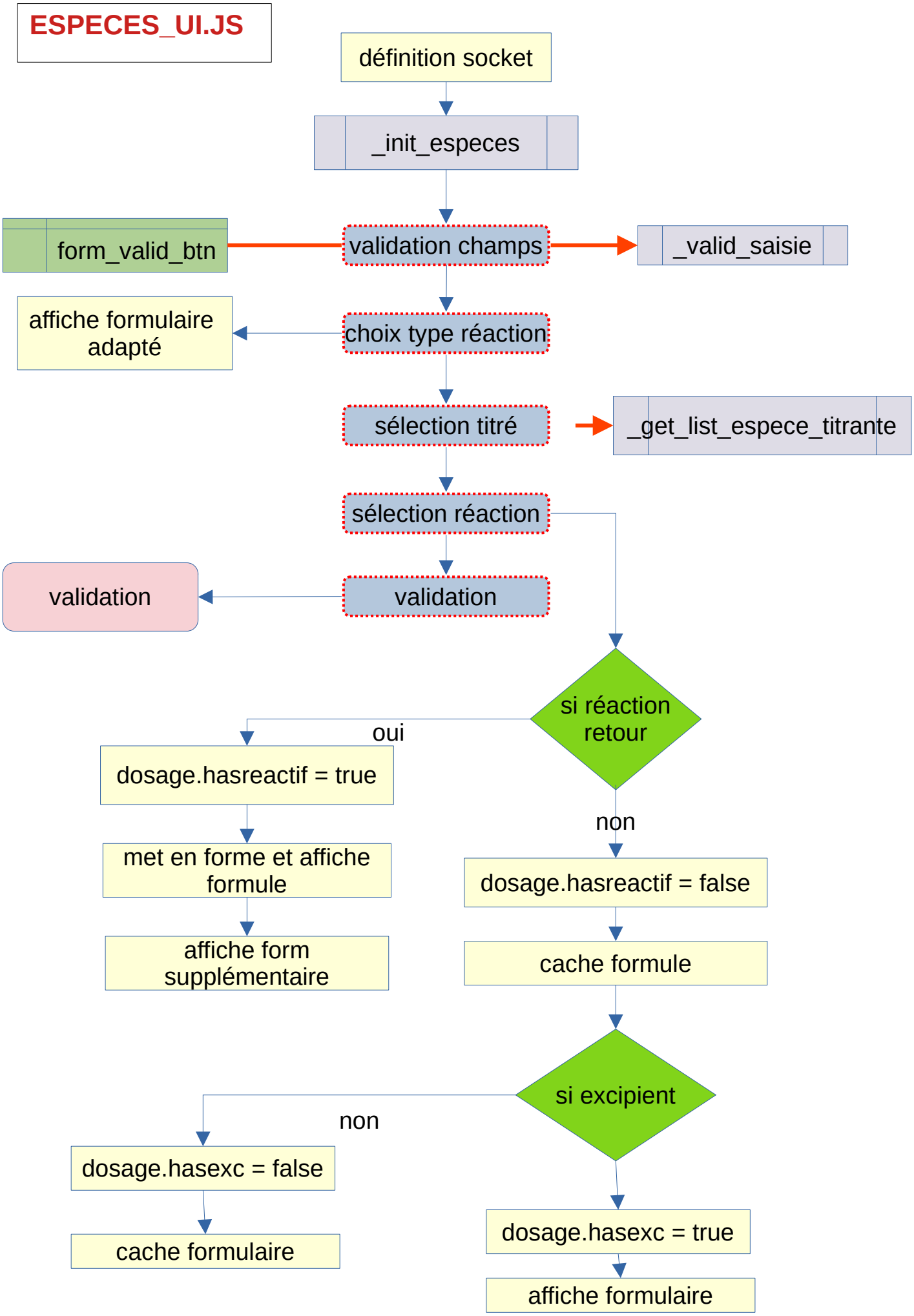
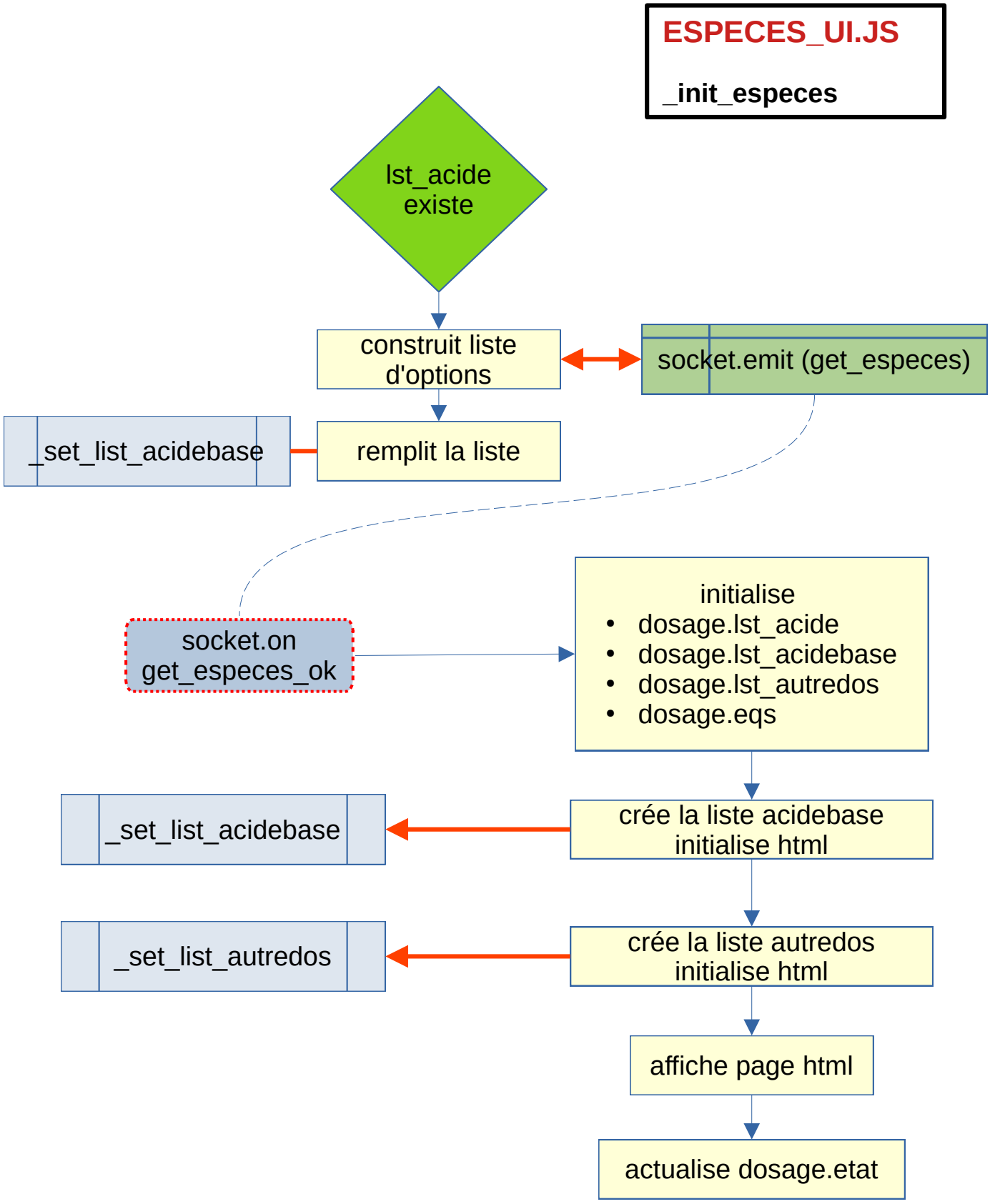
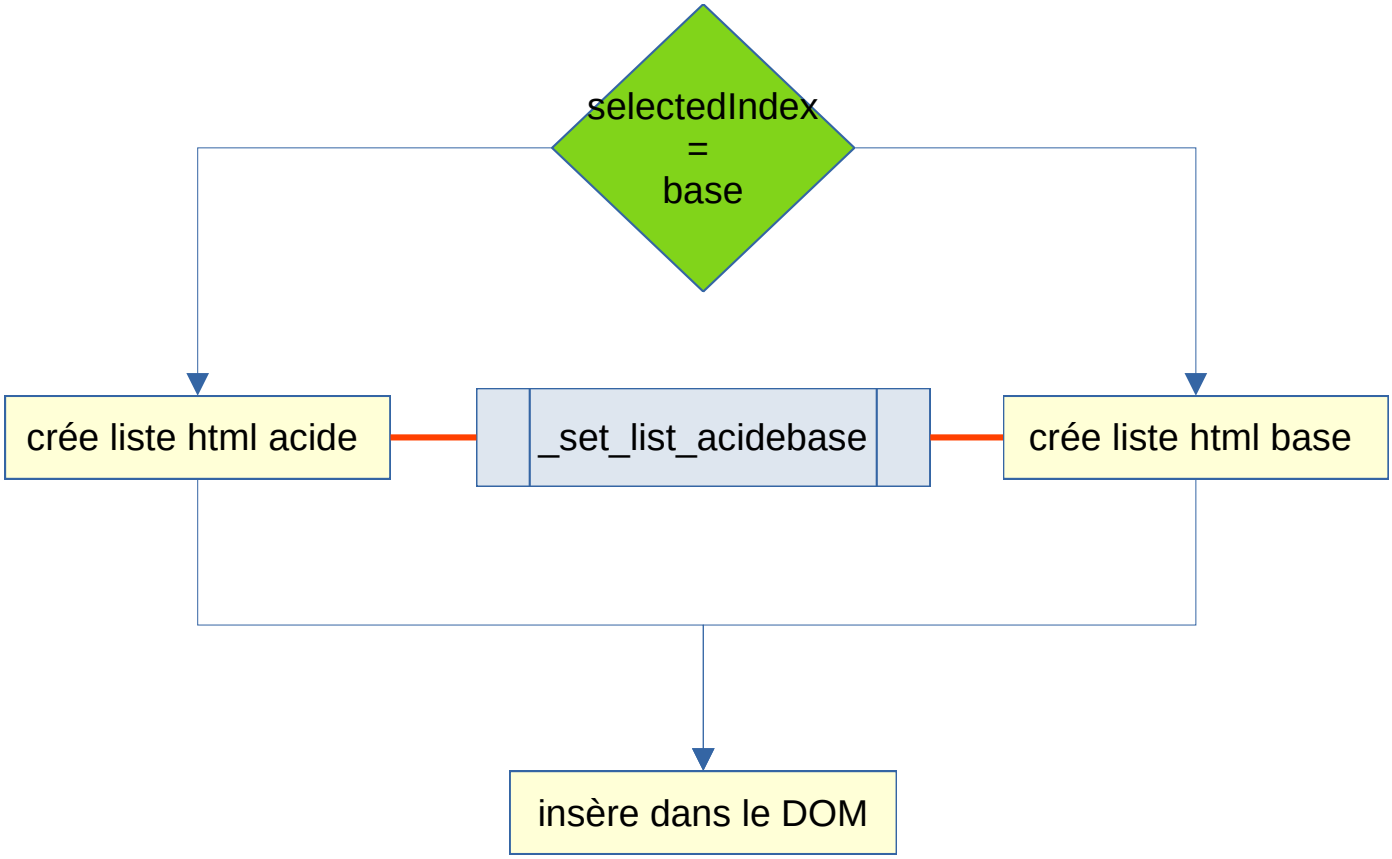
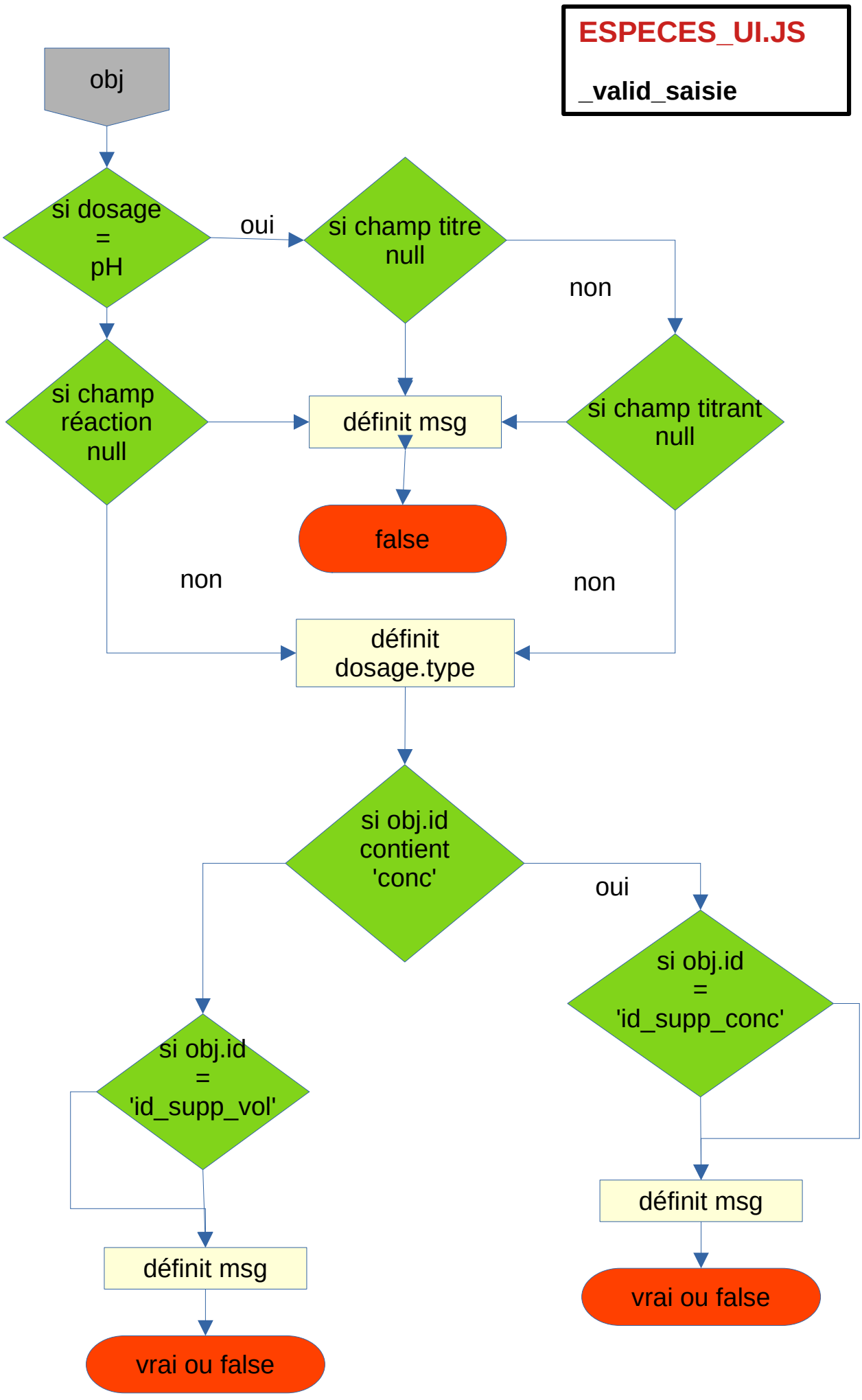

ESPECES_UI.JS
définition socket
_init_especes
form_valid_btn
validation champs
_valid_saisie
affiche formulaire adapté
choix type réaction
sélection titré
_get_list_espece_titrante
sélection réaction
validation
validation
si réaction retour
oui
dosage.hasreactif = true
met en forme et affiche formule
affiche form supplémentaire
non
dosage.hasreactif = false
cache formule
si excipient
non
dosage.hasexc = false
cache formulaire
dosage.hasexc = true
affiche formulaire


ESPECES_UI.JS
_init_especes
lst_acide existe
construit liste d'options
socket.emit (get_especes)
_set_list_acidebase
remplit la liste
socket.on get_especes_ok
initialise
dosage.lst_acide
dosage.lst_acidebase
dosage.lst_autredos
dosage.eqs
_set_list_acidebase
crée la liste acidebase initialise html
_set_list_autredos
crée la liste autredos initialise html
affiche page html
actualise dosage.etat

ESPECES_UI.JS

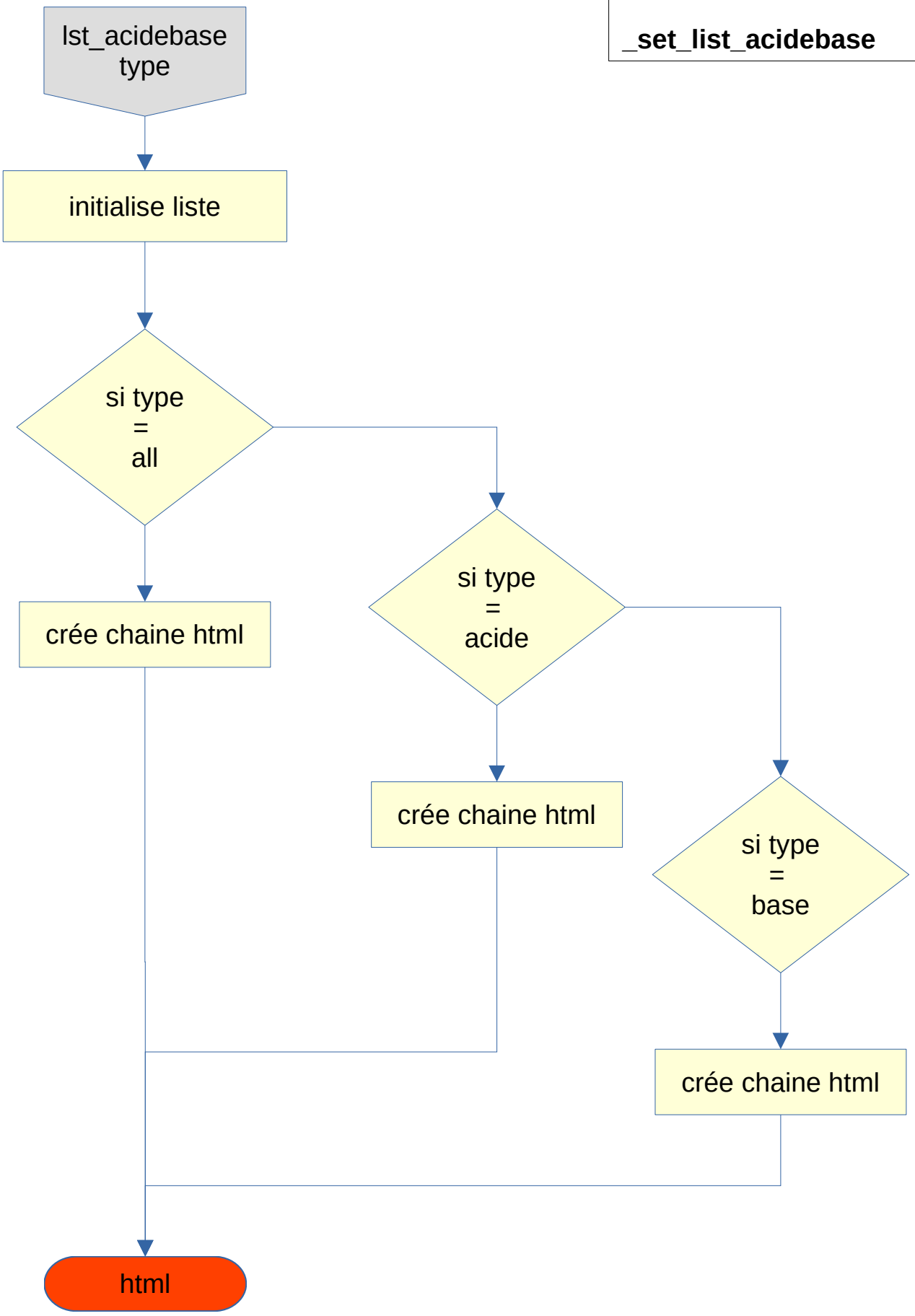
_get_list_espece_titrante




ESPECES_UI.JS
_valid_saisie
obj
si dosage = pH
oui
si champ titre null
non
si champ réaction null
définit msg
si champ titrant null
false
non
non
définit dosage.type
si obj.id contient 'conc'
oui
si obj.id = 'id_supp_vol'
si obj.id = 'id_supp_conc'
définit msg
définit msg
vrai ou false
vrai ou false

