

# 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



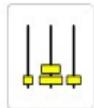
sort.baseball



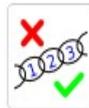
recursion.lego

## Votre progression

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



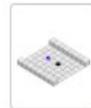
recursion.hanoi



recursion.cons



maze



lightbot



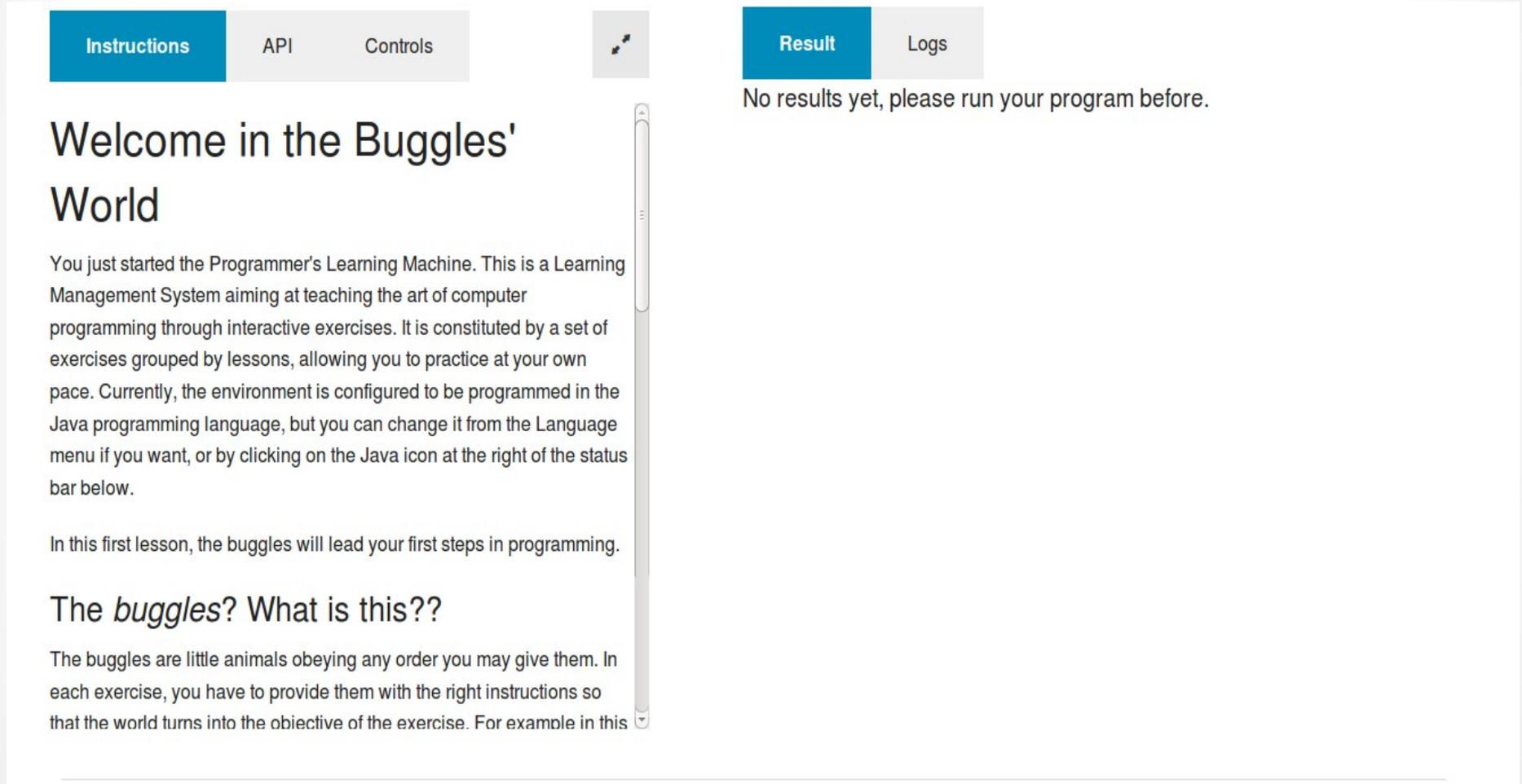
lander



bat.string1



# Affichage d'un monde



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 heading 'Welcome in the Buggles' World' is displayed. The main text describes the 'Programmer's Learning Machine' and mentions that the environment is configured for Java programming. A paragraph follows, stating that in the first lesson, buggles will lead the user through programming steps. A sub-heading 'The *buggles*? What is this??' is shown, followed by text explaining that buggles are animals that obey instructions to complete exercises.

