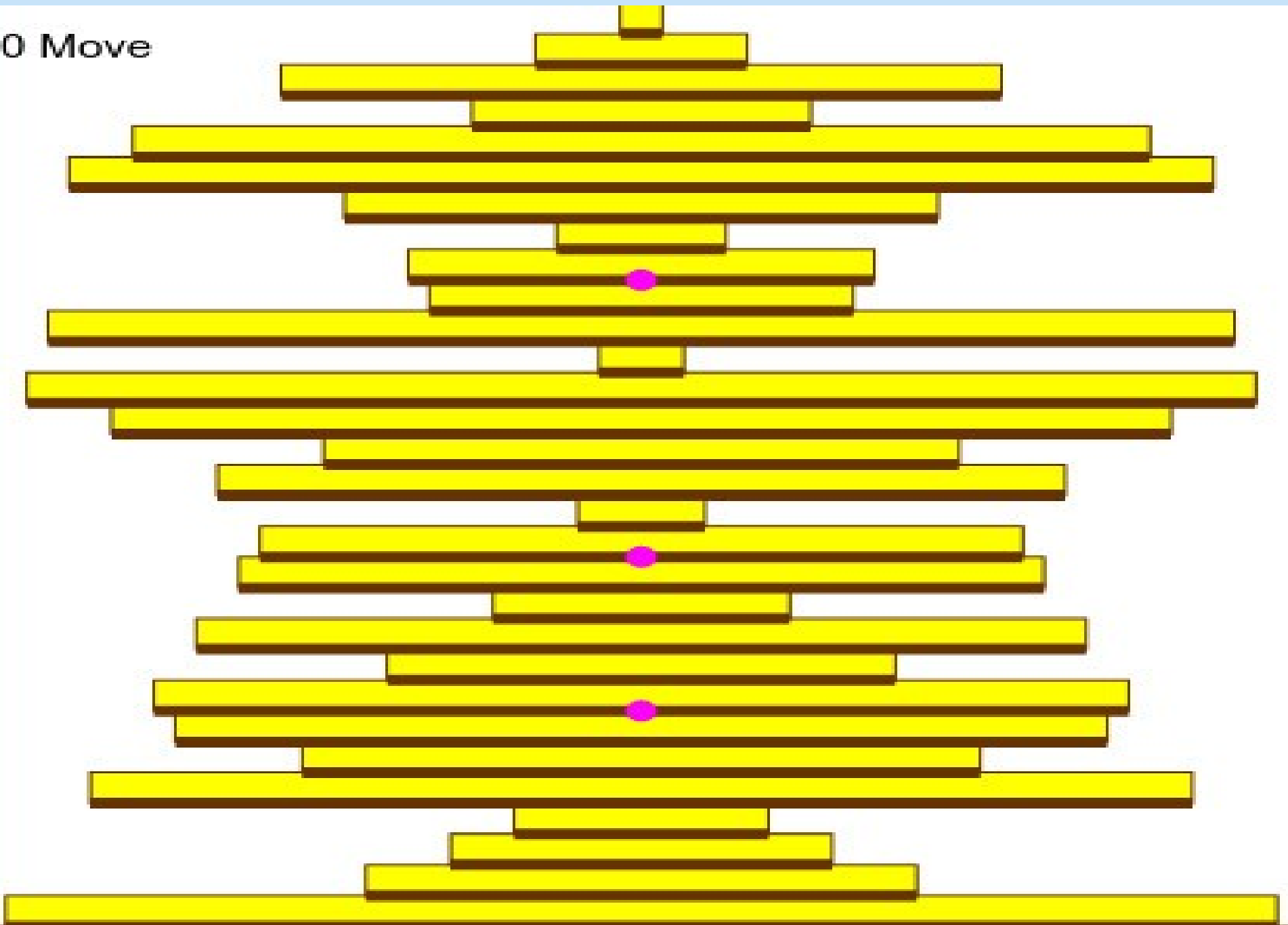




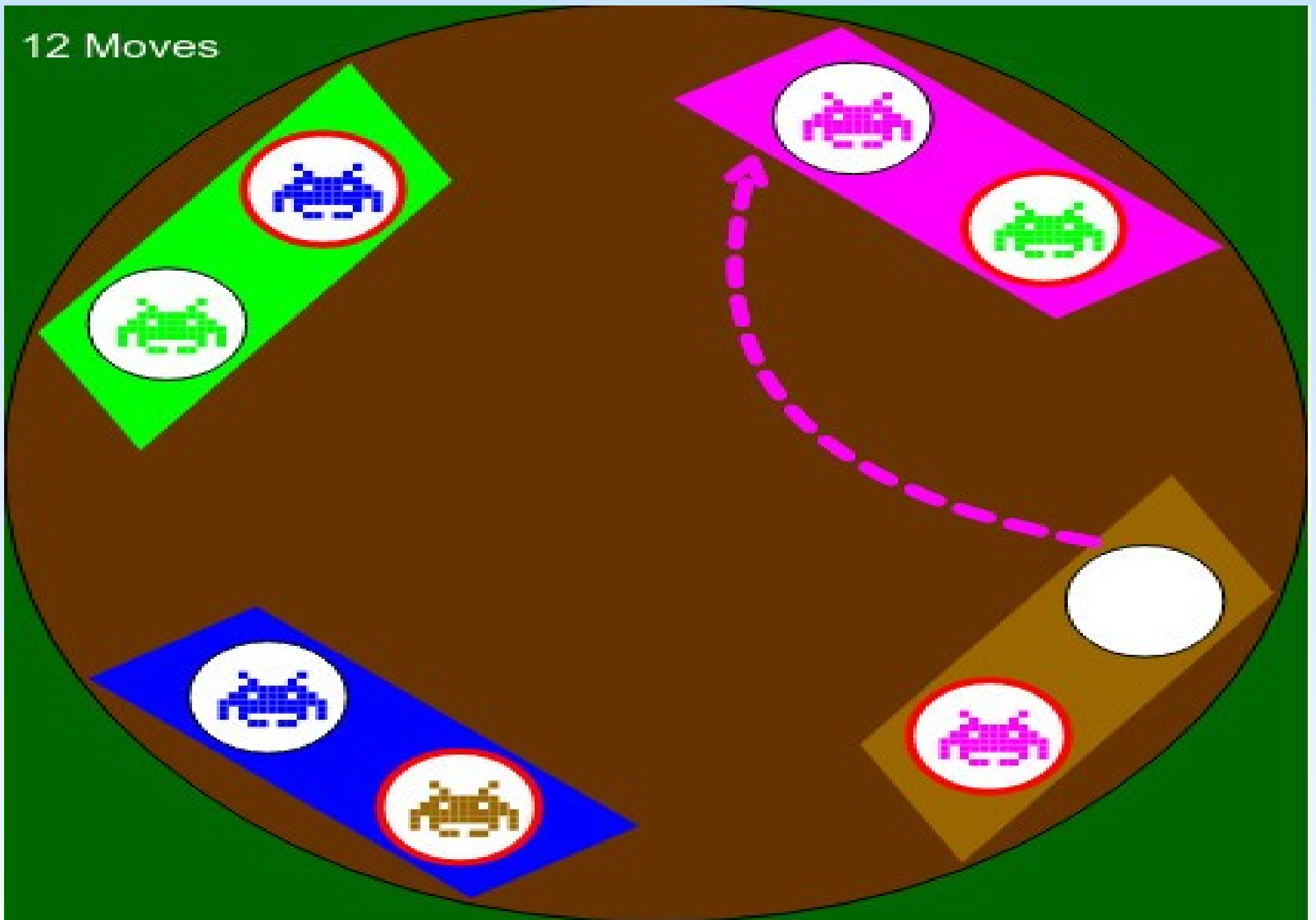
0 Move



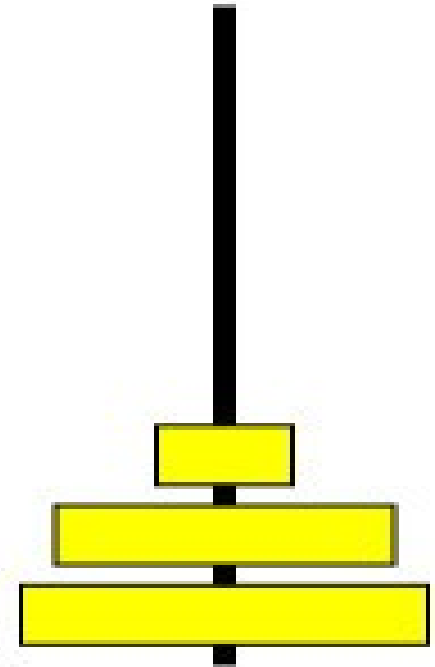
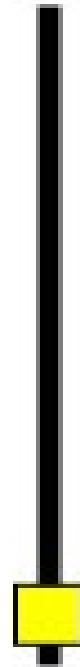
