



Restaurantly

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CAHIER DE CHARGE

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ANALYSE

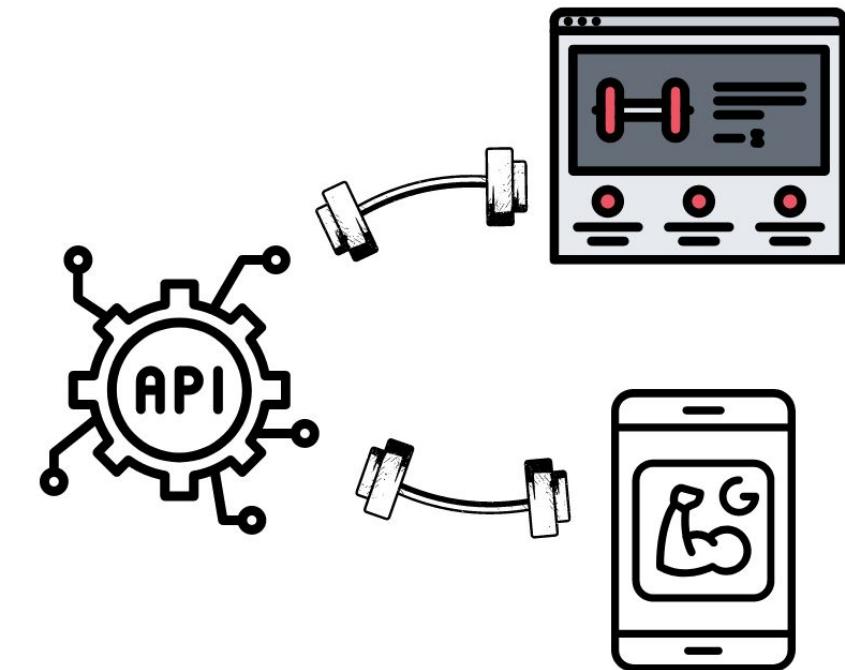
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CONCEPTION