The right panel has a navigation bar with 'Result' (highlighted in blue) and 'Logs'. Below it, the text reads: 'No results yet, please run your program before.'

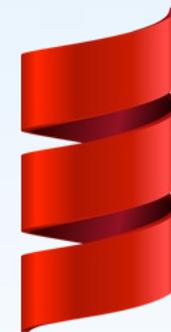
# Portage de mondes

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

# Les outils

Les langages :

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



# Les outils

→ Playframework



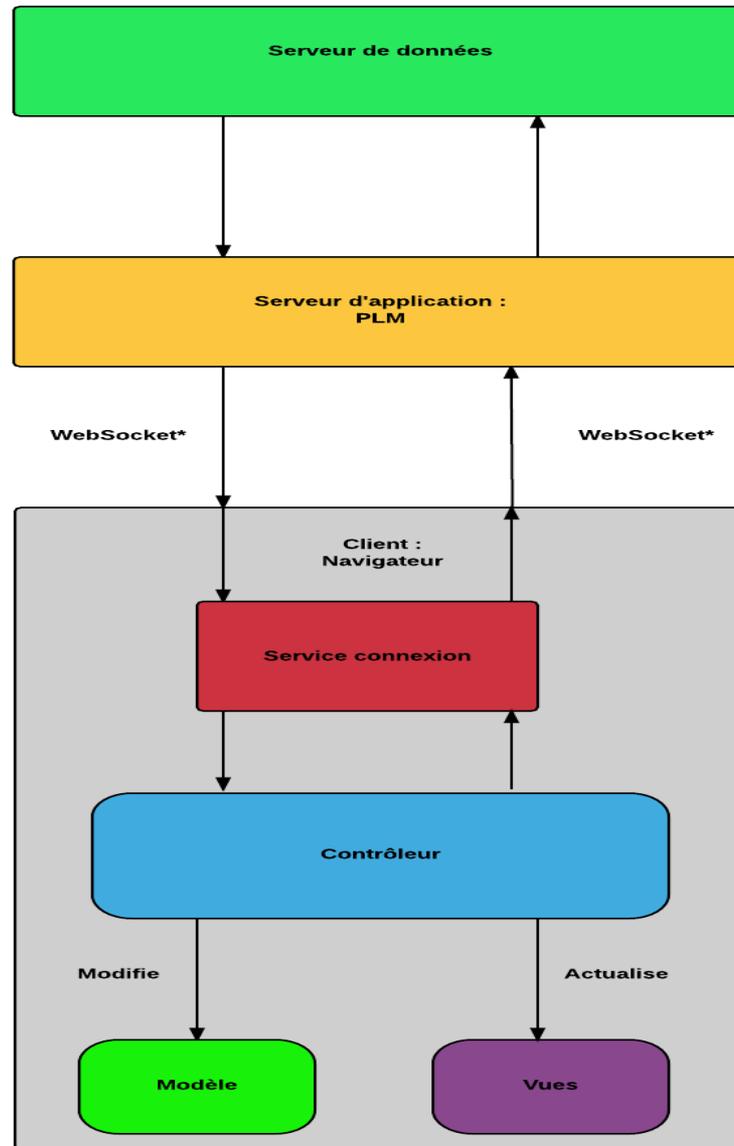
→ Git

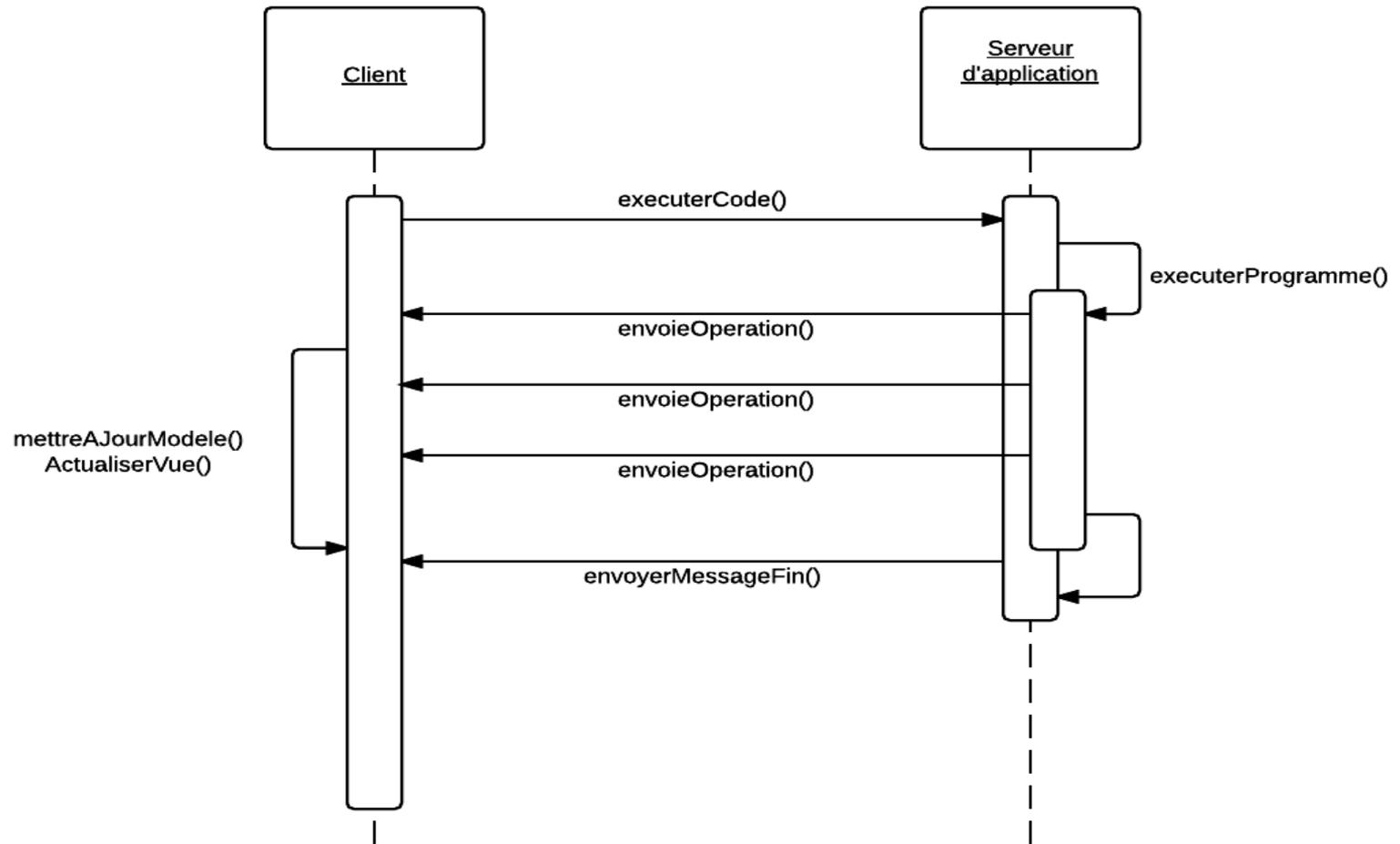


→ Reporting

# Comment porter un monde ?

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

