



VO2 IT MANAGEMENT APEROS IT TECH

Lancement des soirées DEV

18/10/2016

The Zen of Python

- Beautiful is better than ugly.
- 2. Explicit is better than implicit.
- 3. Simple is better than complex.
- 4. Complex is better than complicated.
- 5. Flat is better than nested.
- 6. Sparse is better than dense.



Readability counts.

- 8. Special cases aren't special enough to break the rules.
- 9. Although practicality beats purity.
- 10. Errors should never pass silently.
- 11. Unless explicitly silenced.
- 12. In the face of ambiguity, refuse the temptation to guess.
- 13. There should be one-- and preferably only one -- obvious way to do it.
- 14. Although that way may not be obvious at first unless you're Dutch.
- 15. Now is better than never.
- 16. Although never is often better than *right* now.
- 17. If the implementation is hard to explain, it's a bad idea.
- 18. If the implementation is easy to explain, it may be a good idea.
- 19. Namespaces are one honking great idea -- let's do more of those!



SOLID

Initial	Stands for	Concept
S	SRP	Single responsibility principle a class should have only a single responsibility (i.e. only one potential change in the software's specification should be able to affect the specification of the class)
0	ОСР	Open/closed principle "software entities should be open for extension, but closed for modification."
L	LSP	<u>Liskov substitution principle</u> "objects in a program should be replaceable with instances of their subtypes without altering the correctness of that program." See also <u>design by contract</u> .
I	ISP	Interface segregation principle "many client-specific interfaces are better than one general-purpose interface."
D	DIP	Dependency inversion principle one should "Depend upon Abstractions. Do not depend upon concretions."

W IT MANAGEMENT



- Write in english
 - 2. Write README
 - 3. Complete your profile
 - 4. Open issues
 - 5. Assign Pull Requests



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Application hybride blanche

18/10/2016

Starter

Qu'est ce que c'est?

- Un squelette de projet
 - Une application HTML5
 - Une application Android
 - Une application iOS

https://github.com/Lajule/Starter

■ platforms SVI review 19 days a			
	■ fastlane	add steps	2 months ago
■ src svi review a month a	in platforms	SVI review	19 days ago
	src src	svi review	a month ago
igitignore update README 2 months a	gitignore	update README	2 months ago
	■ Jenkinsfile	add steps	2 months ago
	■ Makefile	add steps	2 months ago
■ README.md fix mistake 14 days a	README.md	fix mistake	14 days ago

Starter

Questions?

Pourquoi?

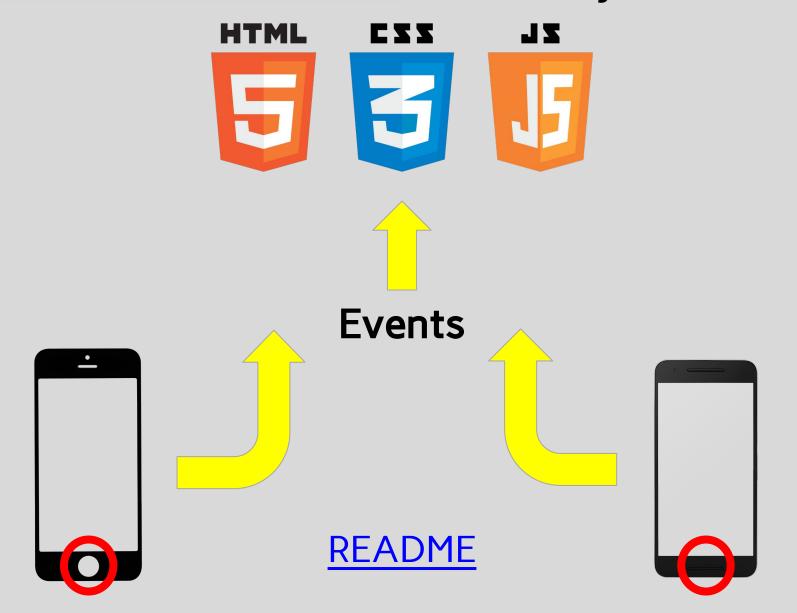
- Une solution maison VO2
 - Cordova
 - Crosswalk Project
- Pour comprendre
 - Javascript bridge
- Pour apprendre