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RÉALISATION

CAHIER DE CHARGE

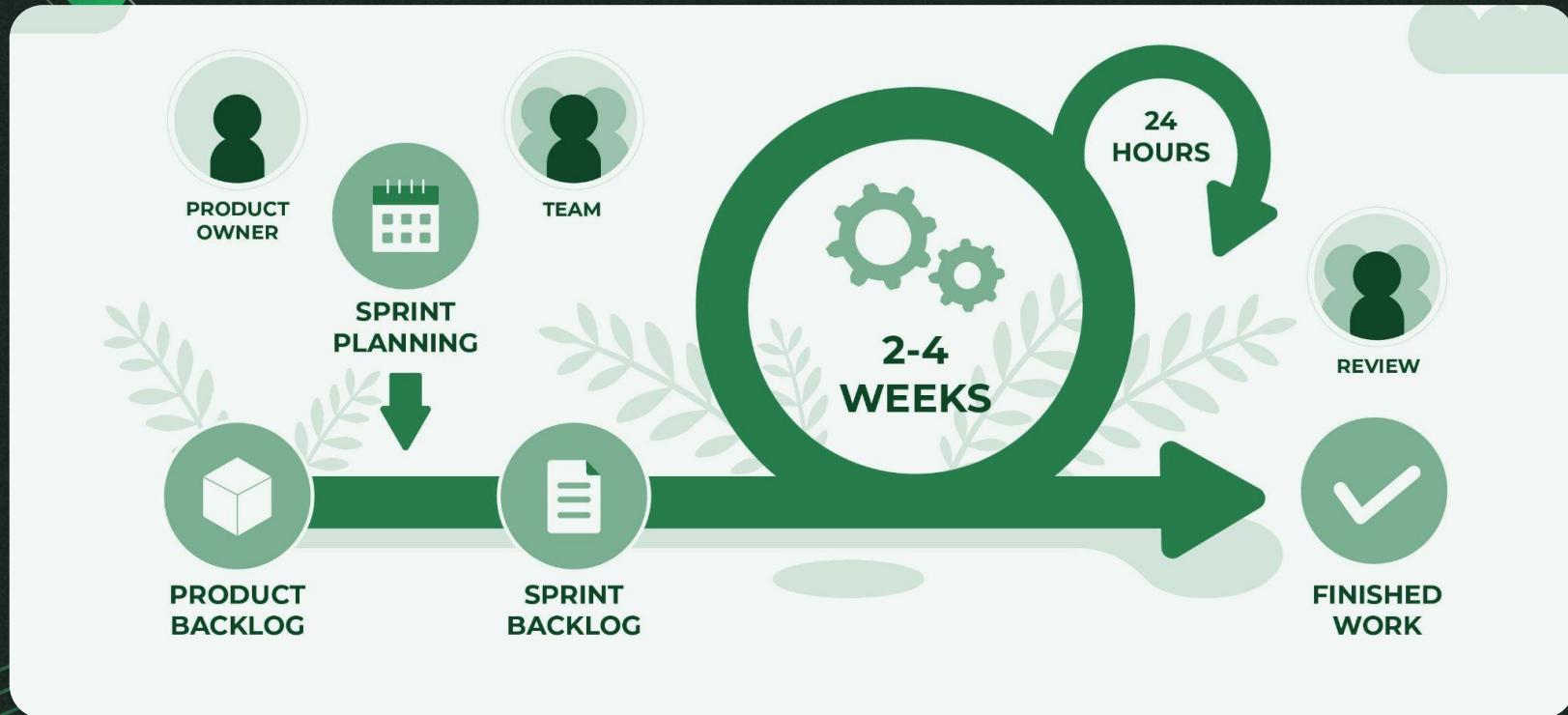


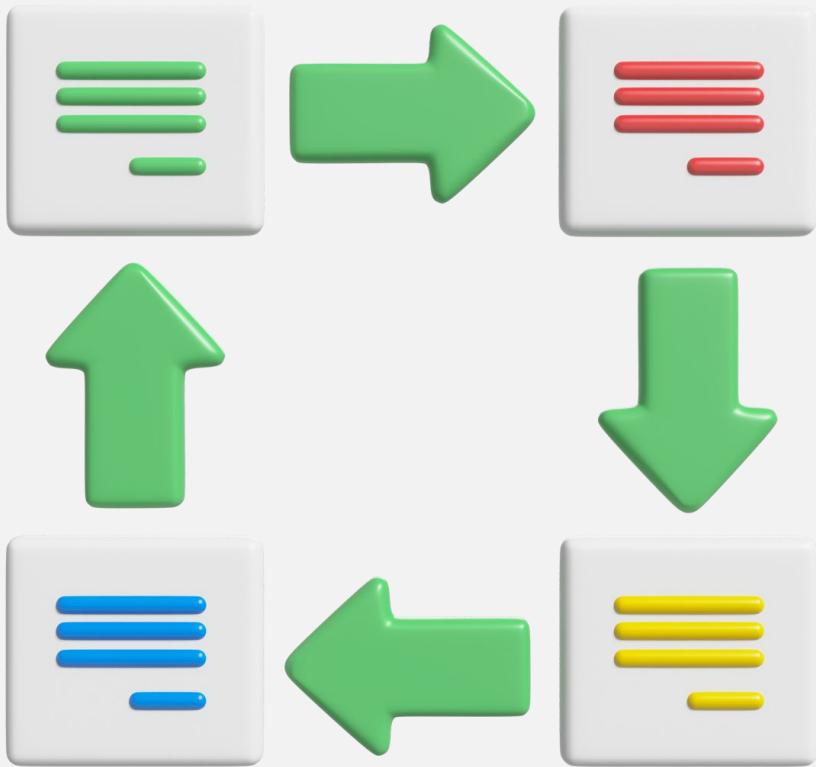
02.

DÉVELOPPEMENT AGILE



MÉTHODE AGILE ET SCRUM





03.