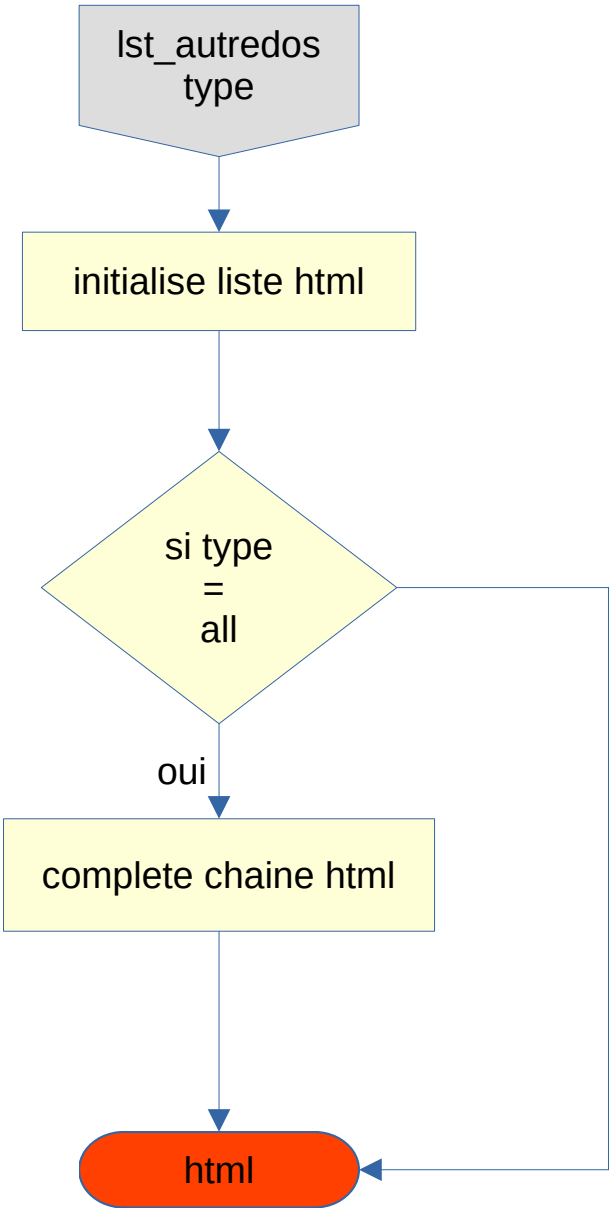
ESPECES_UI.JS

_set_list_acidebase



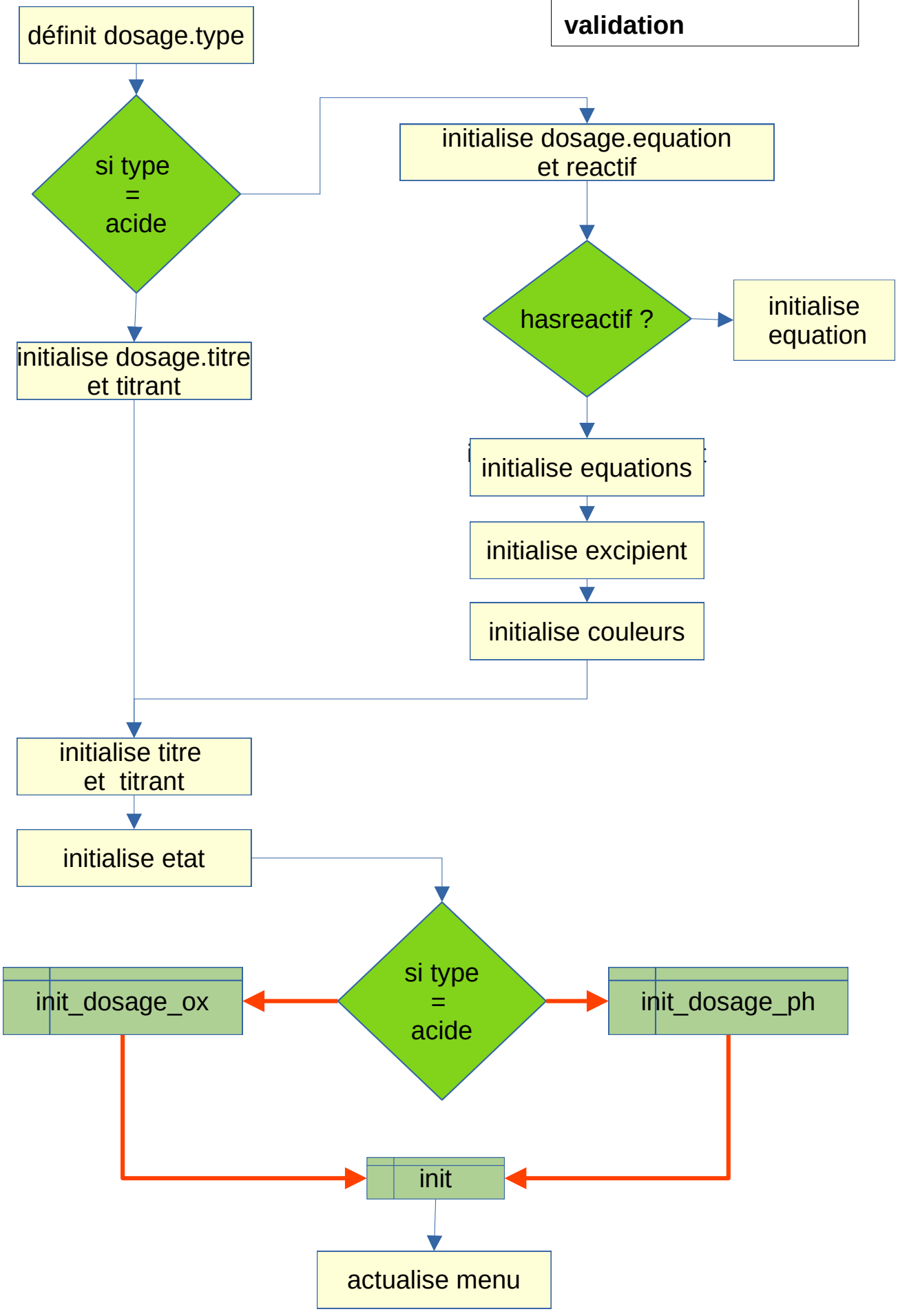
ESPECES_UI.JS

_set_list_autredos



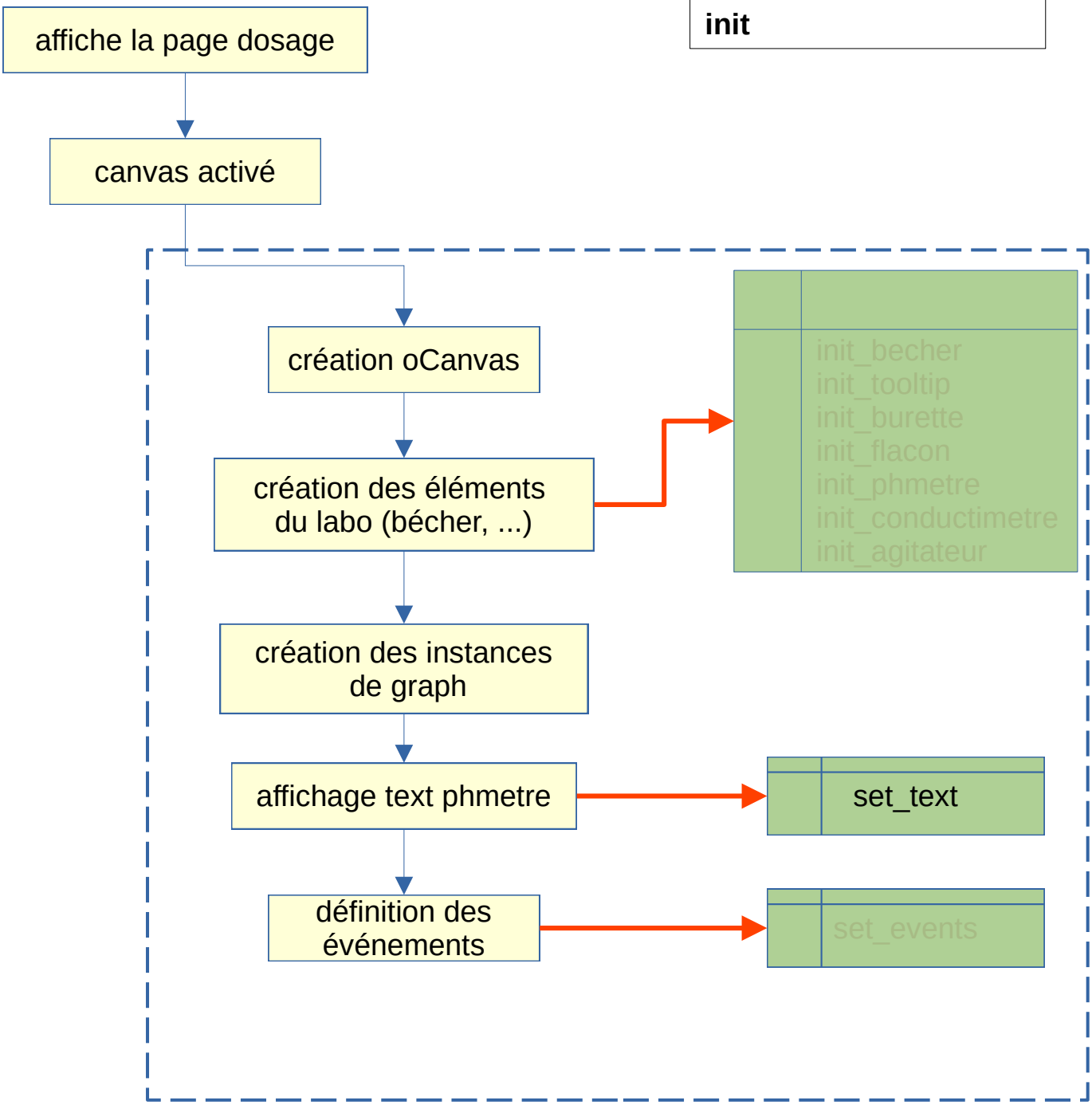
ESPECES_UI.JS

validation



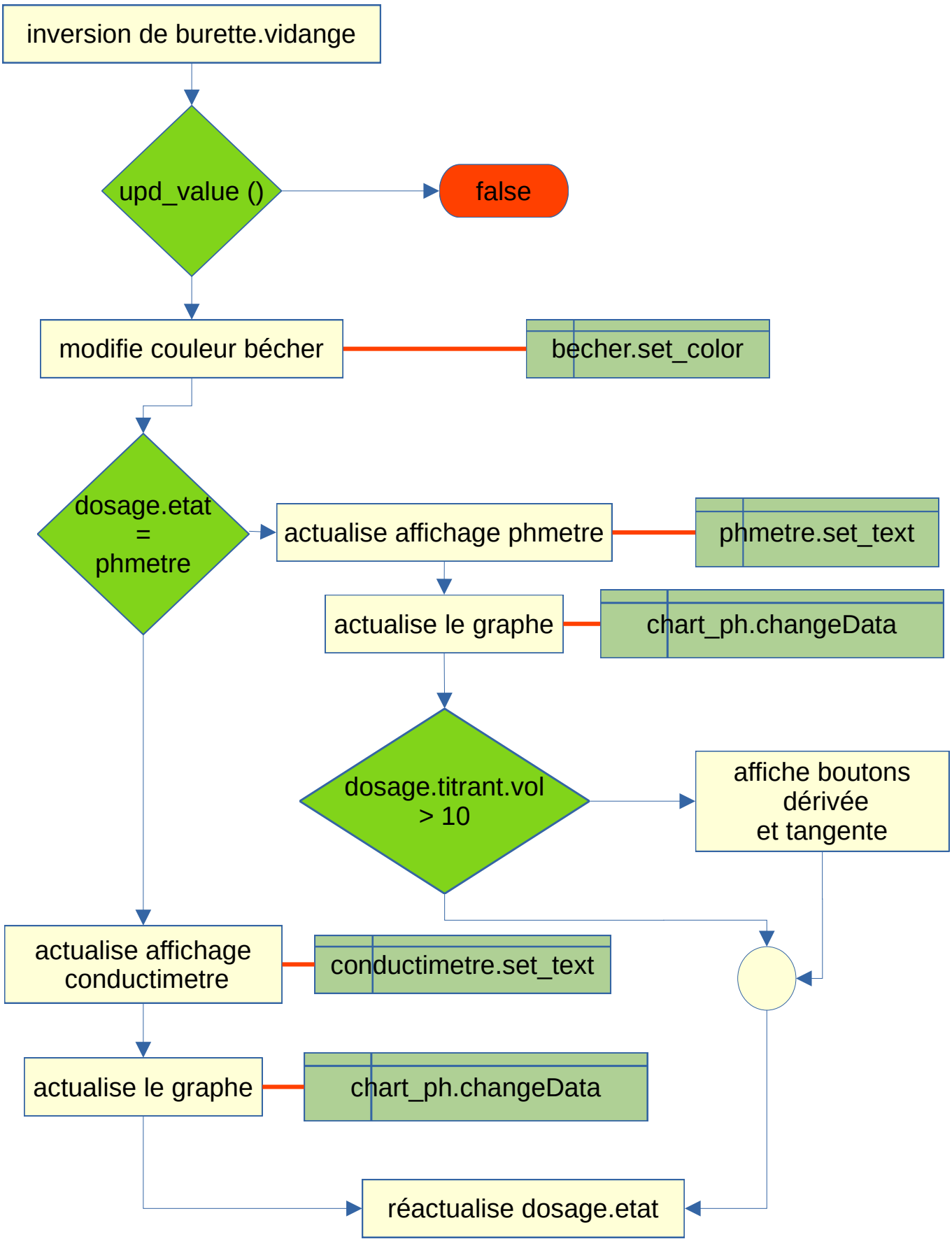
DOSAGE.JS

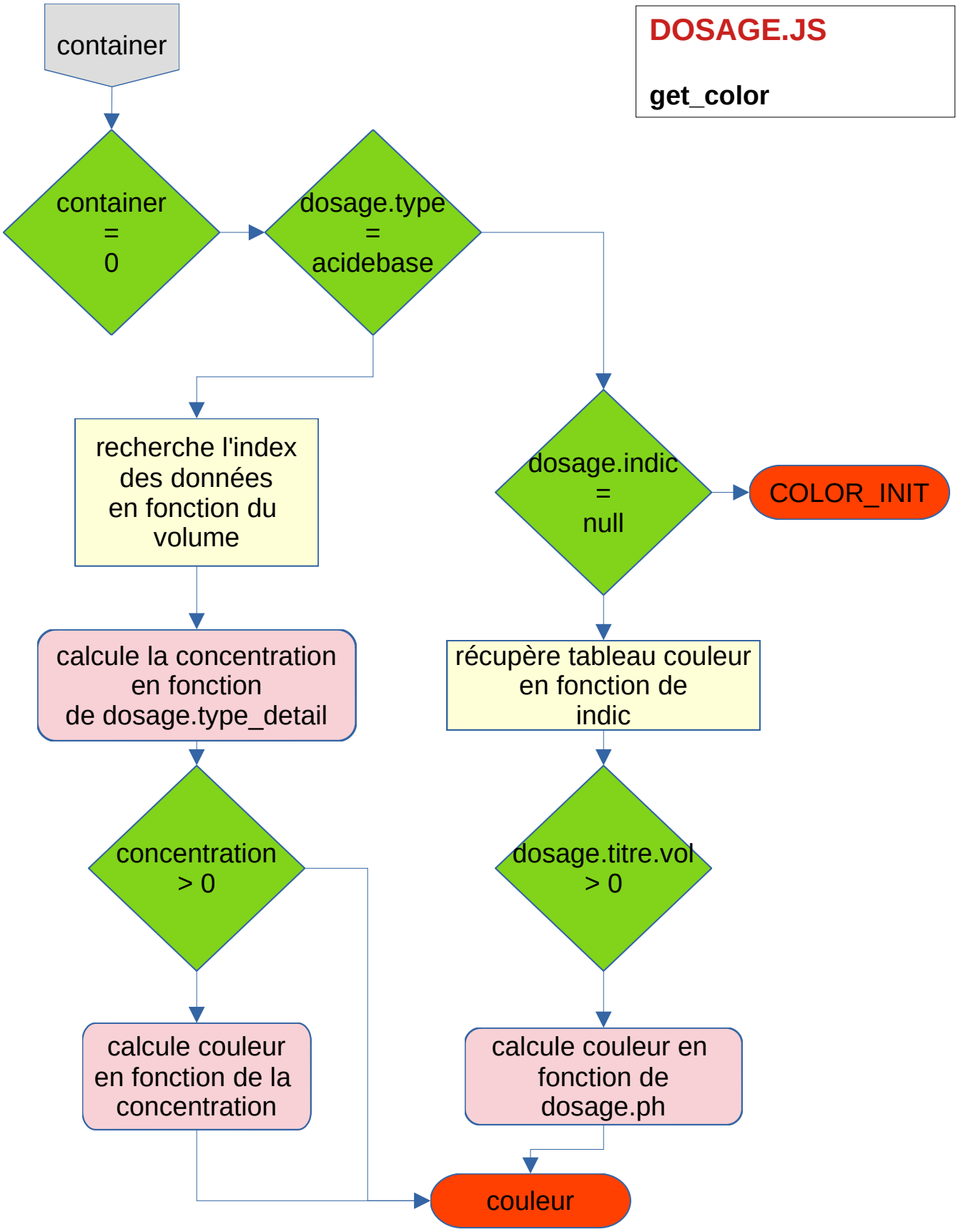
init



DOSAGE.JS

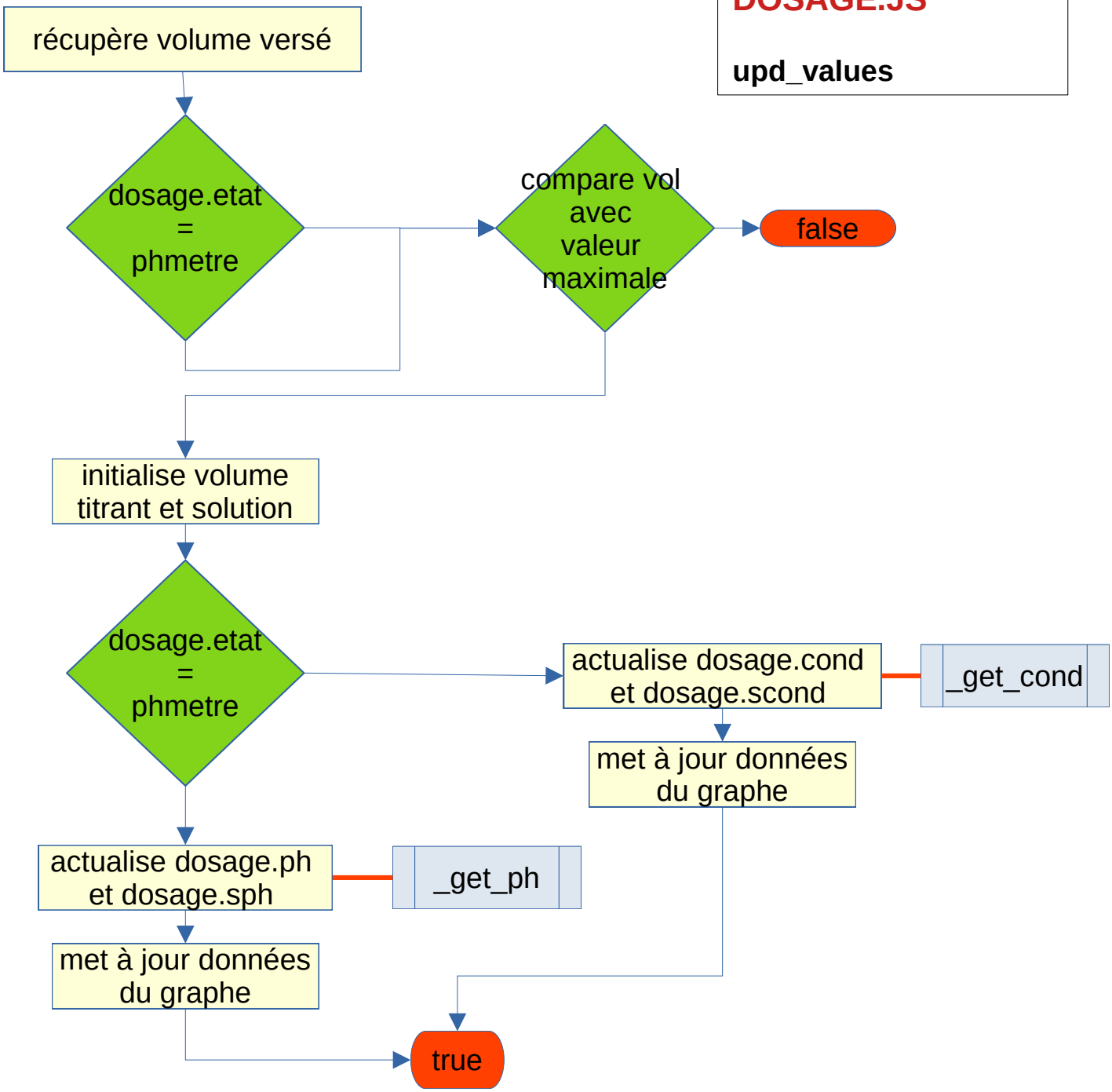
vidange




DOSAGE.JS
get_color
container
container = 0
dosage.type = acidebase
recherche l'index des données en fonction du volume