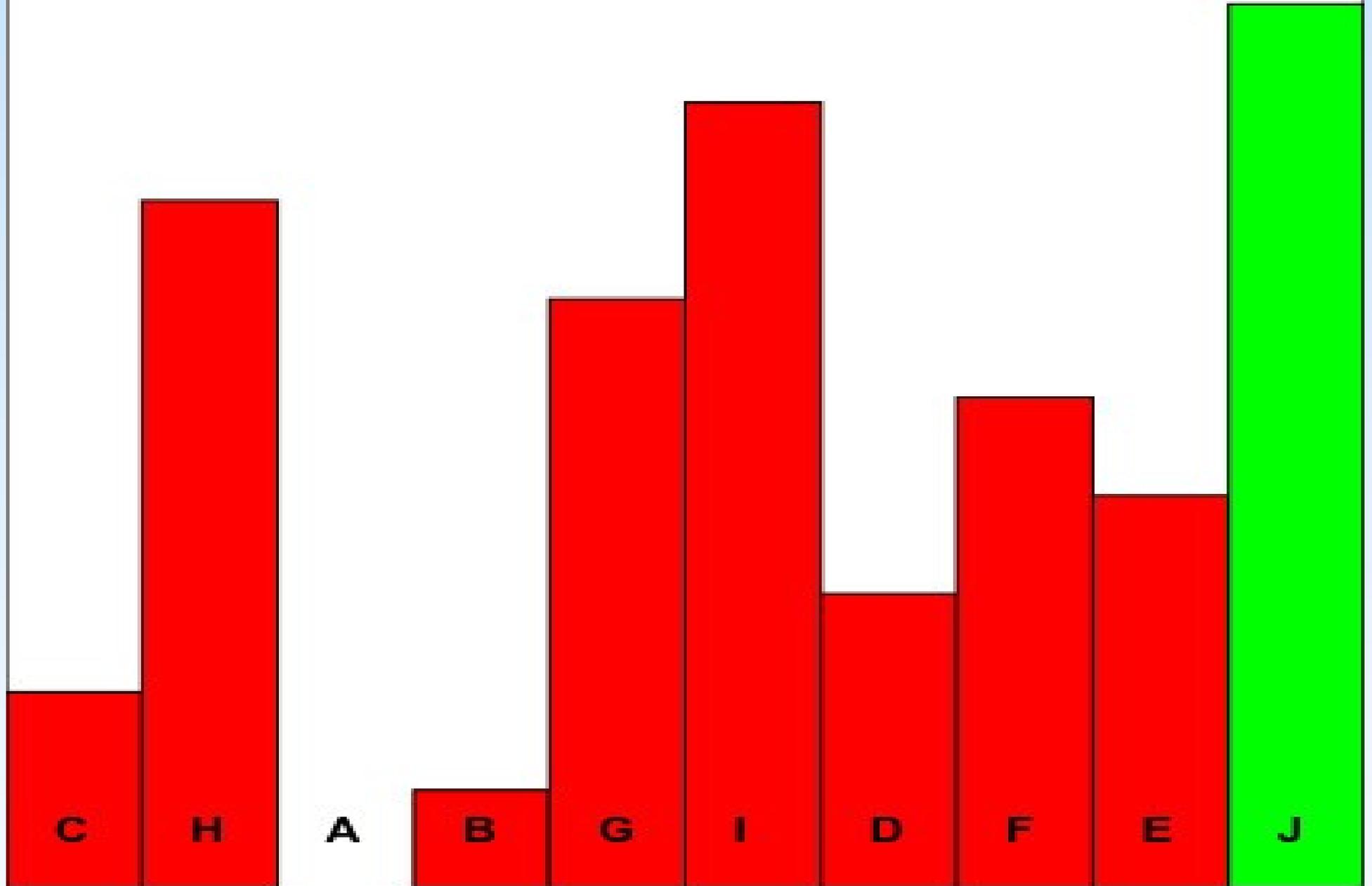


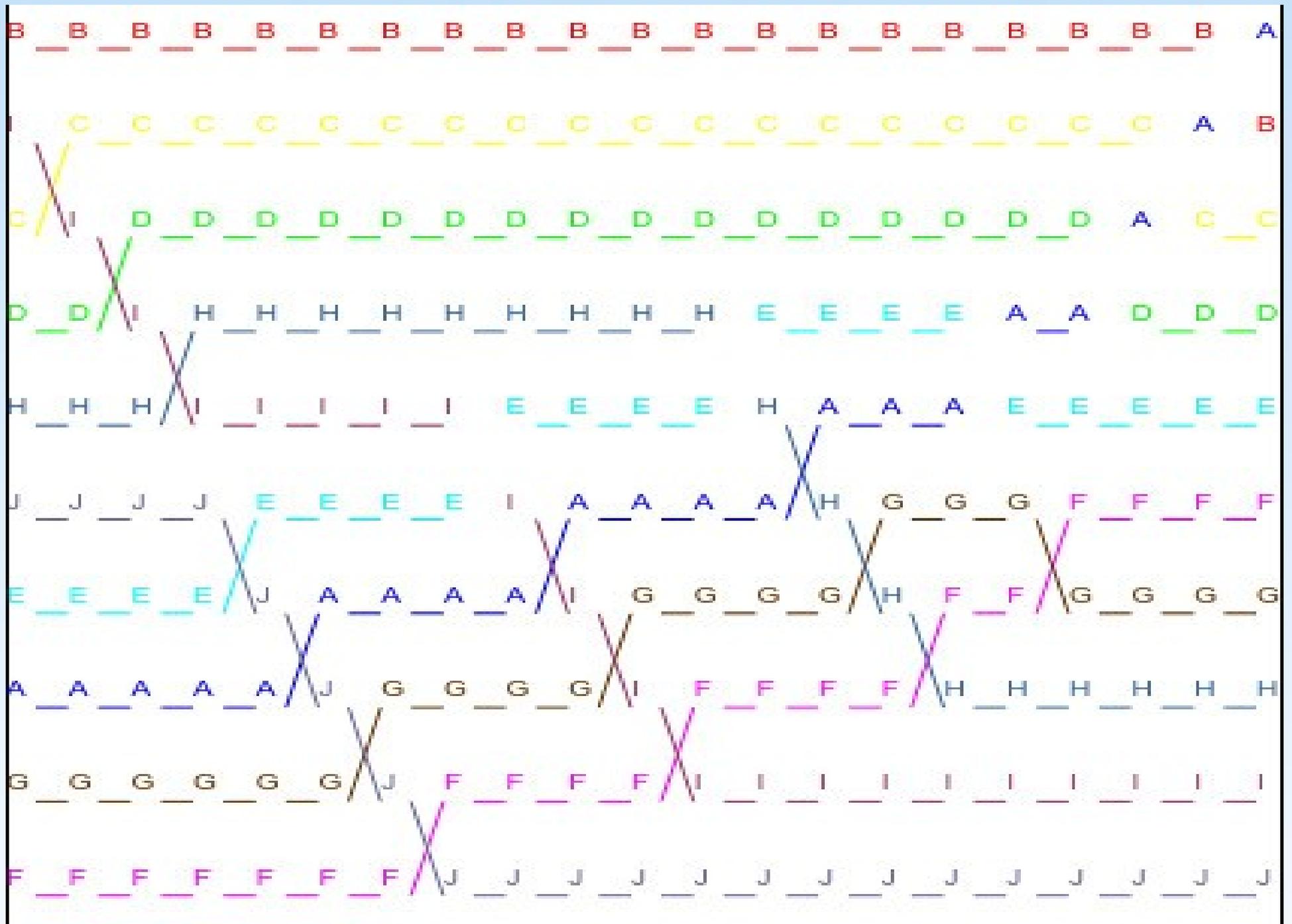


# Les mondes

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

Functional test(0 write, 0 read)

