

# Soutenance du projet 4

Définissez les technologies et les paradigmes d'une application

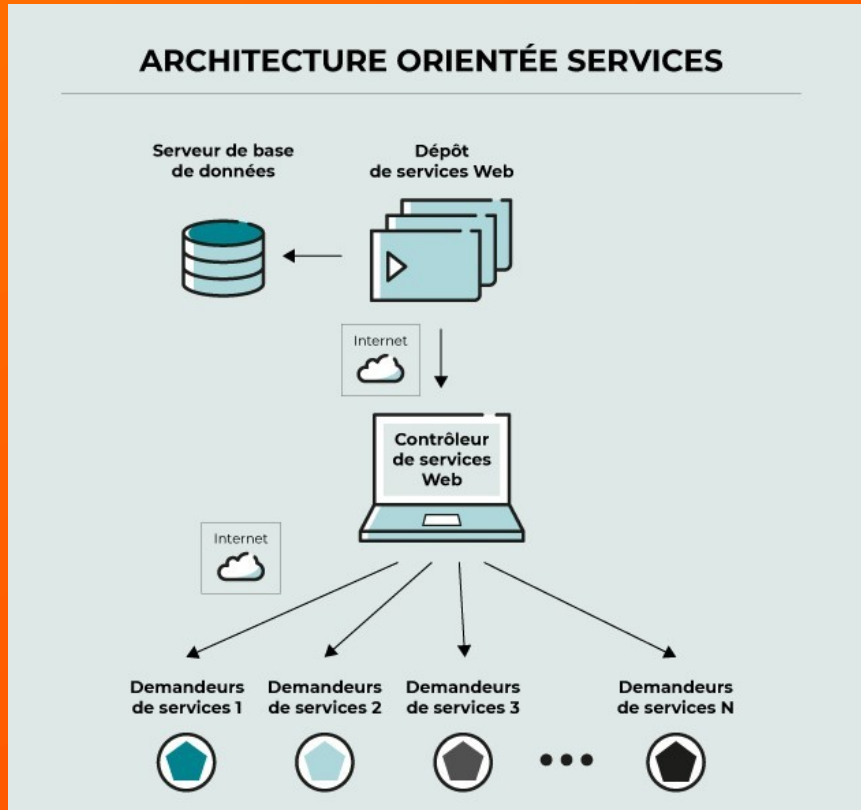
# SOMMAIRE :

2/8

- 1) Architecture de l'application
- 2) Librairies de test
  - a) Front-end
  - b) Back-end
- 3) Librairie de test des composants visuels
- 4) Paradigmes de programmation
  - a) Front-end
  - b) Back-end

# 1) Architecture de l'application

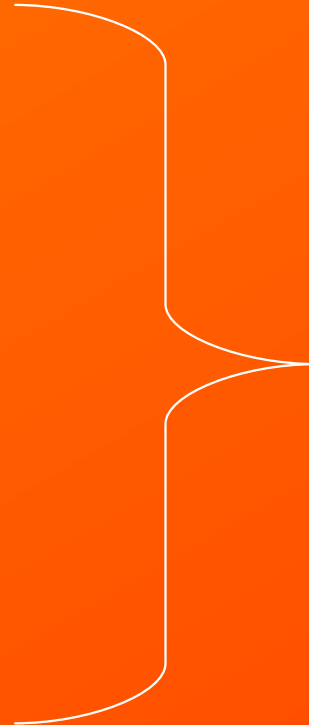
3/8



## 2) Librairie de test

3/8

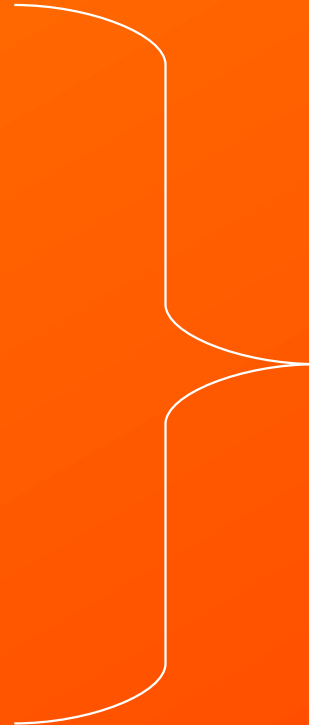
### a) Front-end



## 2) Librairie de test

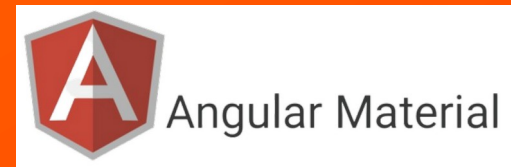
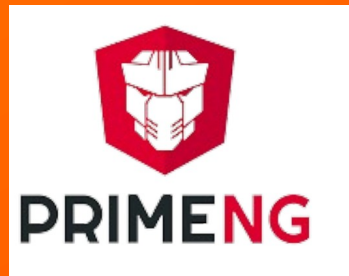
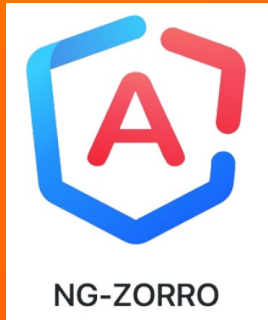
3/8

### b) Back-end



### 3) Librairie de test : composants visuels

3/8



## 4) Paradigmes de programmation

3/8

### a) Front-end

- Réactive
- Orientée Objet
- Déclarative
- Impérative

# 4) Paradigmes de programmation

3/8

## b) Back-end

- Orientée objet
- Procédurale