calcule la concentration en fonction de dosage.type_detail
concentration > 0
calcule couleur en fonction de la concentration
dosage.indic = null
COLOR_INIT
récupère tableau couleur en fonction de indic
dosage.titre.vol > 0
calcule couleur en fonction de dosage.ph
couleur

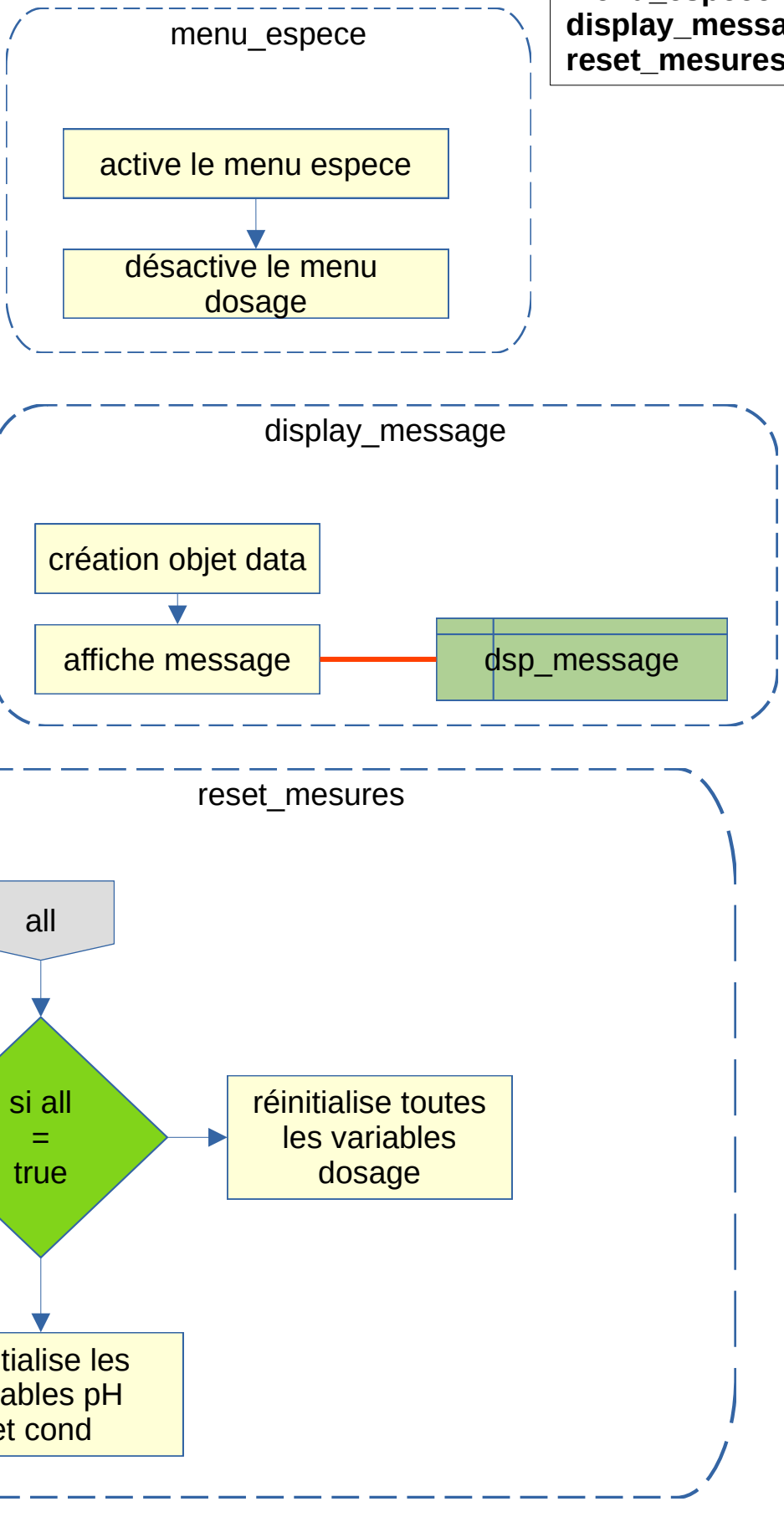
DOSAGE.JS

upd_values



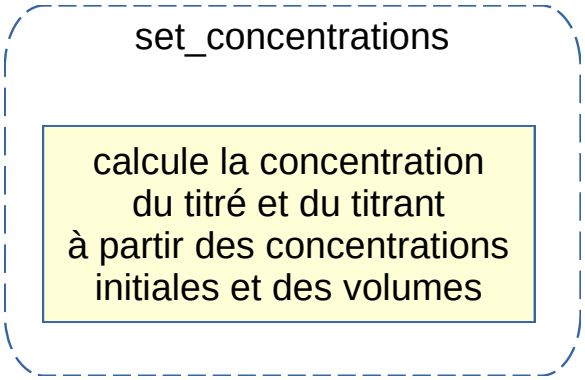
DOSAGE.JS

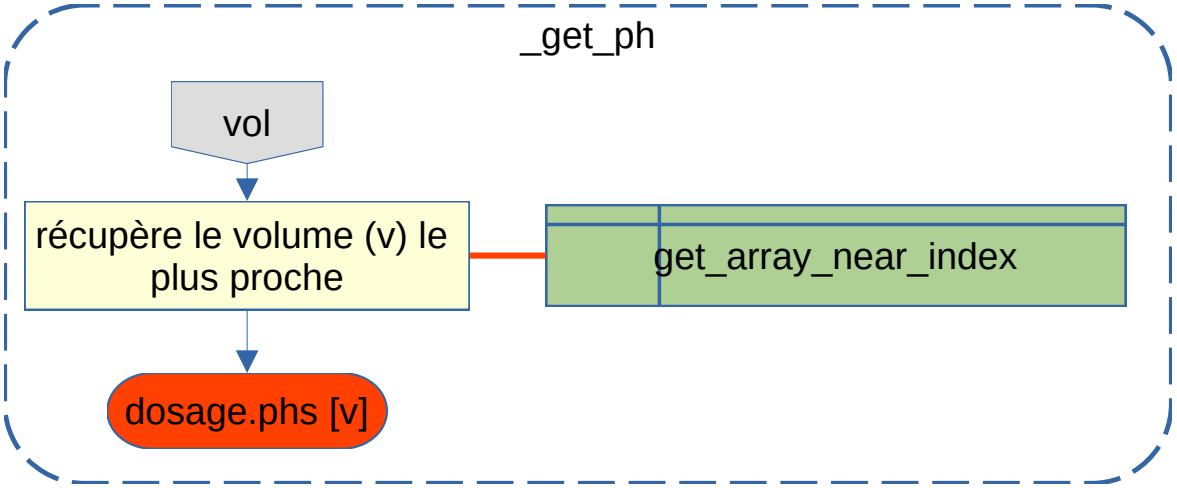
menu_espece
display_message
reset_mesures