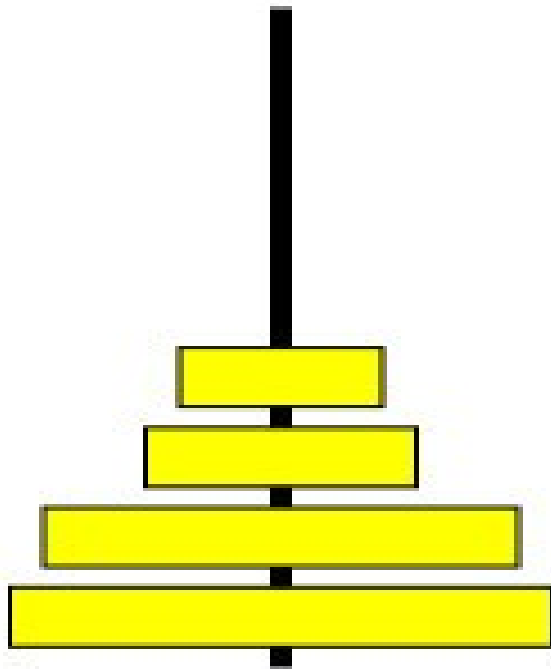
0 Move



12 Moves



50 Moves



Conclusion

- ♦ Ce qu'il reste à faire
- ♦ Ce que ça m'a apporté
- ♦ Remerciements

Merci de votre attention !

Place aux questions !