PROCESSUS DE DÉVELOPPEMENT

DESIGN THINKING

EMPATHIZE



DEFINE



IDEATE



PROTOTYPE

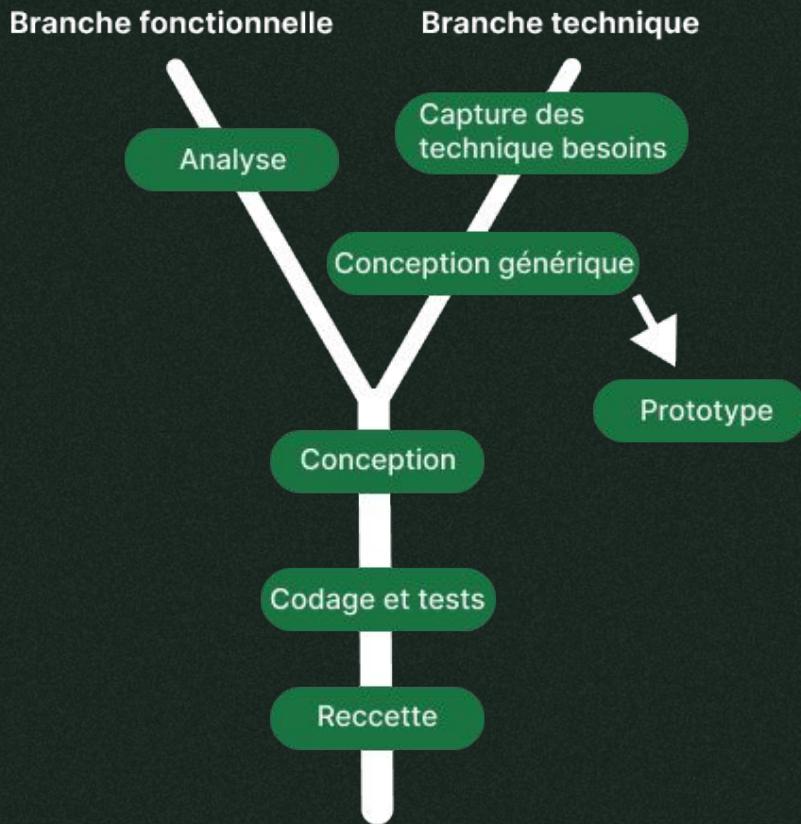


TEST



IMPLEMENT







04.