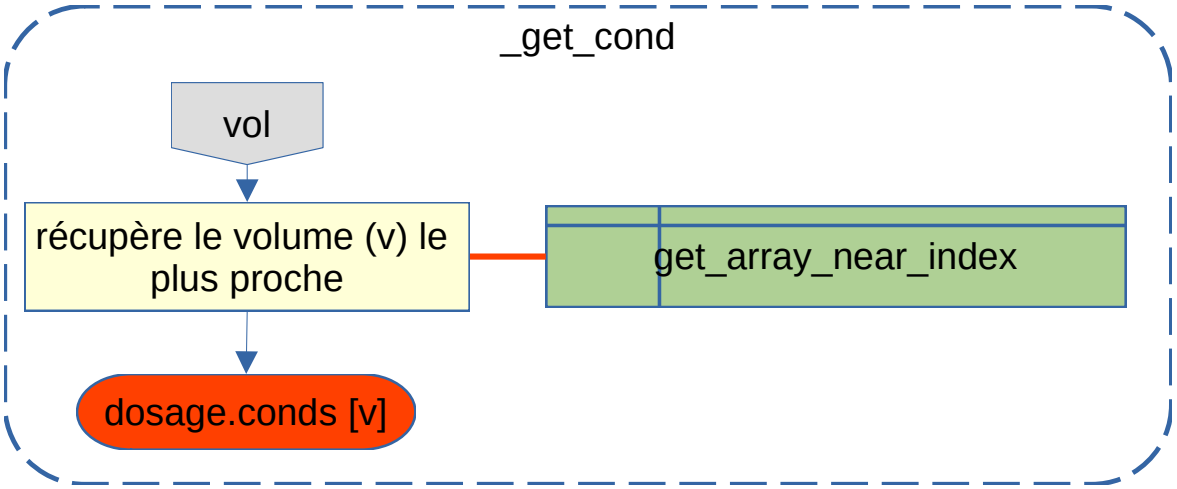


DOSAGE.JS

set_concentrations
_get_pH
_get_cond

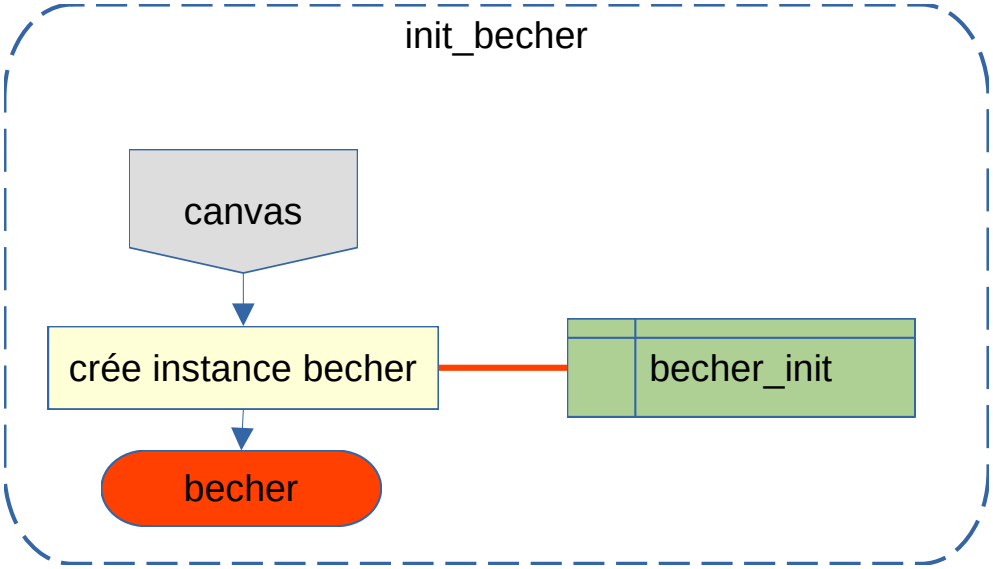


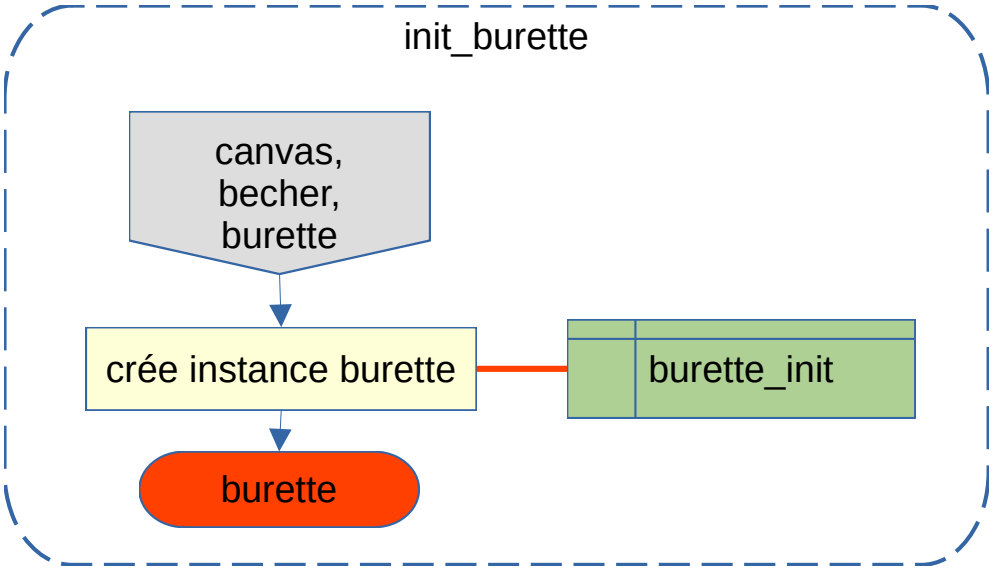


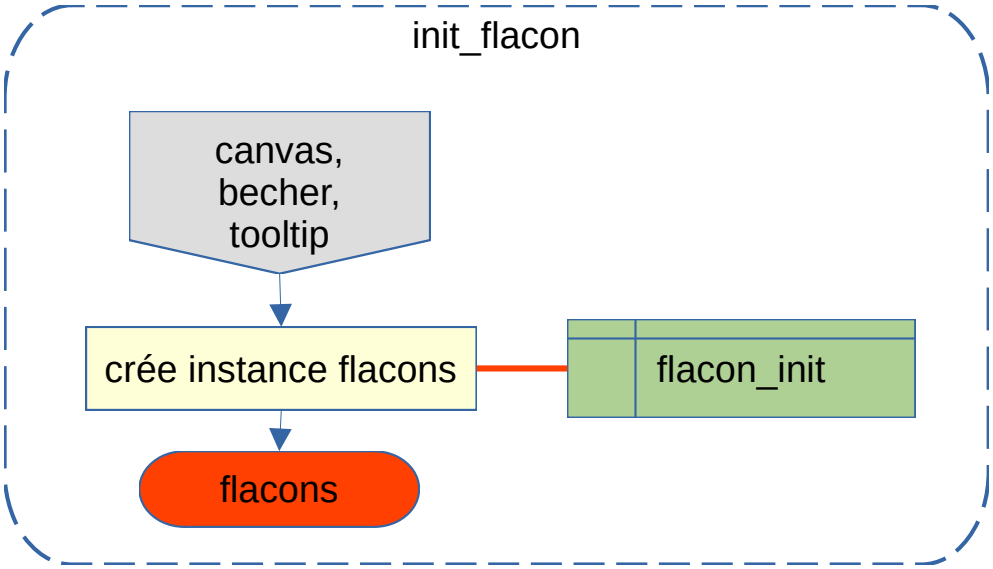


DOSAGE_UI.JS

init_becher
init_burette
init_flacon

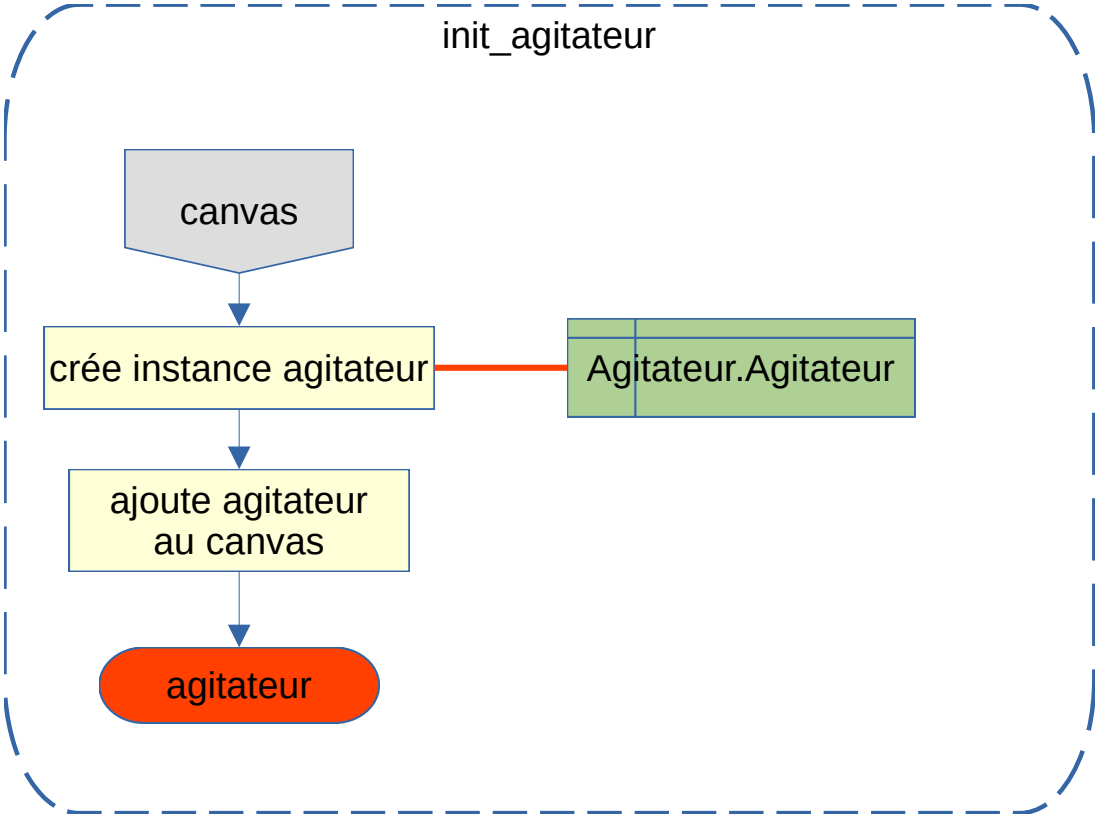


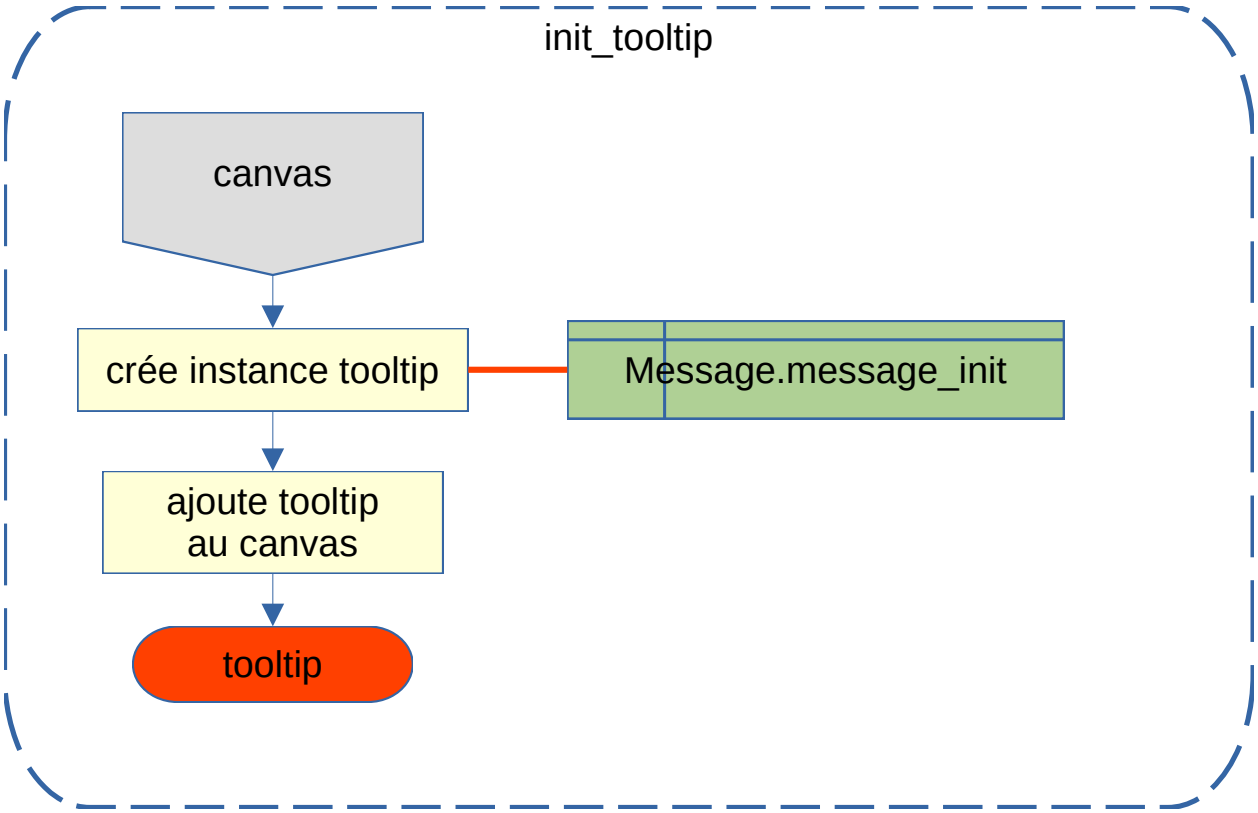




DOSAGE_UI.JS

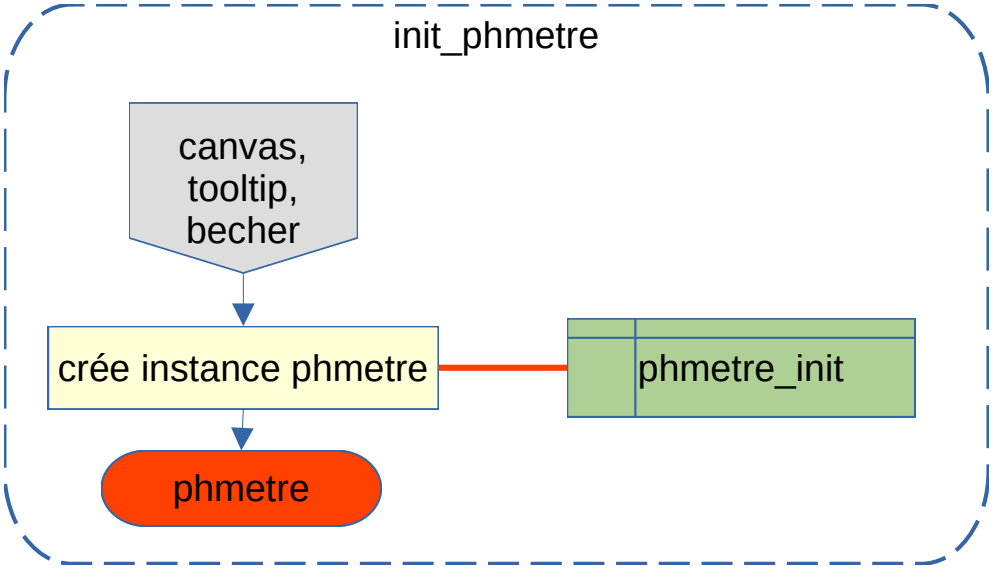
init_agitateur
init_tooltip
init_flacon

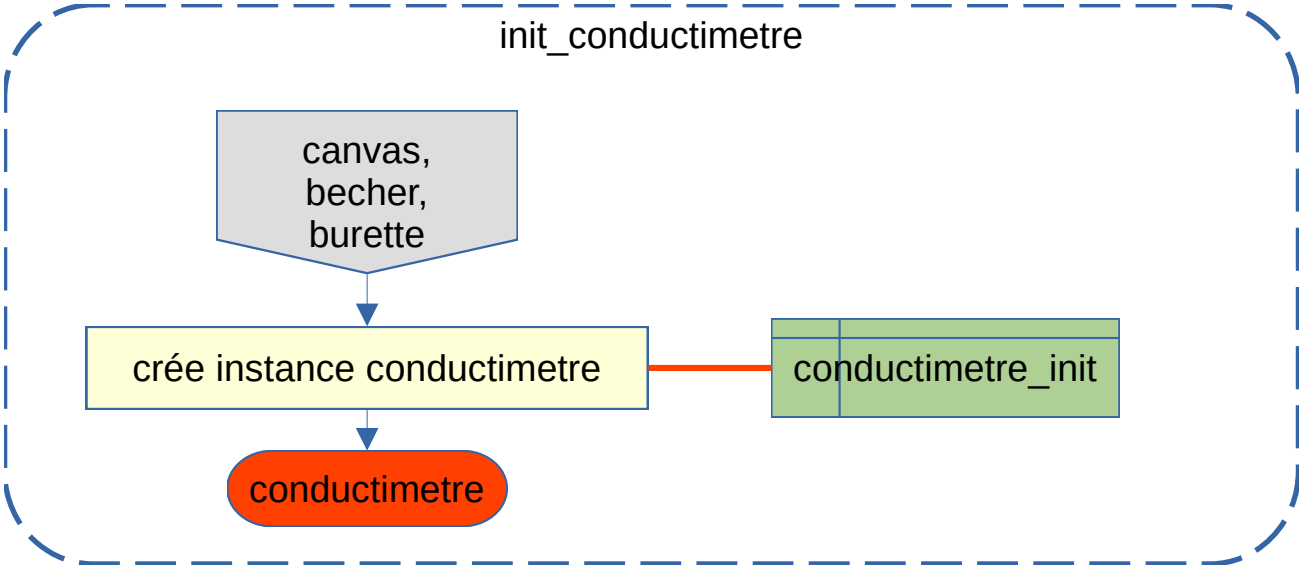


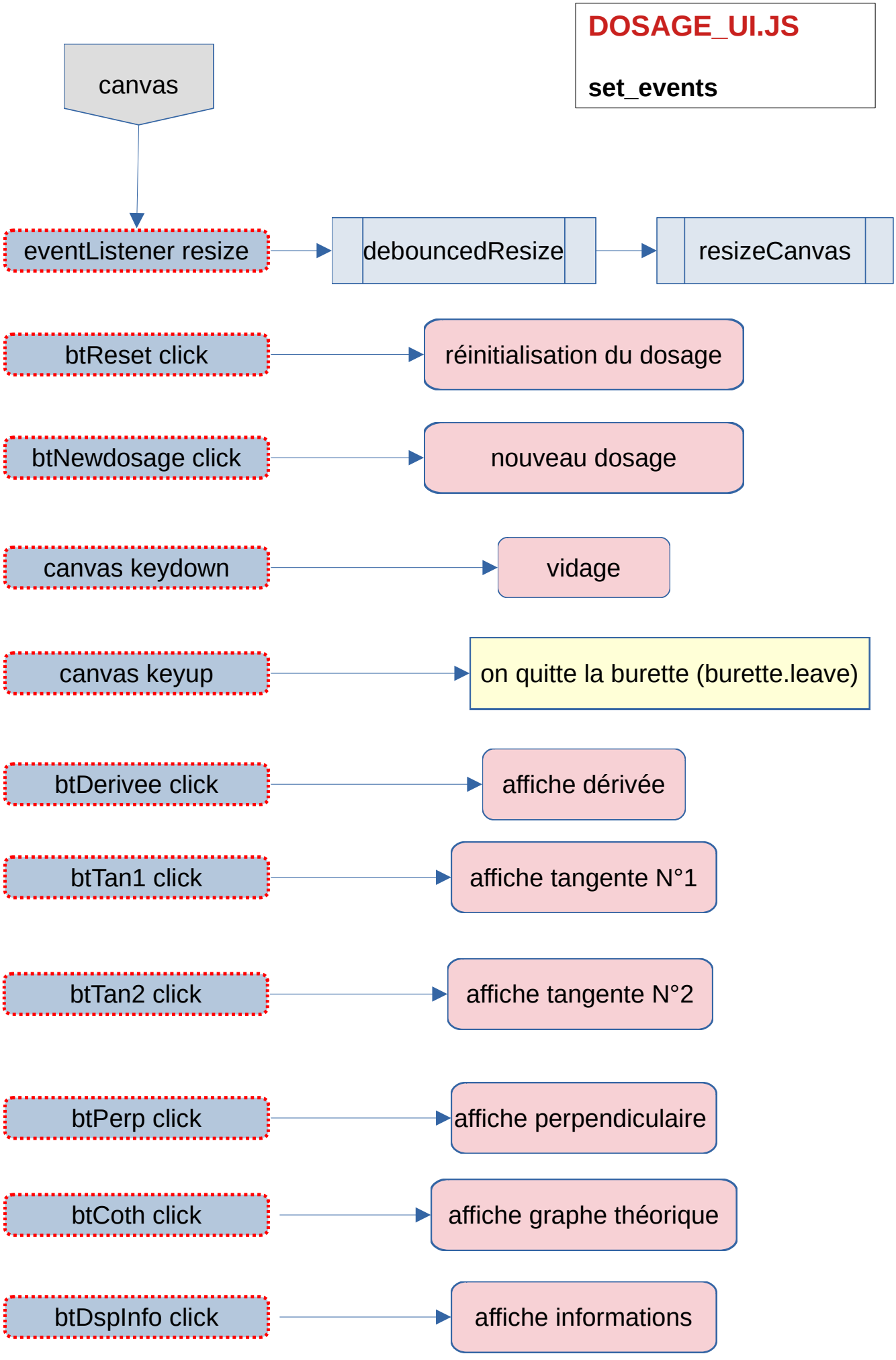


DOSAGE_UI.JS

init_phmetre
init_conductimetre
init_flacon

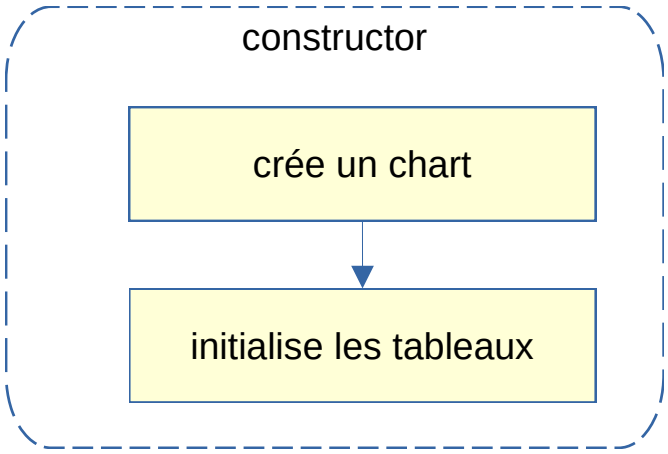


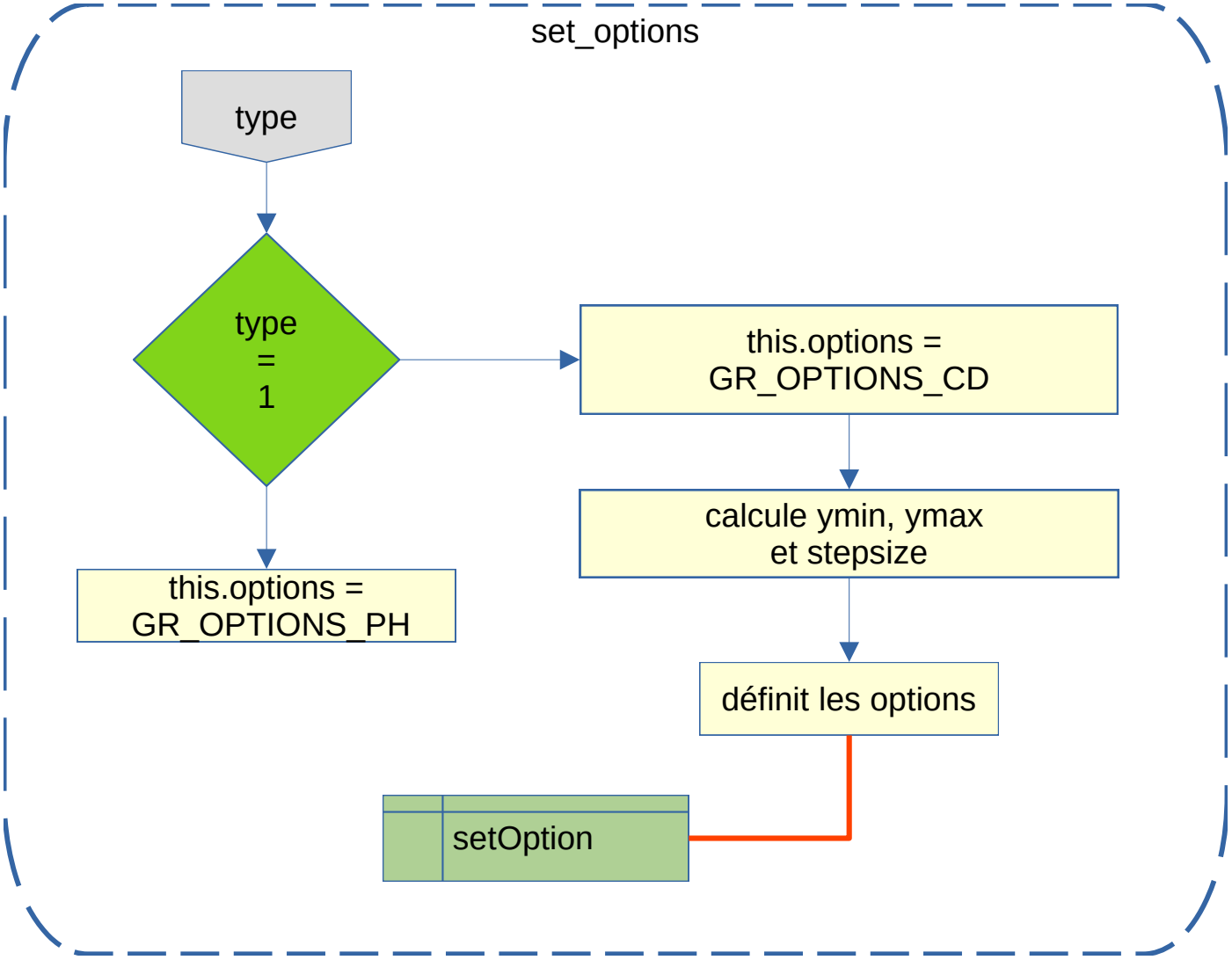



DOSAGE_UI.JS
set_events
canvas
eventListener resize
debouncedResize
resizeCanvas
btReset click
réinitialisation du dosage
btNewdosage click
nouveau dosage
canvas keydown
vidage
canvas keyup
on quitte la burette (burette.leave)
btDerivee click
affiche dérivée
btTan1 click
affiche tangente N°1
btTan2 click
affiche tangente N°2
btPerp click
affiche perpendiculaire
btCoth click
affiche graphe théorique
btDspInfo click
affiche informations