Starter

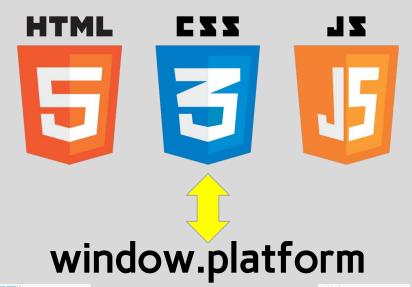
VO IT MANAGEMENT Comment ça marche? 1/3

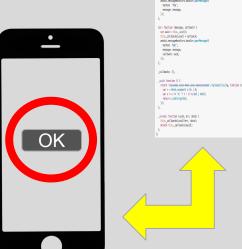


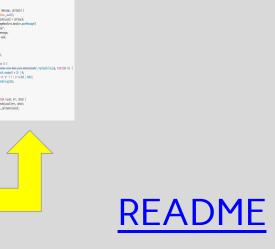
VO IT MANAGEMENT Comment ça marche ? 2/3



VO IT MANAGEMENT Comment ça marche ? 3/3











Starter

IT MANAGEMENT Comment on l'utilise? 1/4 (DEV)



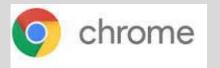




```
window.platform = window.platform || {
  name: function () {
    return 'www';
  },

foo: function (message) {
    alert(message);
  },

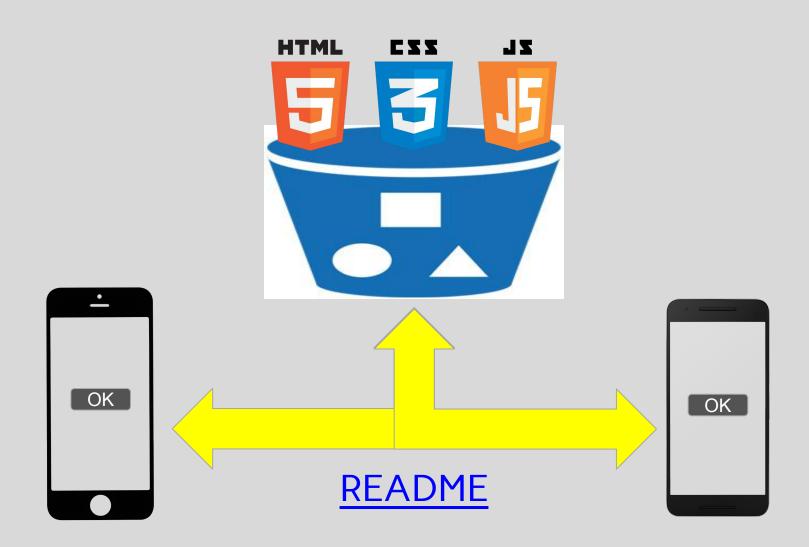
bar: function (message, callback) {
    callback(null, confirm(message));
  },
};
```



DEV

README

IT MANAGEMENT Comment on l'utilise? 2/4 (Viewer)



IT MANAGEMENT Comment on l'utilise? 3/4 (Outils)

GNU Make

- Packager l'application HTML5
- Copier l'application HTML5 vers les projets natifs

fastlane

- Lancer les tests unitaires (HTML5, Android, iOS)
- Compiler les projets natifs
- Soumettre les projets natifs sur les stores

IT MANAGEMENT Comment on l'utilise? 3/4 (Outils)

- Jenkins
 - Lancer les lanes fastlane

Starter



Et après?

iOS	Android
Core Data What Is Core Data?	SQLite Saving Data in SQL Databases
Keychain iOS Keychain Services Tasks	AccountManager Creating a Custom Account Type
Notifications	Notifications
Links	Links
Camera	Camera
Offline	Offline
Salesforce	Salesforce

Starter



Questions?