PLANIFICATION

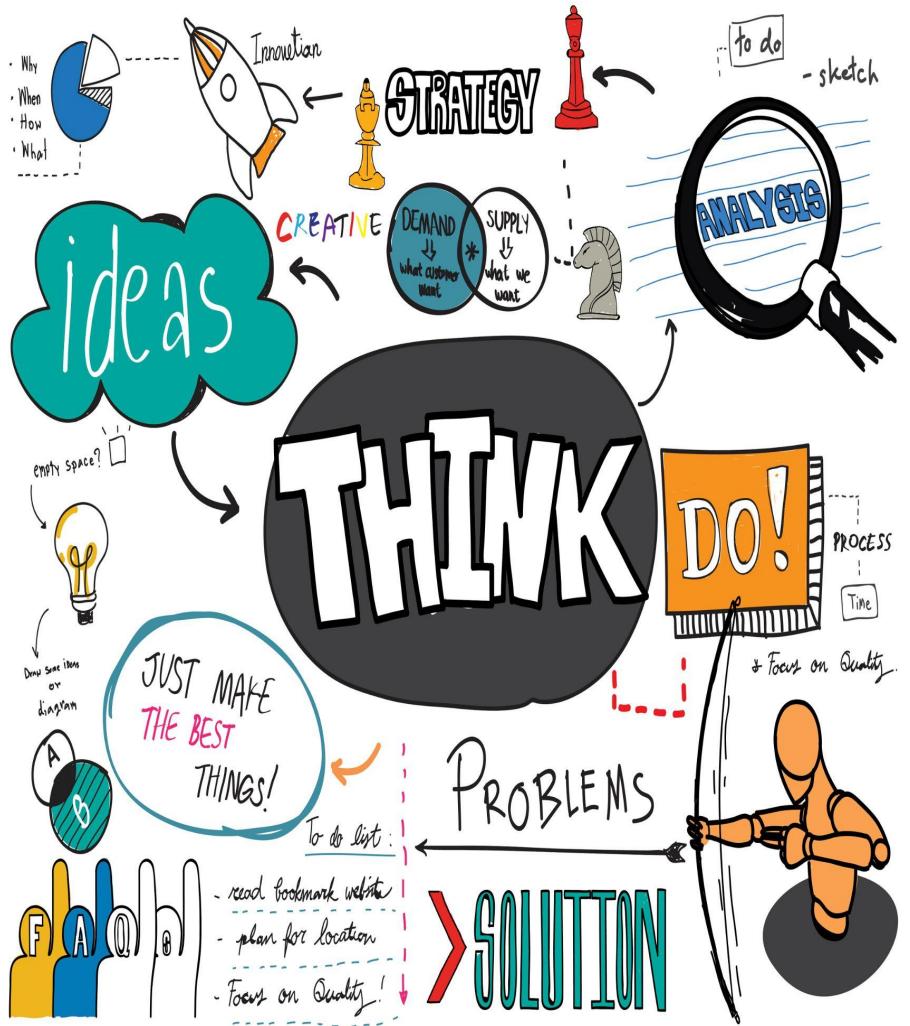
PLANIFICATION

Gestion des tâches

GANTT CHART



- Why
- When
- How
- What



05.