GRAPHX.JS

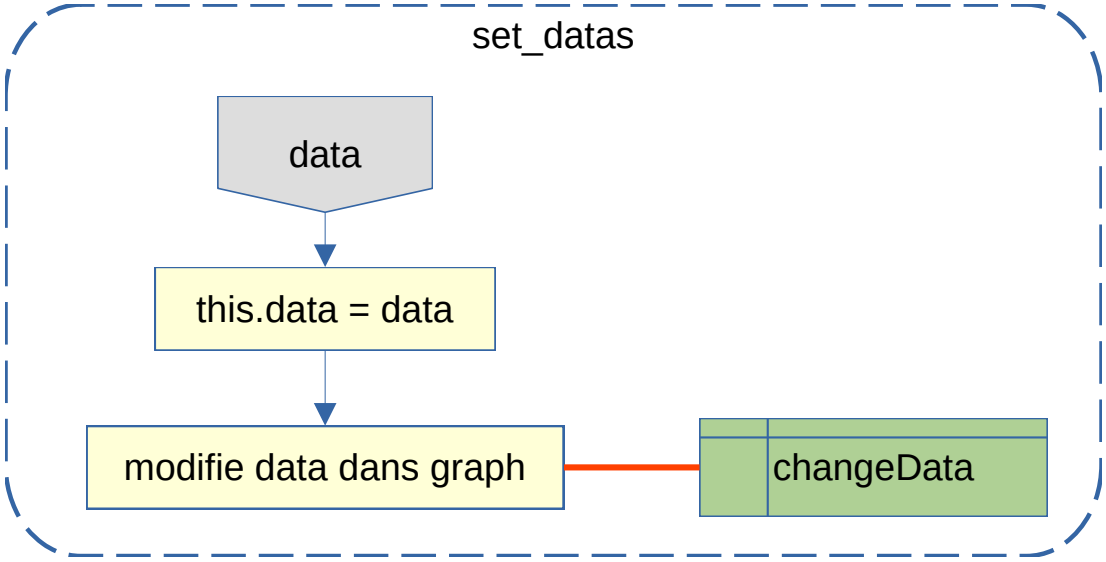
constructor
set_options

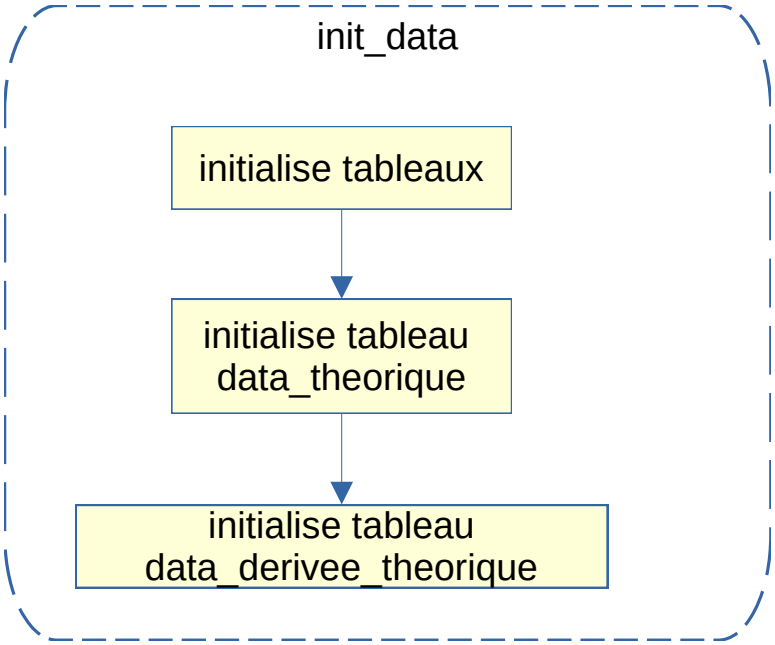




GRAPHX.JS

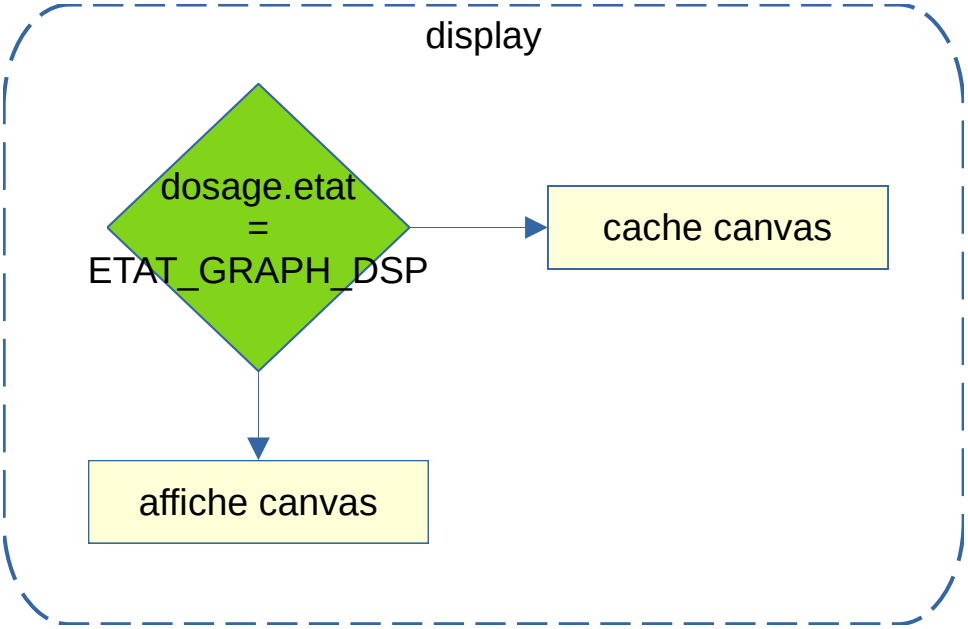
set_datas
init_data

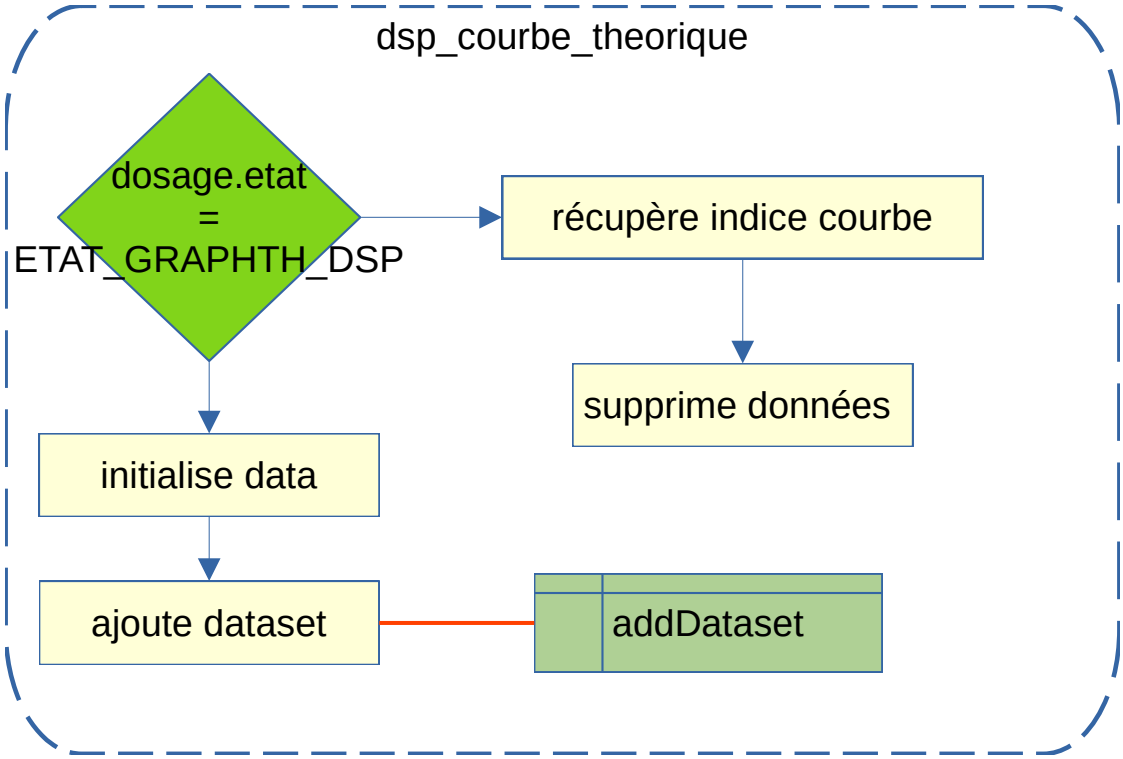




GRAPHX.JS

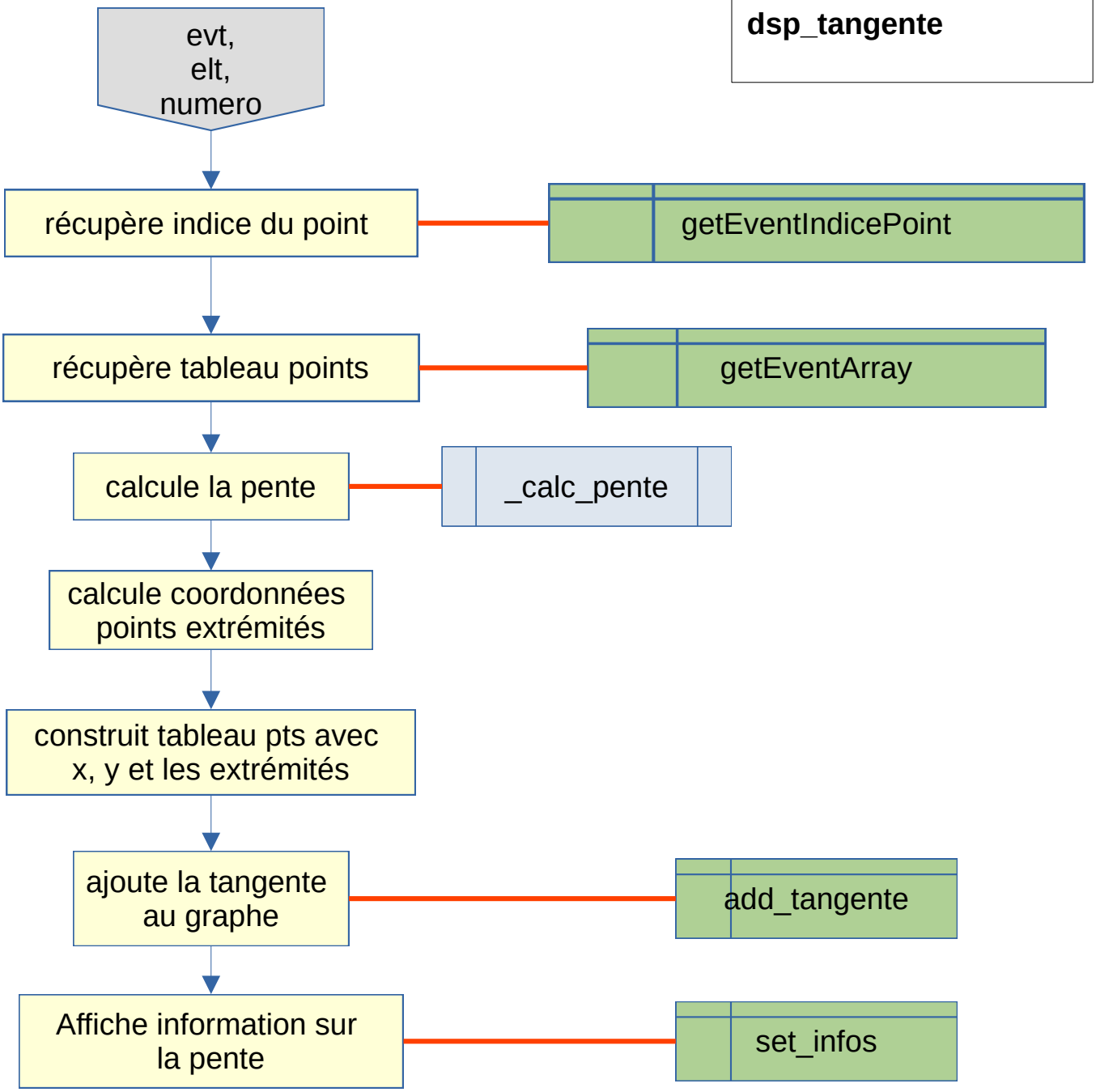
display
dsp_courbe_theorique