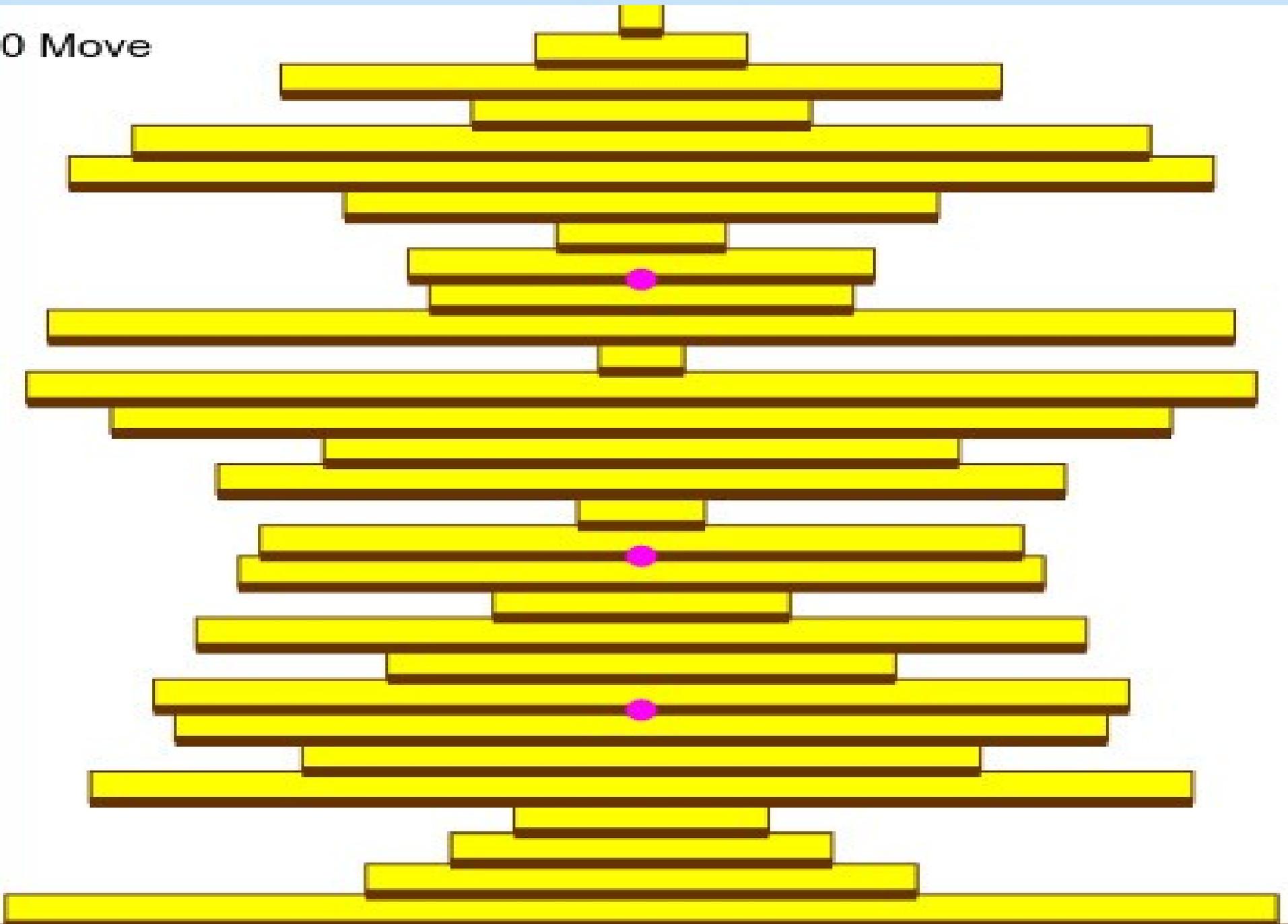




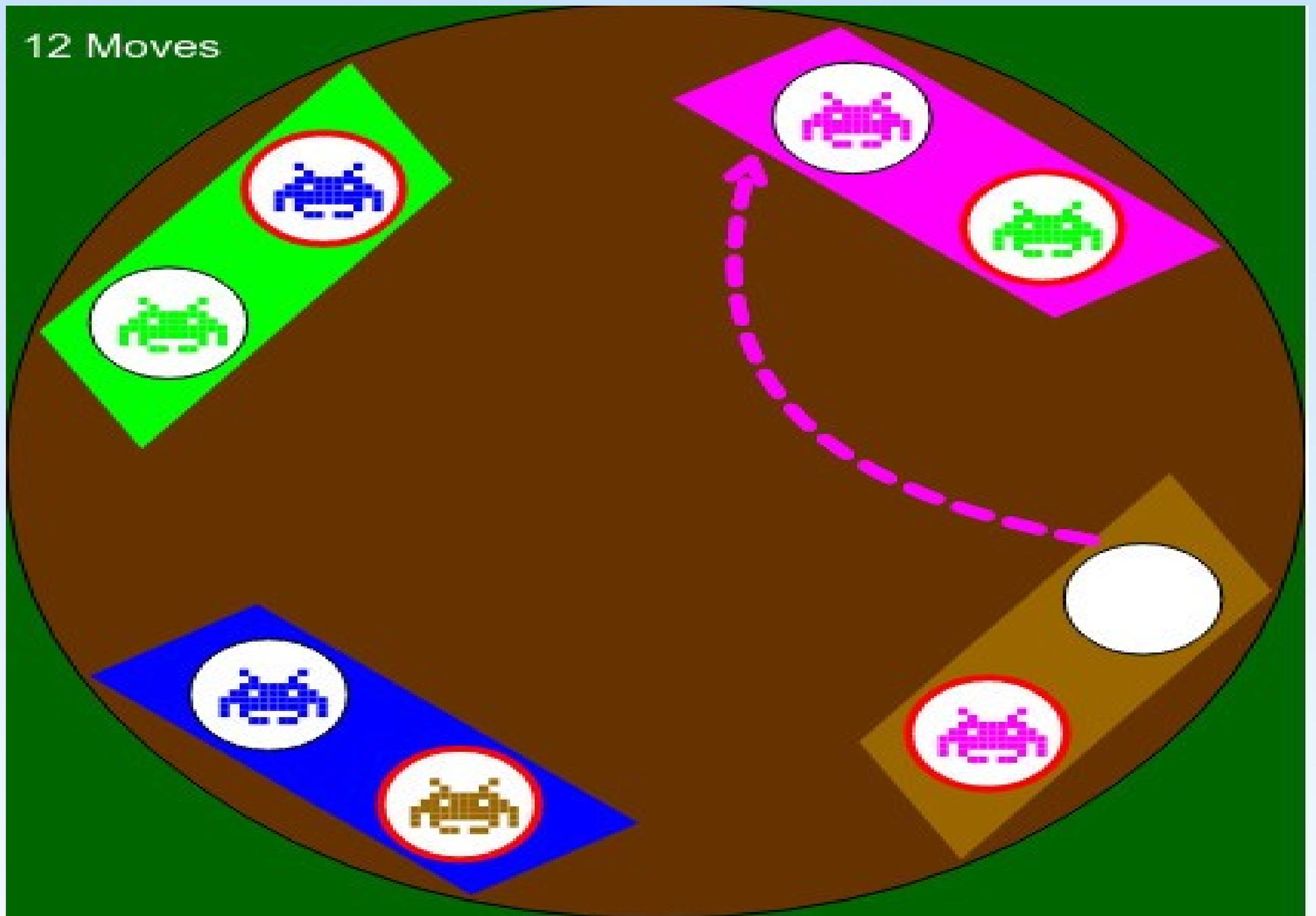
0 Move



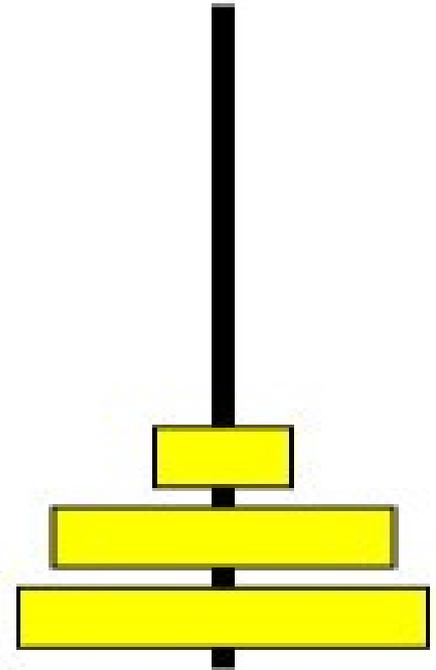