ANALYSE FONCTIONNELLE

CARTE D'EMPATHIE



DÉFINIR LE PROBLÈME



IDÉATION

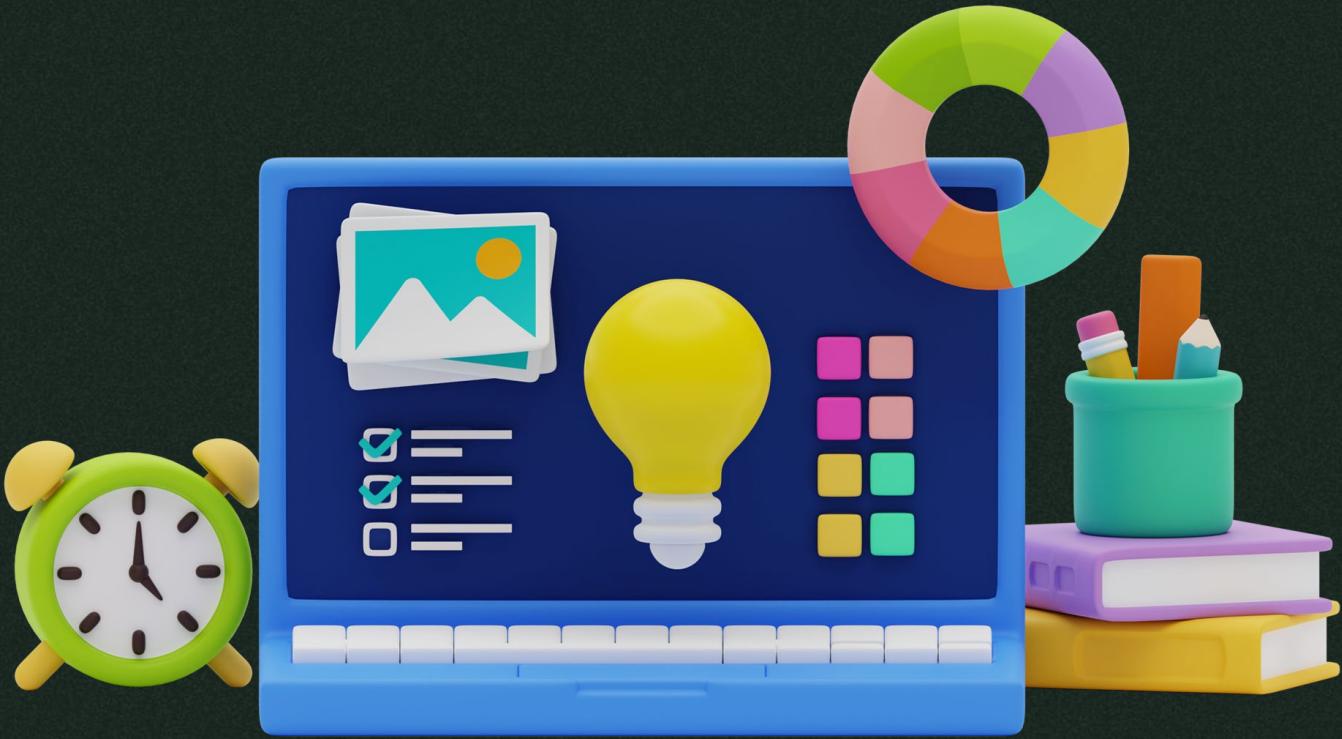


DIAGRAMME DE CAS D'UTILISATION : WEB

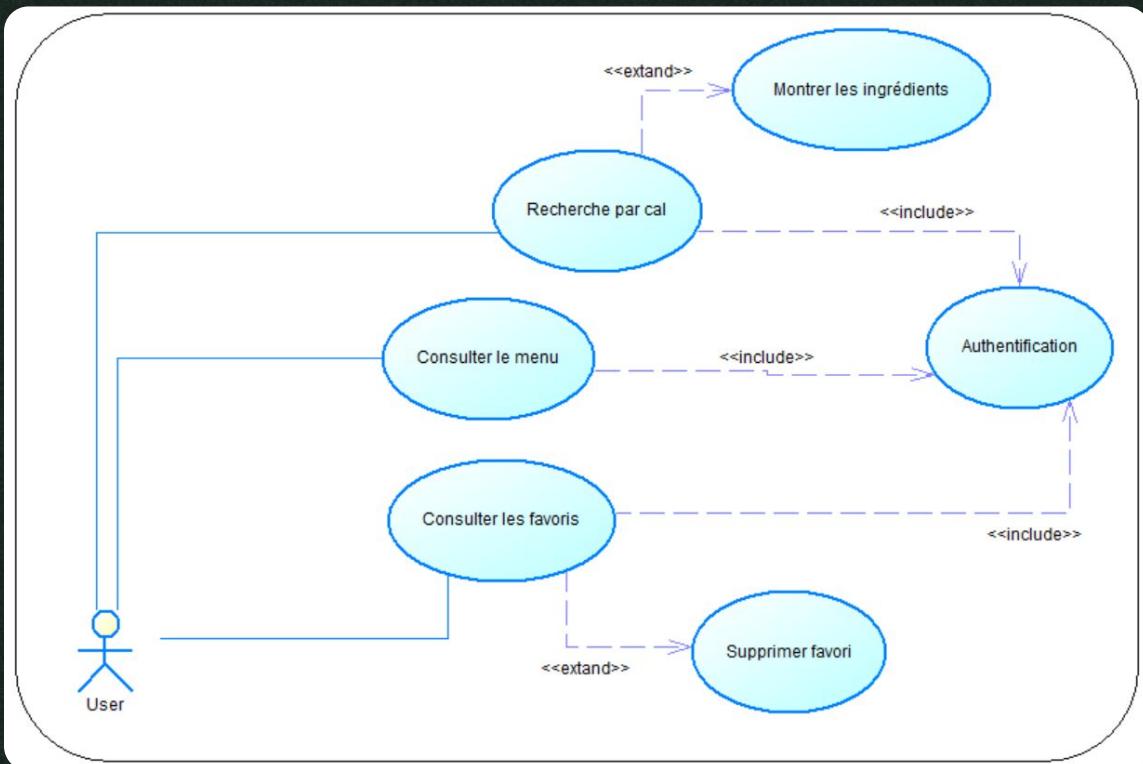