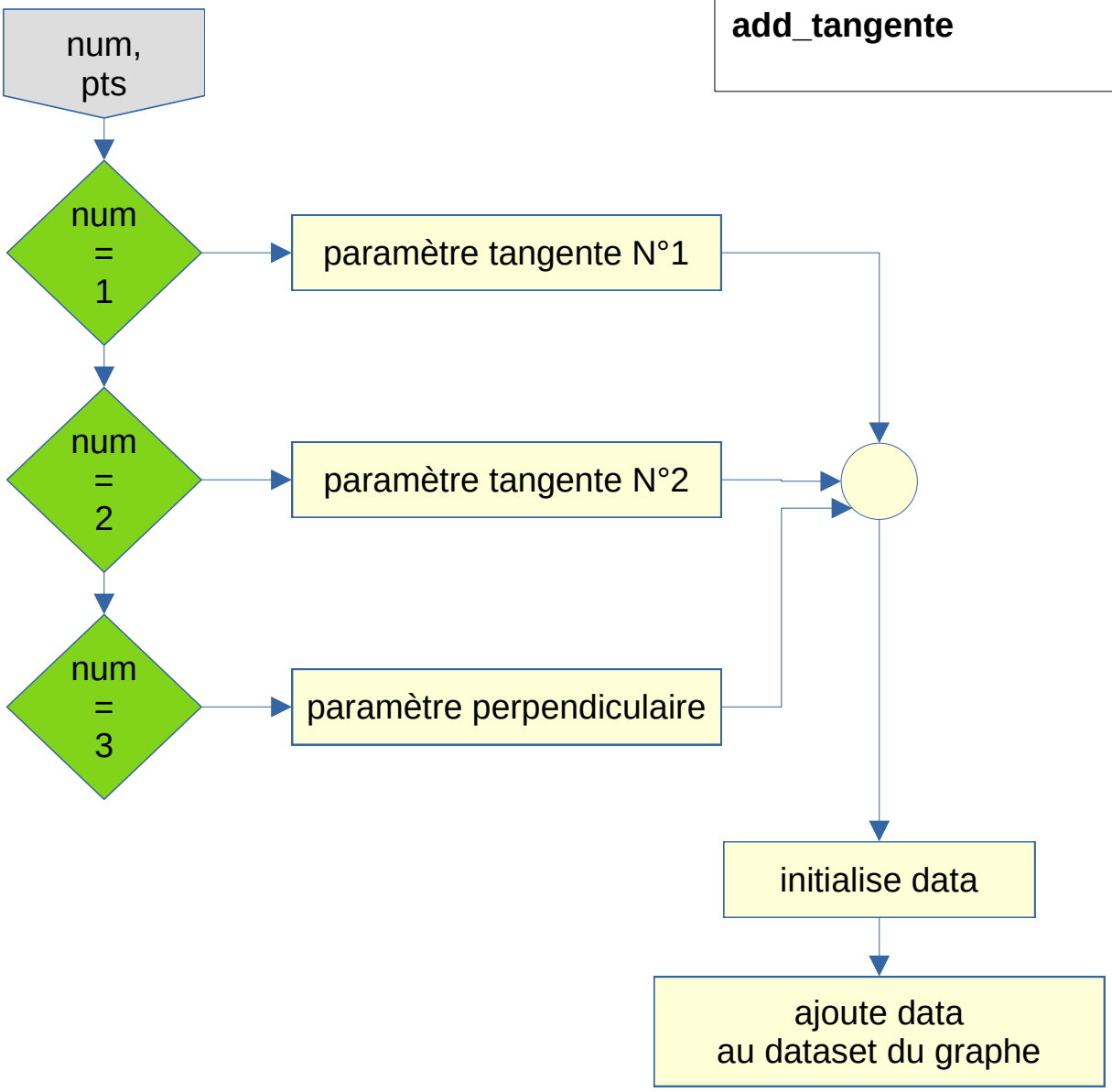
GRAPHX.JS

dsp_tangente



GRAPHX.JS

add_tangente

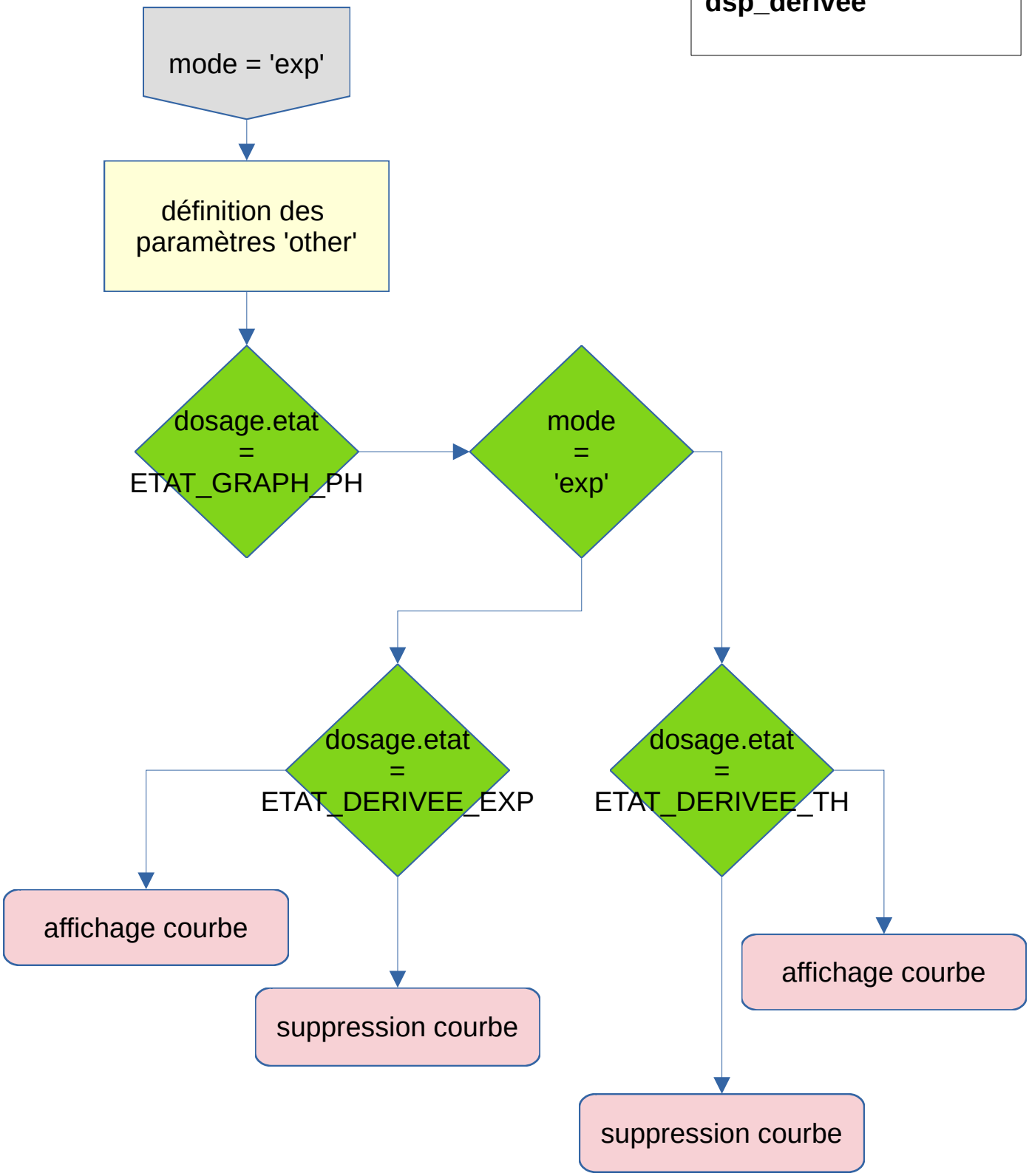


GRAPHX.JS

move_tangente

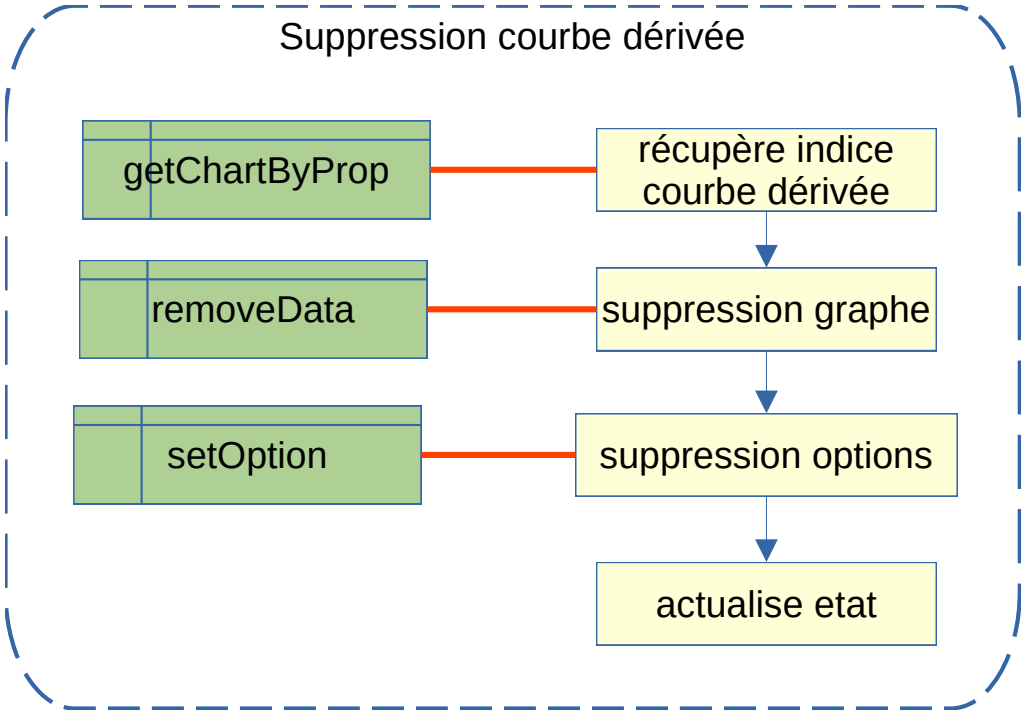
GRAPHX.JS

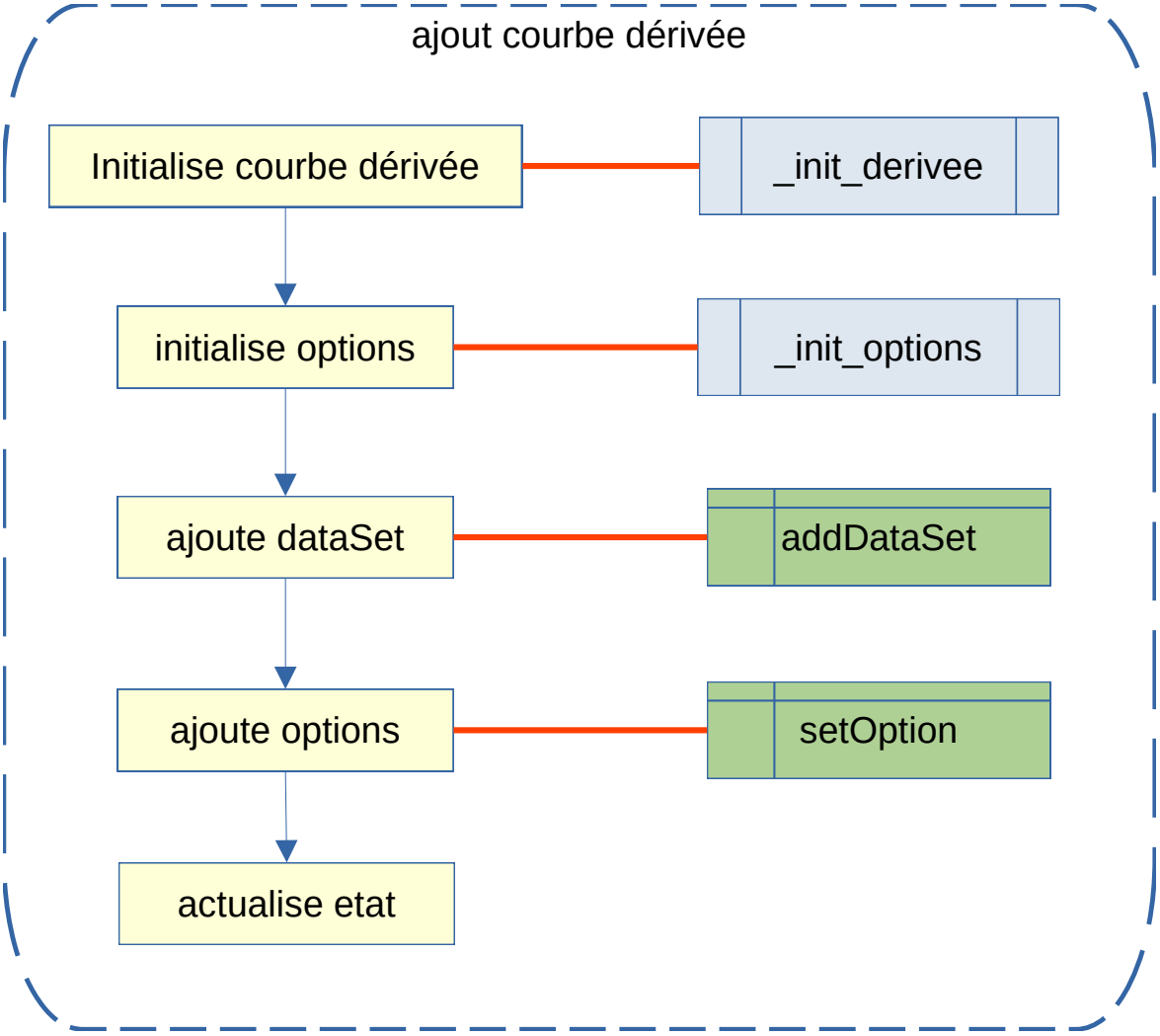
dsp_derivee



GRAPHX.JS

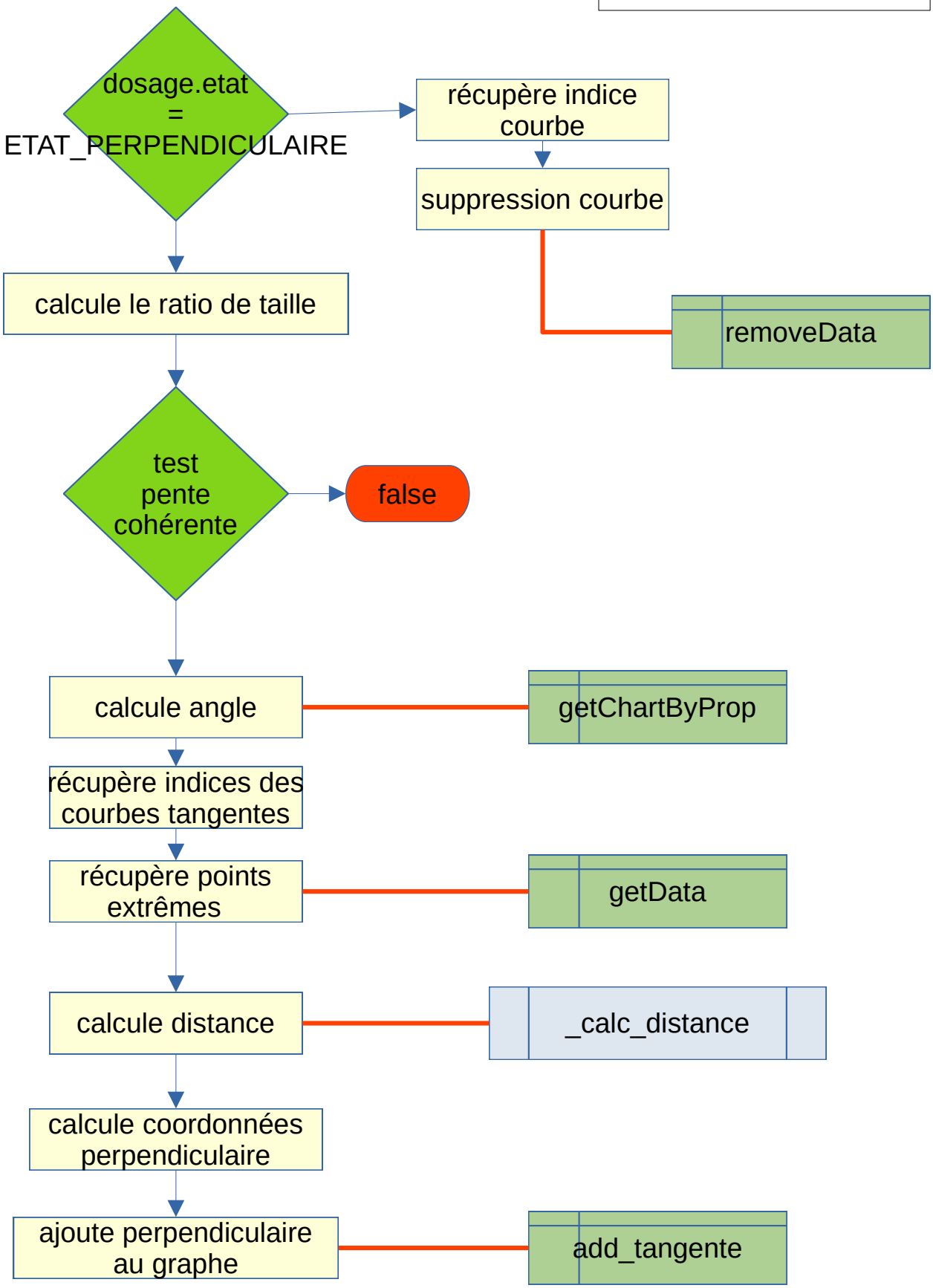
dsp_derivee (detail)





