





Partie 4 : matrice

	clicStart	clicStop	clicPlus	clicMoins	mouseP	mouseM	mouseR	keyPressed	clicText
INIT	<pre>s = Etat.NODOWN;  activationNoDo wn();  model.setValue( 0);</pre>								
NODOWN		<pre>s = Etat.INIT;  model.setV alue(0);  activationIn it();</pre>	<pre>s = Etat.OK; activationOk();  model.setValue(model.getVal ue() + 1);</pre>		<pre>s = Etat.DOWN; activationDown();</pre>				
DOWN		<pre>s = Etat.INIT;  model.setV alue(0);  activationIn it();</pre>				<pre>s = Etat.DOWN; if (UtilitiesPieChart.isPoint InCircle(this.viewPieCh art, evt.getX(), evt.getY())) {  model.setValue(Utilities PieChart.pointToPercen tage(this.viewPieChart, evt.getX(), evt.getY())); }</pre>	<pre>switch (model.getValue()) { case 0: s = Etat.NODOWN;  activationNoDown(); break; case 100: s = Etat.NOUP;  activationNoUp(); break; default: if (model.getValue() &gt; 0 &amp;&amp; model.getValue() &lt; 100) { s = Etat.OK; activationOk(); } break; }</pre>		
OK		<pre>s = Etat.INIT;  model.setV alue(0);  activationIn it();</pre>	<pre>model.setValue(model.getVal ue() + 1); if (model.getValue() == 100) { s = Etat.NOUP; activationNoUp(); } else { s = Etat.OK; activationOk(); }</pre>	<pre>model.setValue(model.getValue() - 1); if (model.getValue() == 0) { s = Etat.NODOWN; activationNoDown(); } else { s = Etat.OK; activationOk(); }</pre>	<pre>s = Etat.DOWN; activationDown();</pre>				
NOUP		<pre>s = Etat.INIT;  model.setV alue(0);  activationIn it();</pre>		<pre>s = Etat.OK; activationOk();  model.setValue(model.getValue() - 1);</pre>	<pre>s = Etat.DOWN; activationDown();</pre>				

EDITING		<div>s = Etat.INIT;</div> <div>model.setV alue(0);</div> <div>activationIn it();</div>						<div>switch (val) {</div> <div>case 0:</div> <div>  s = Etat.NODOWN;</div> <div>  activationNoDown();</div> <div>  model.setValue(val);</div> <div>  break;</div> <div>case 100:</div> <div>  s = Etat.NOUP;</div> <div>  activationNoUp();</div> <div>  model.setValue(val);</div> <div>  break;</div> <div>default:</div> <div>  if (val &gt; 0 &amp;&amp; val &lt; 99) {</div> <div>    s = Etat.OK;</div> <div>    activationOk();</div> <div>    model.setValue(val);</div> <div>  }</div>	
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