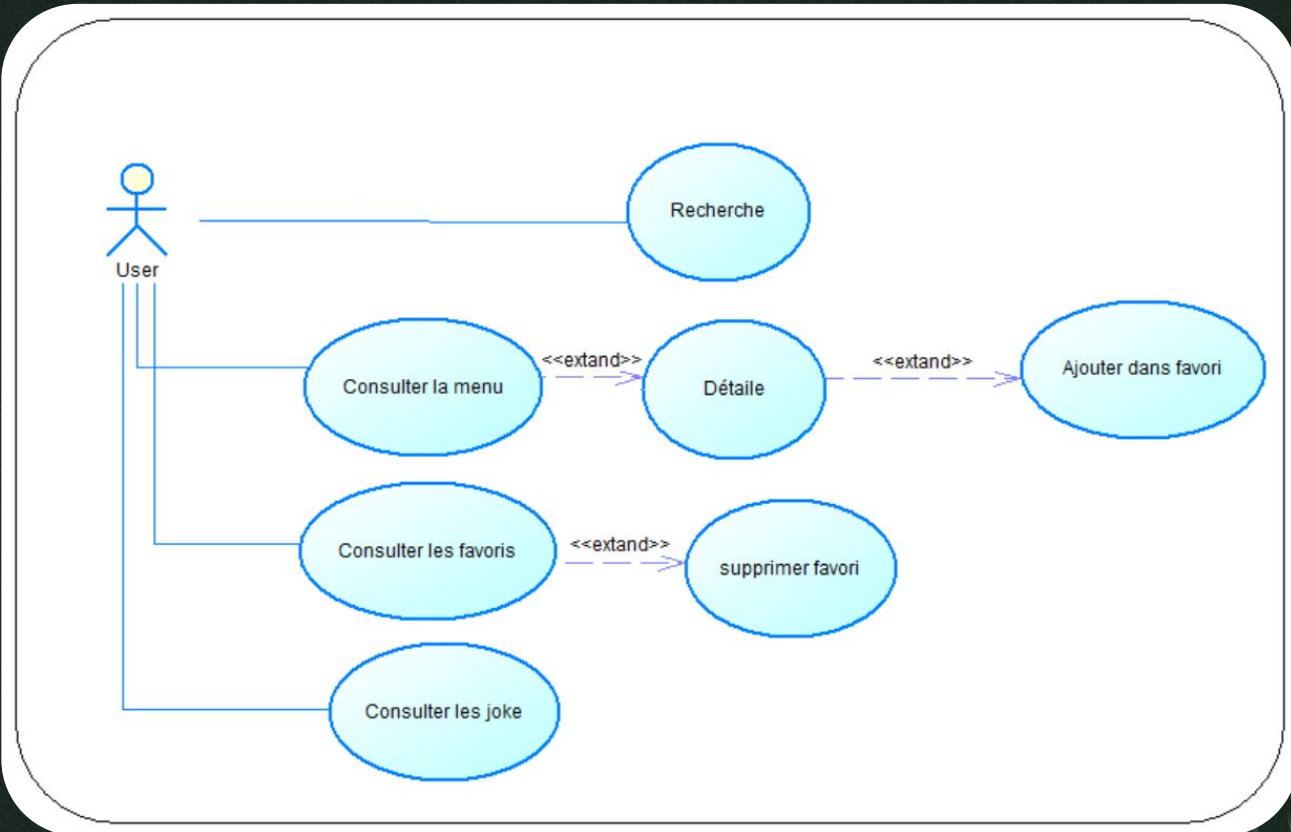
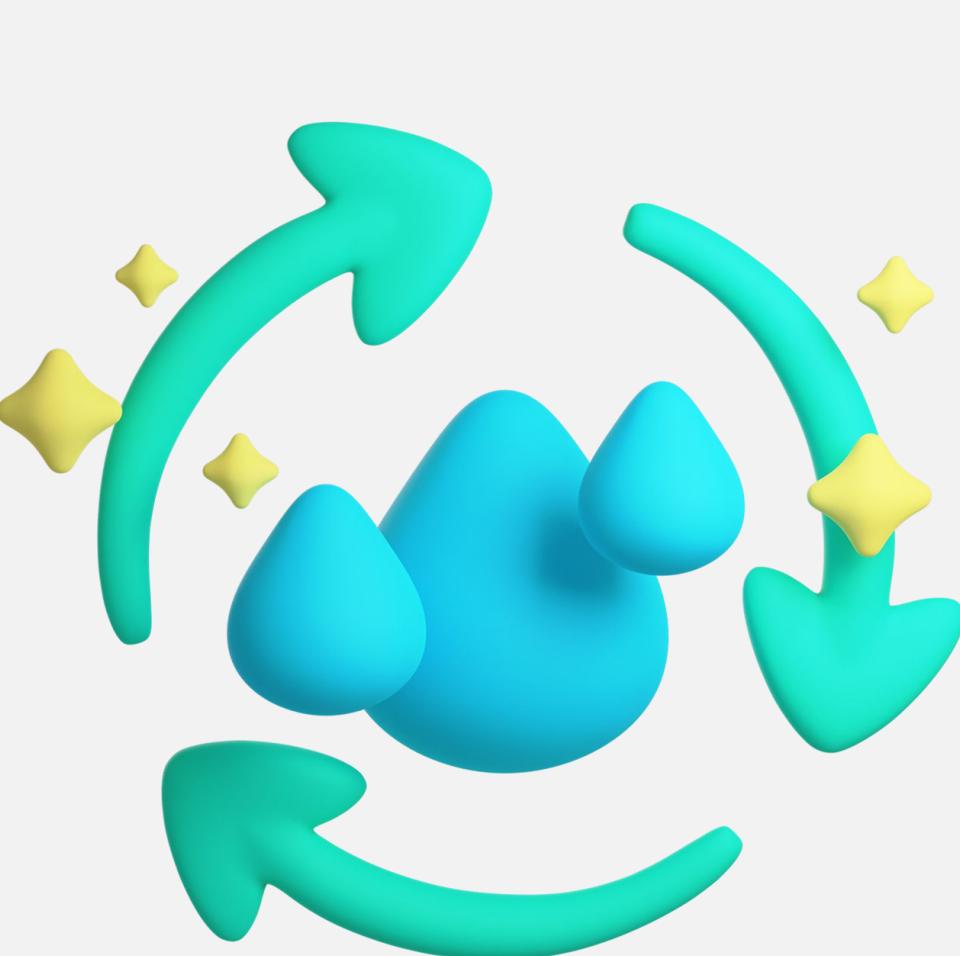