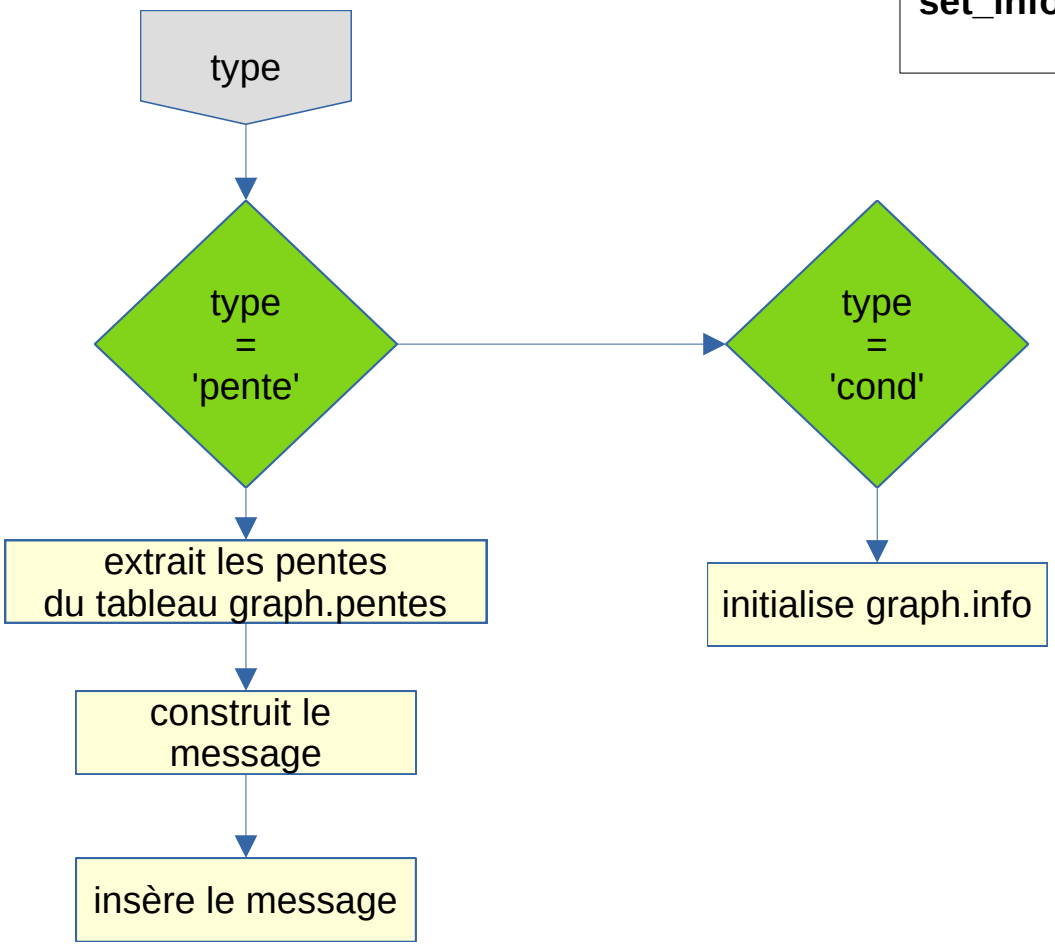
GRAPHX.JS

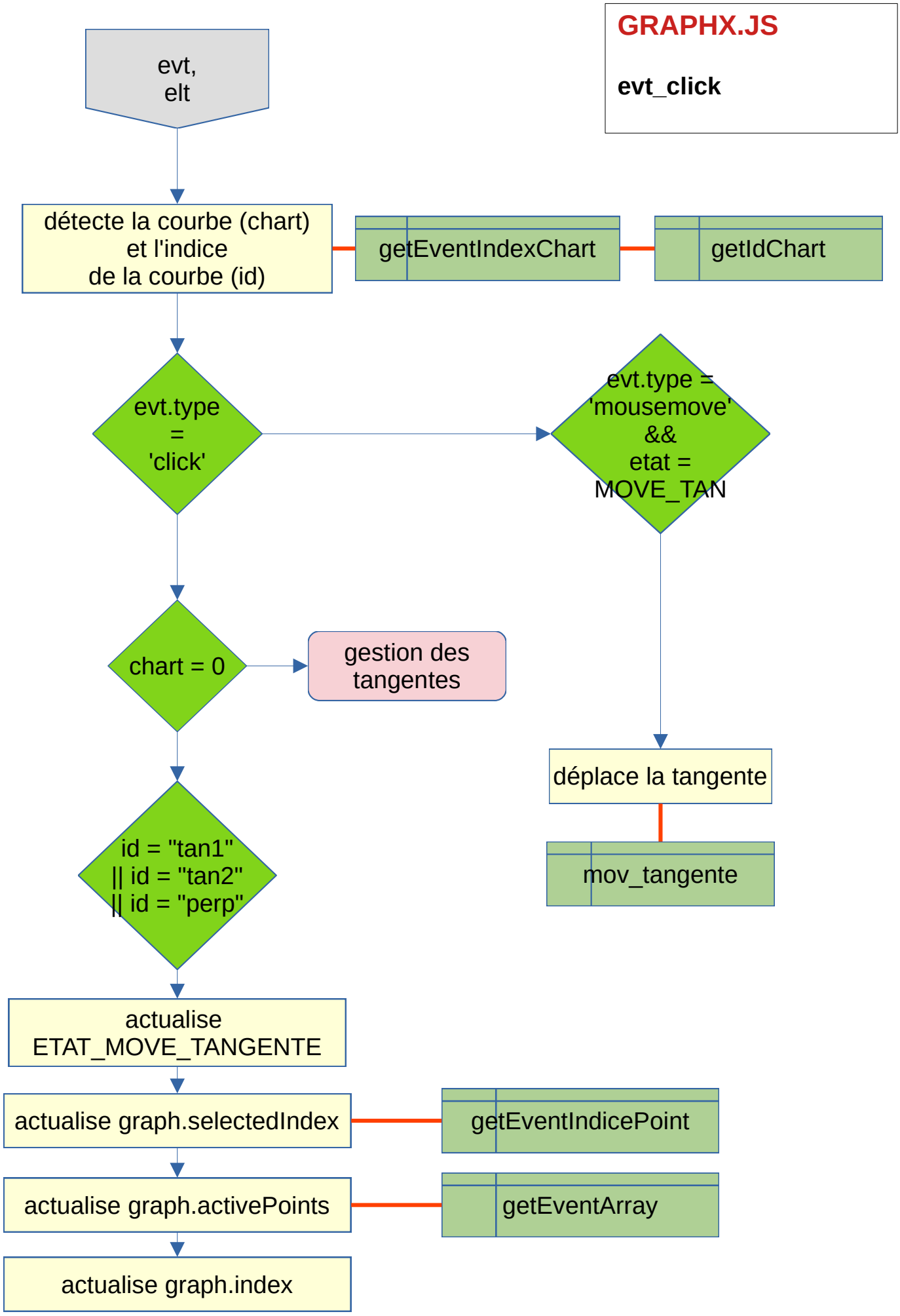
dsp_perpendiculaire



GRAPHX.JS

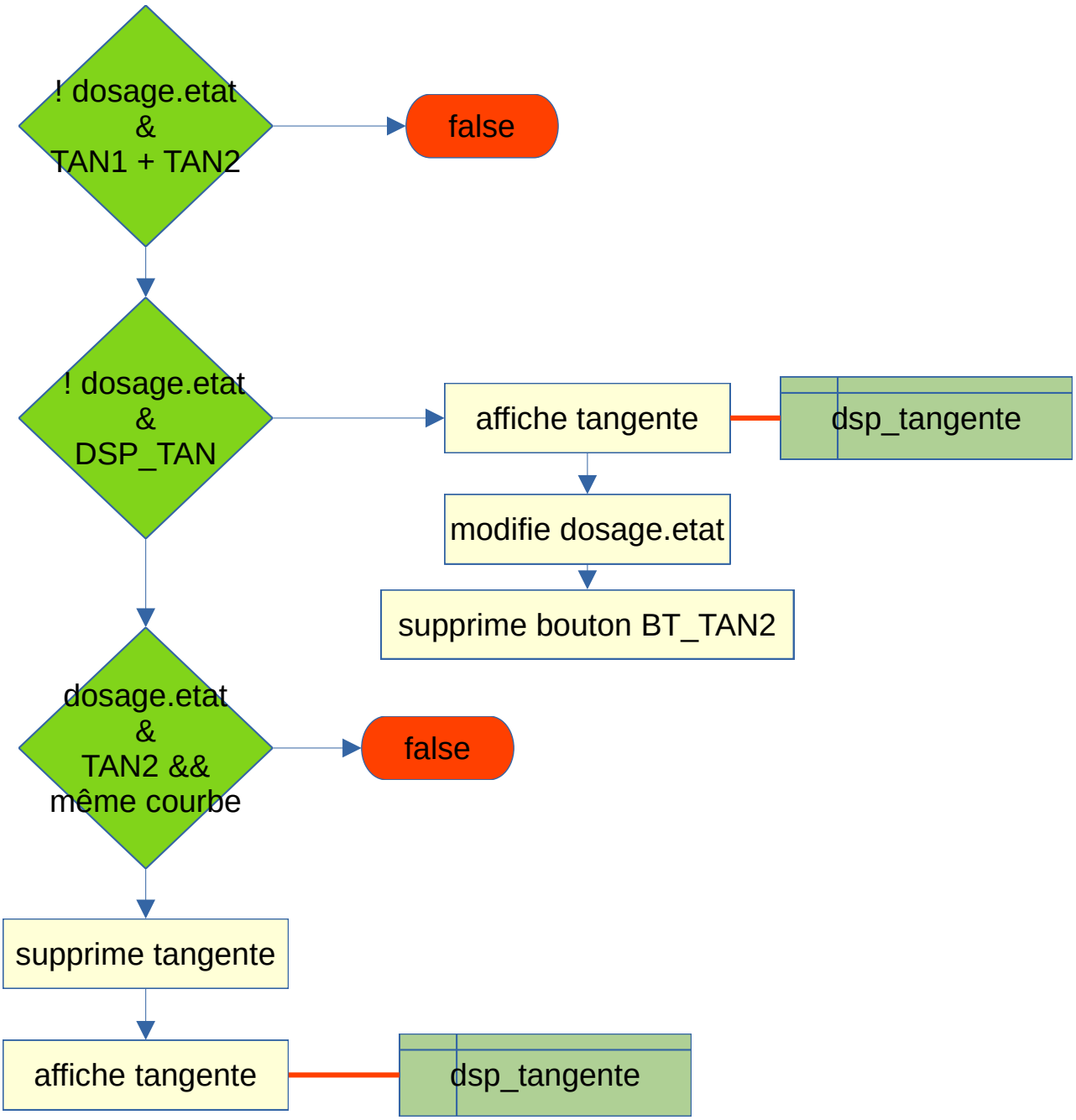
set_info




GRAPHX.JS
evt_click
evt,
elt
détecte la courbe (chart)
et l'indice
de la courbe (id)
getEventIndexChart
getIdChart
evt.type
=
'click'
evt.type =
'mousemove'
&&
etat =
MOVE_TAN
chart = 0
gestion des
tangentes
déplace la tangente
mov_tangente
id = "tan1"
|| id = "tan2"
|| id = "perp"
actualise
ETAT_MOVE_TANGENTE
actualise graph.selectedIndex
getEventIndicePoint
actualise graph.activePoints
getEventArray
actualise graph.index

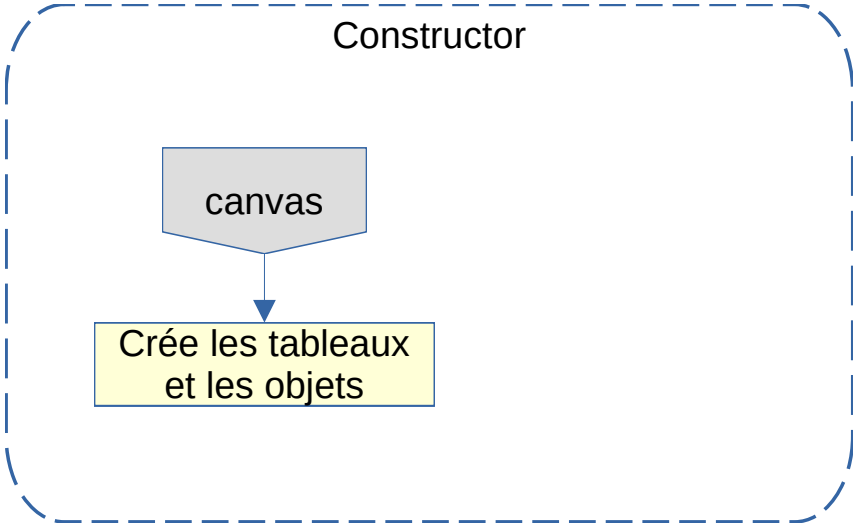
GRAPHX.JS

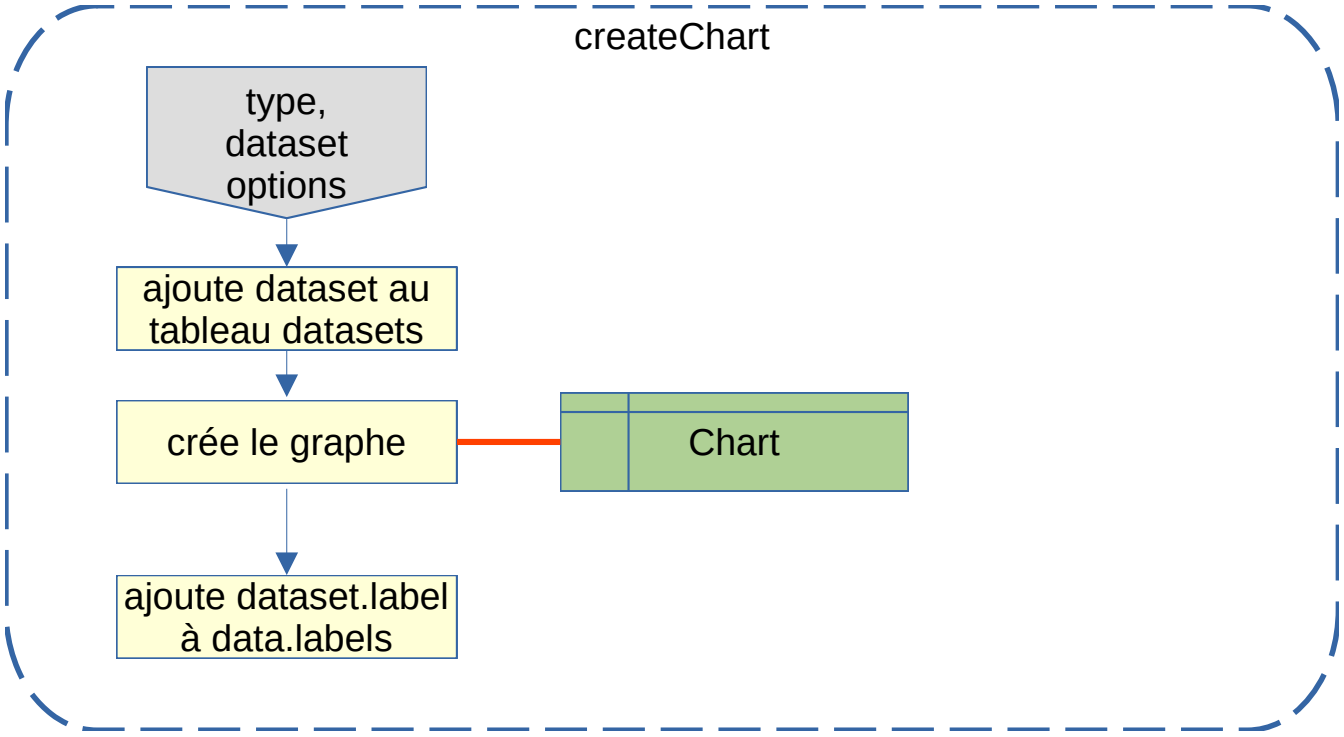
evt_click (détail)