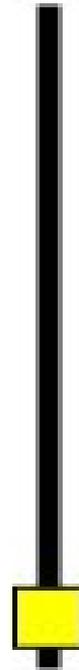
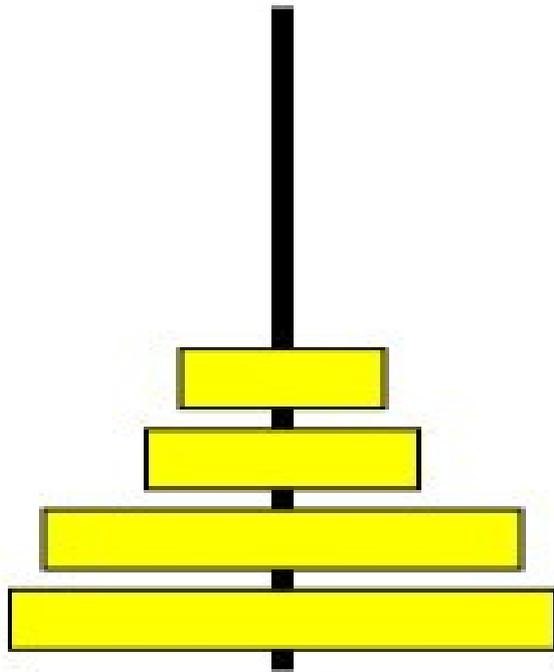
0 Move



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 !**