DIAGRAMME DE CAS D'UTILISATION : MOBILE

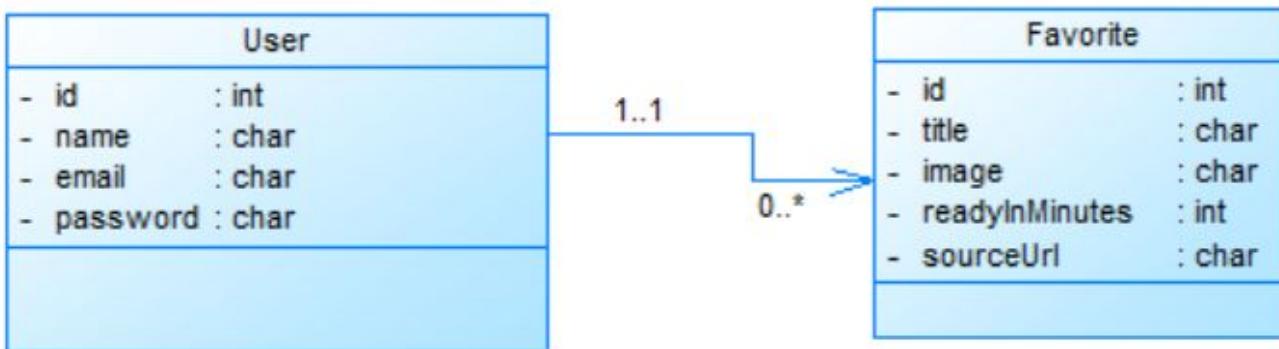


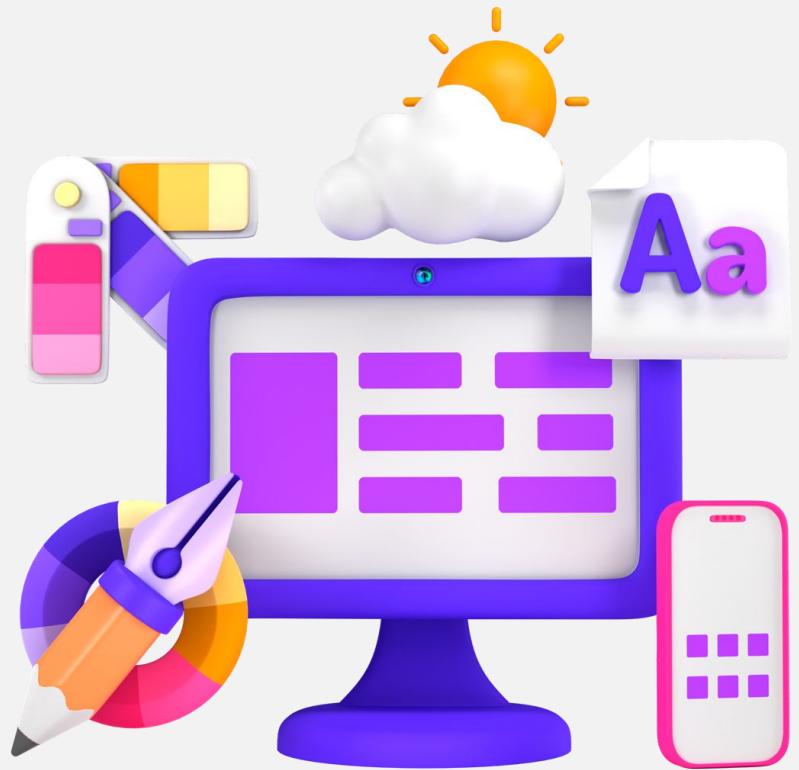


08.

CONCEPTION

DIAGRAMME DE CLASSE

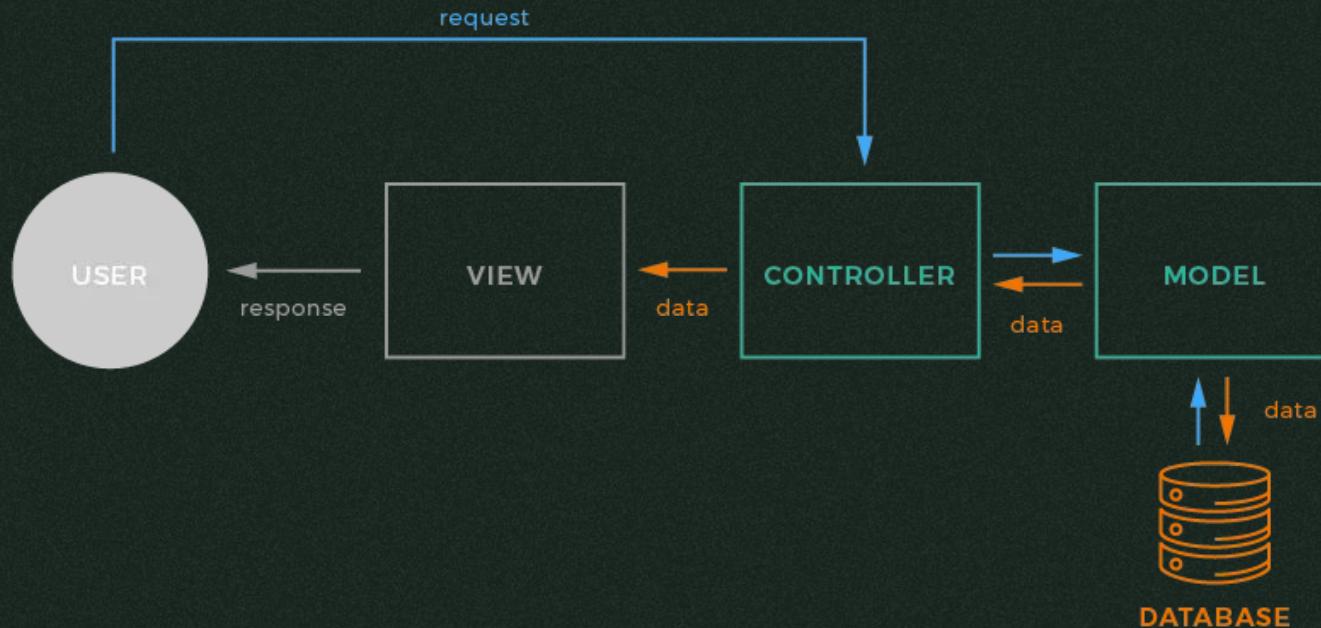




09.

RÉALISATION

ARCHITECTURE (MVC)



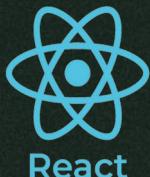
LES TECHNOLOGIES



Kotlin



CSS



MySQL



PHP



UML



Bootstrap



API



HTML



XML

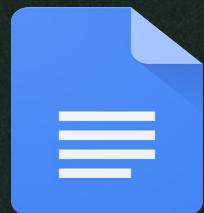


UI/UX



Laravel

LES OUTILS



**MERCI DE
VOTRE
ATTENTION**