GRAPH.JS

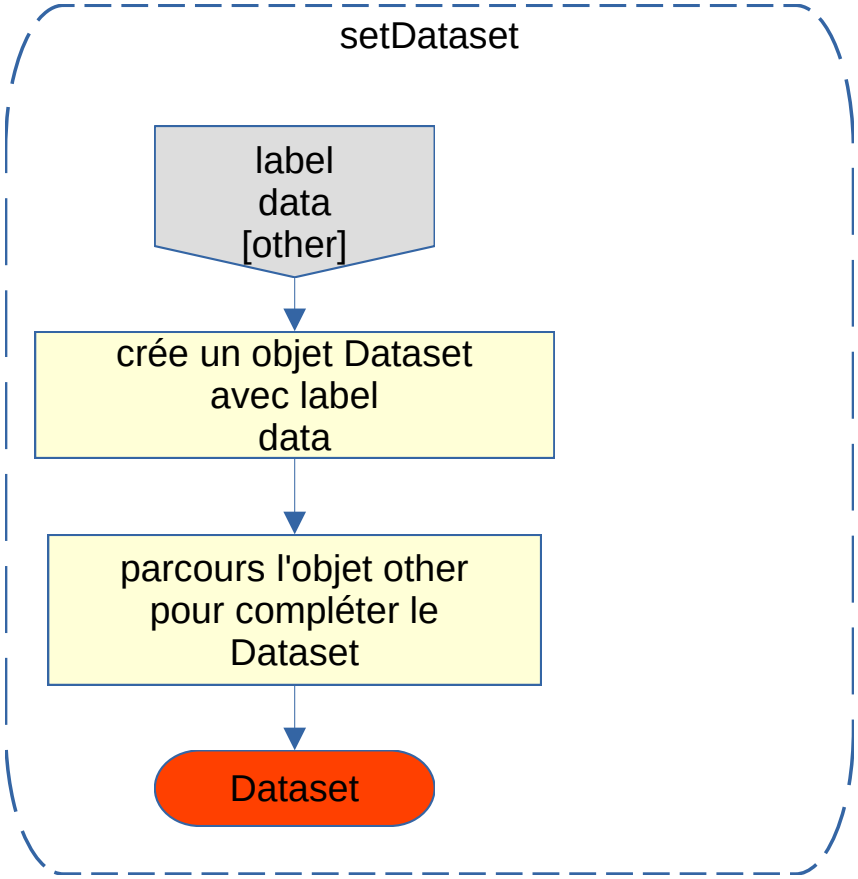
constructeur
createChart

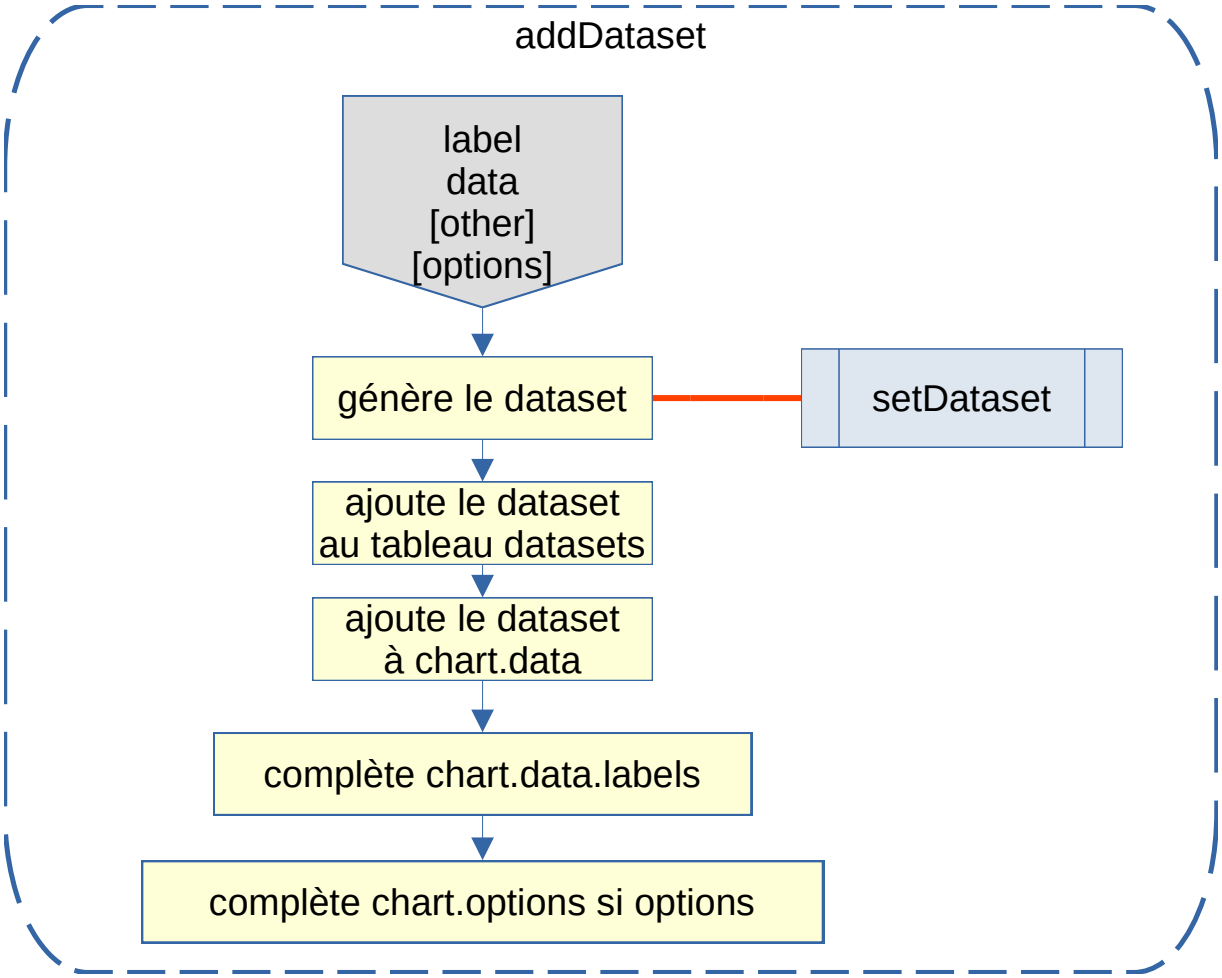




GRAPH.JS

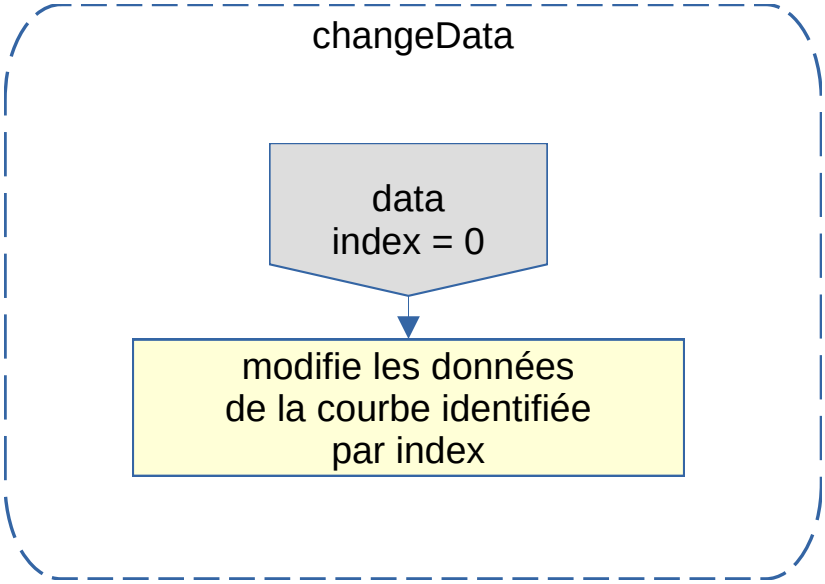
setDataset
addDataset

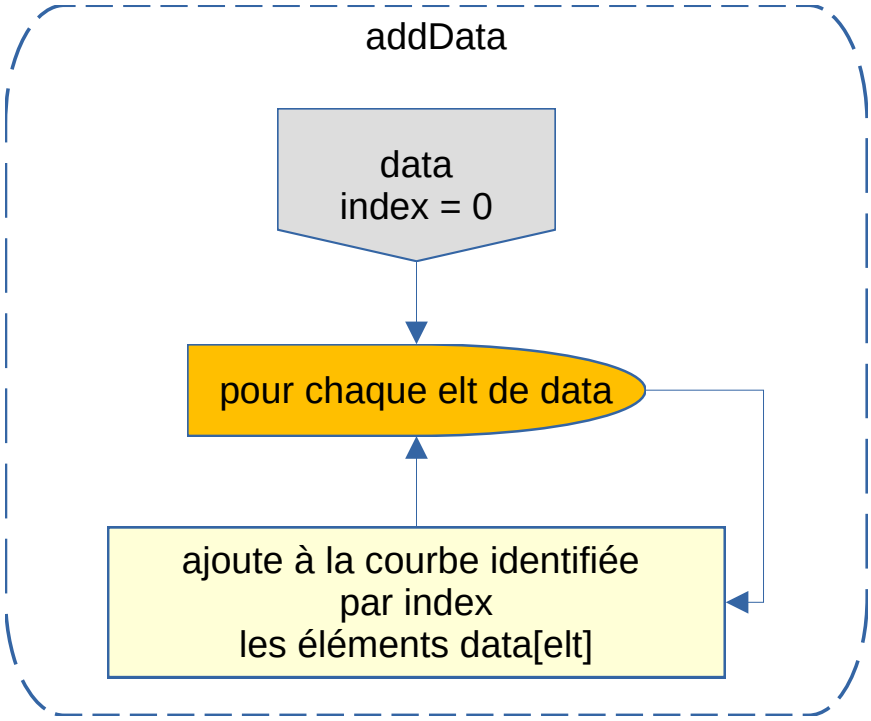




GRAPH.JS

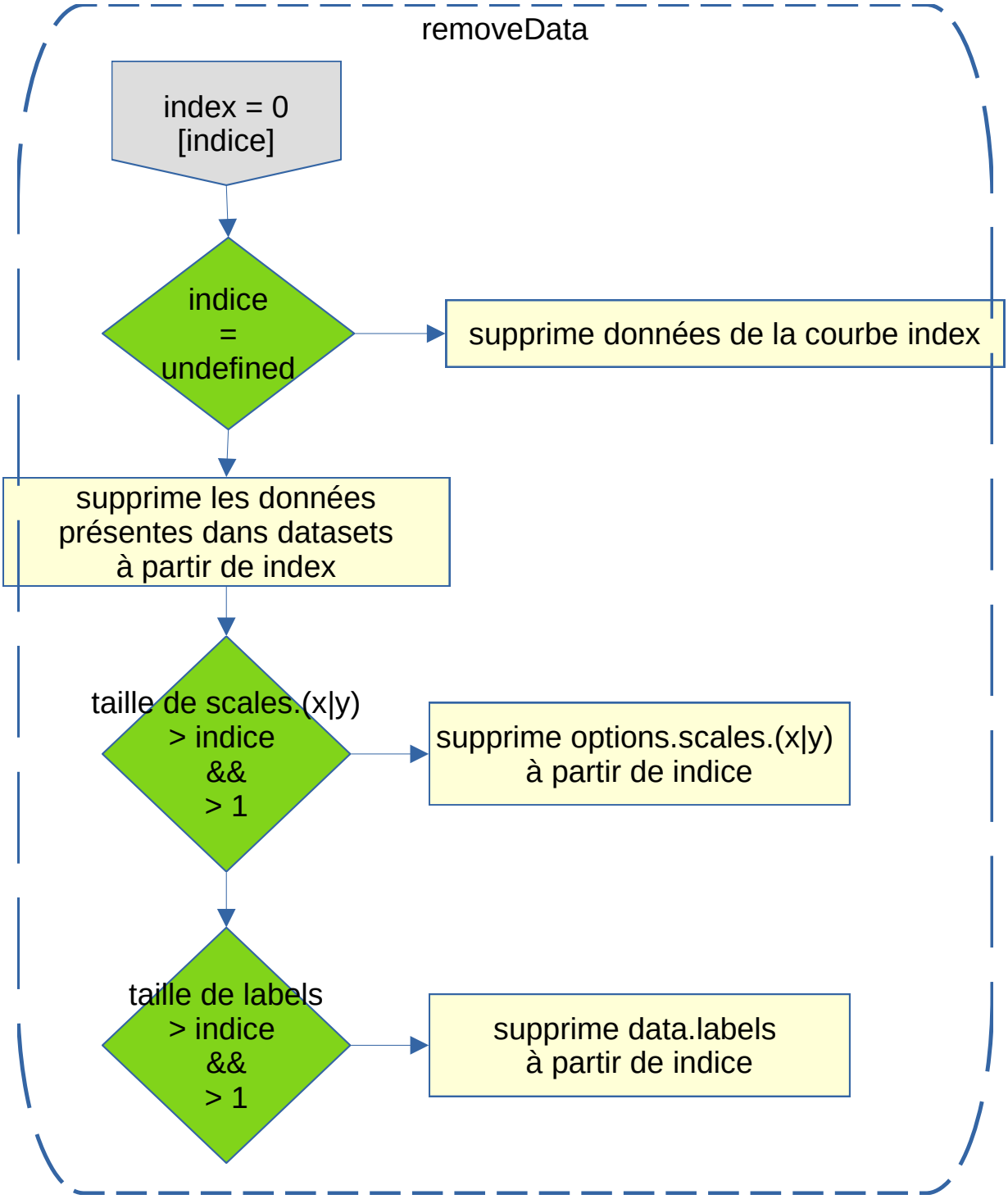
changeData
addData





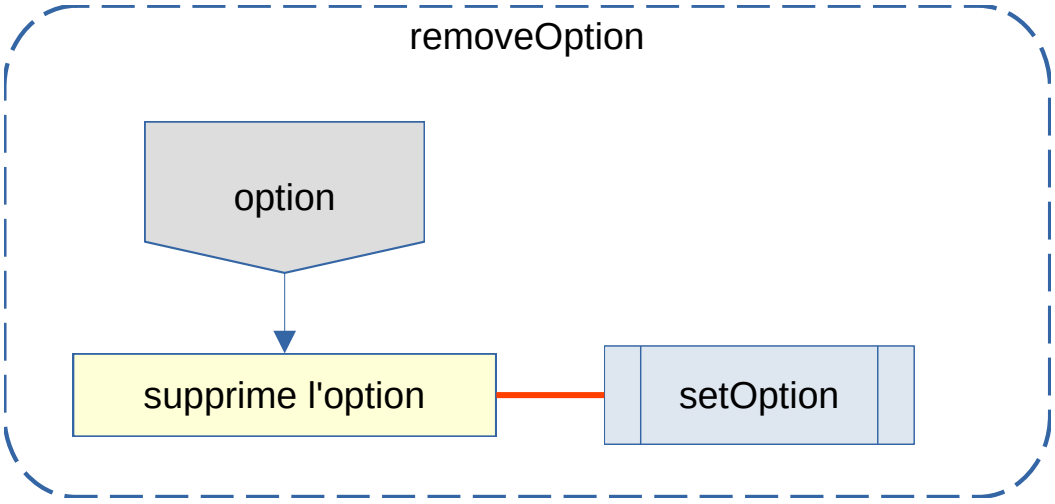
GRAPH.JS

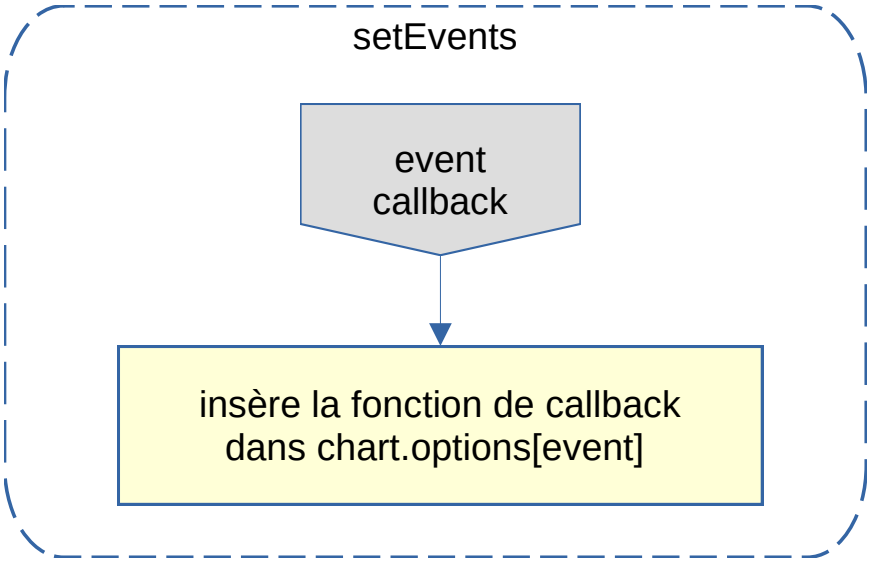
removeData

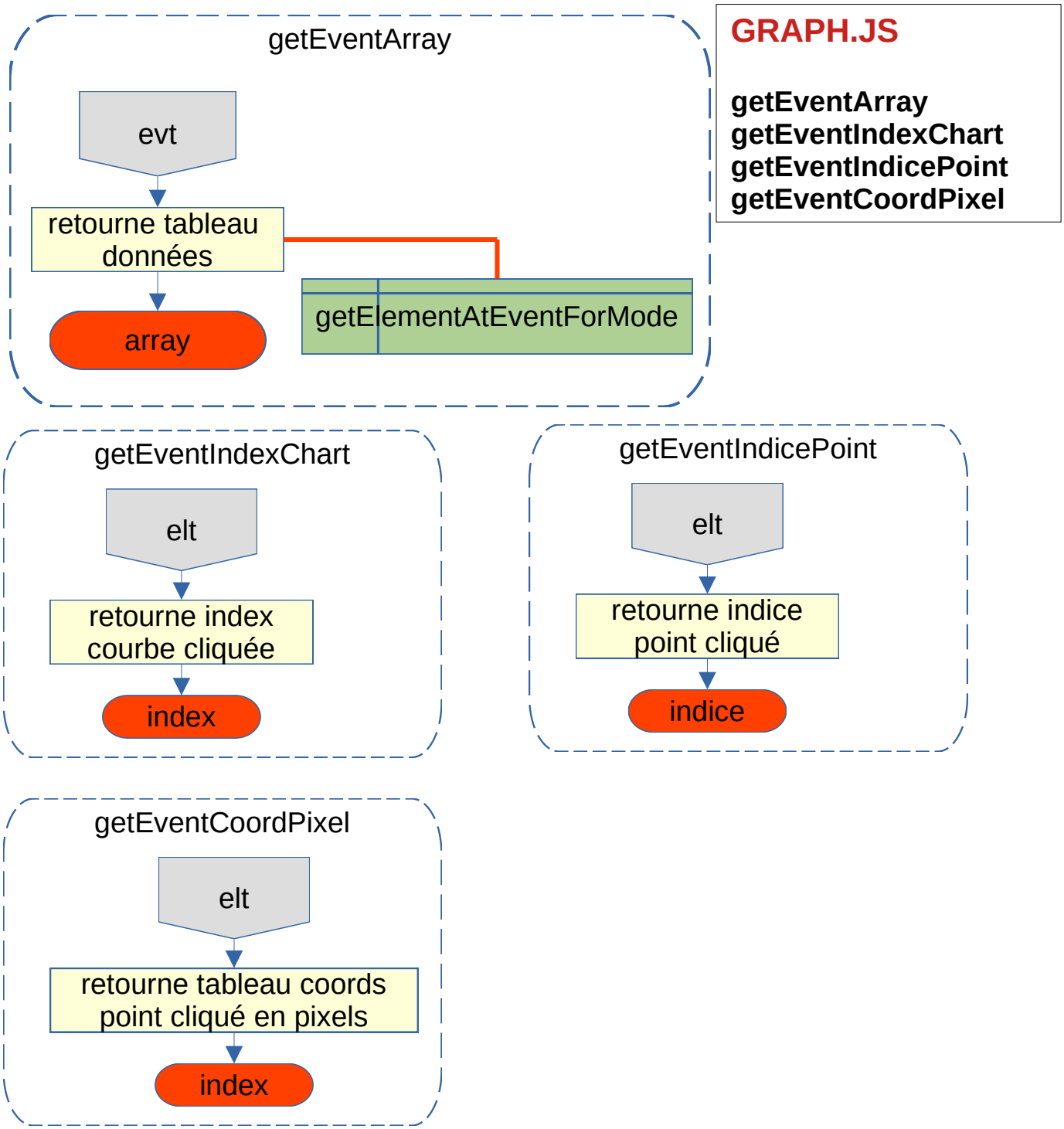


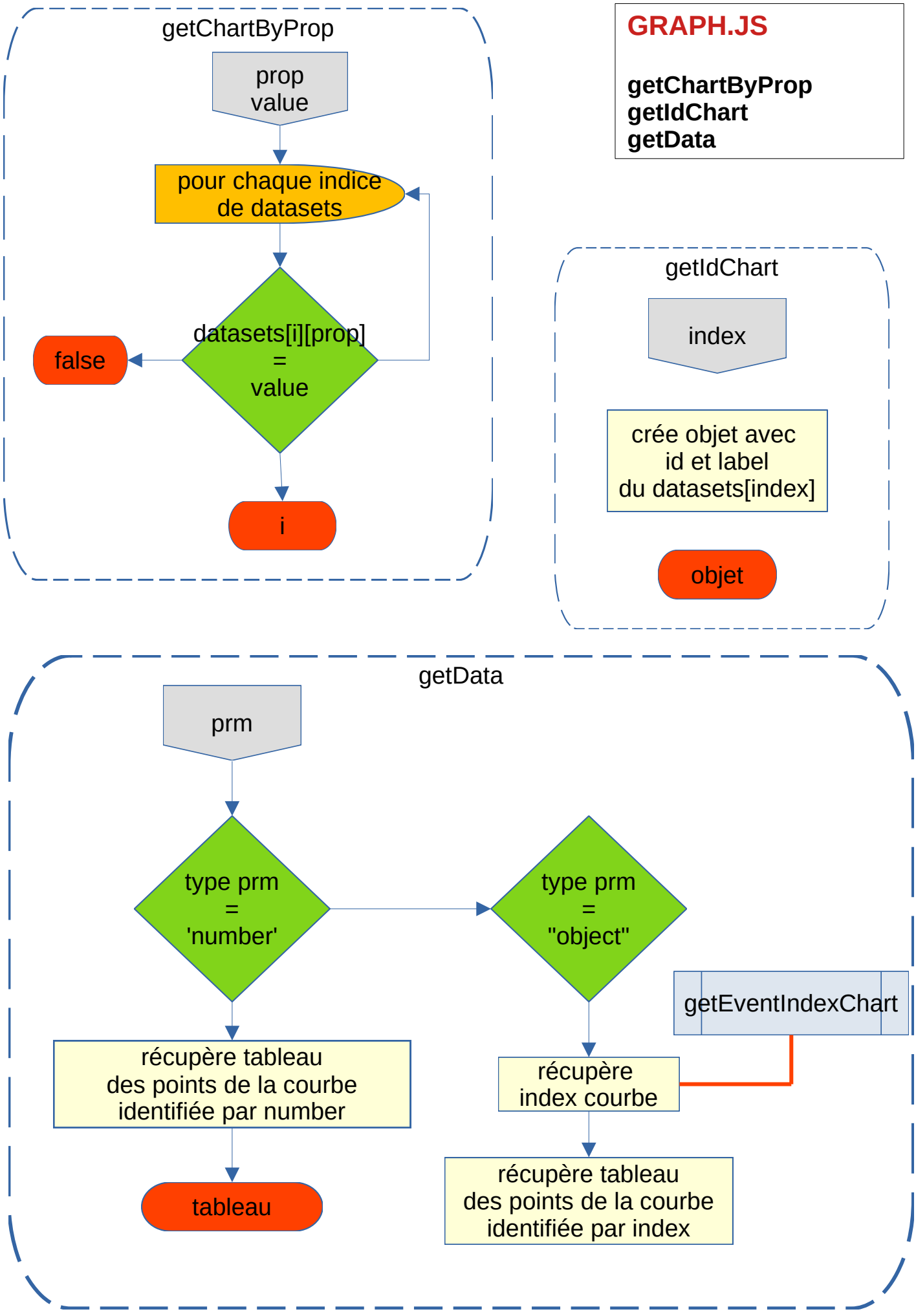
GRAPH.JS

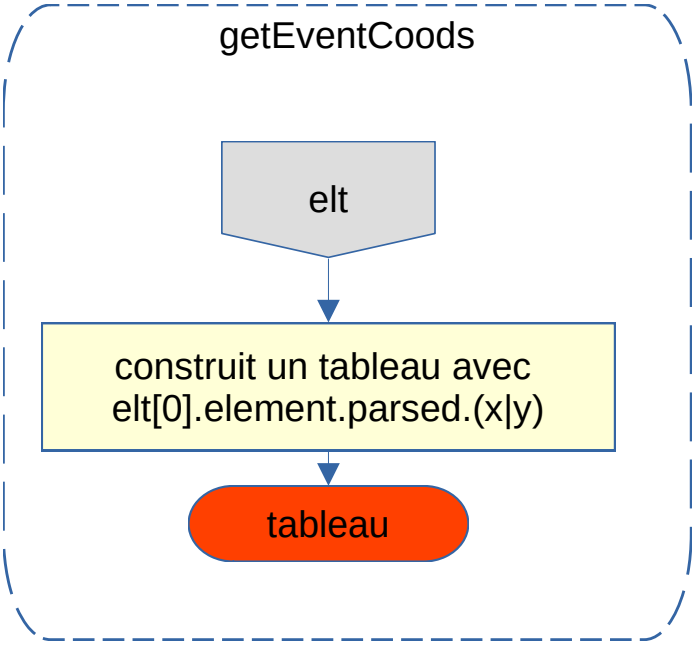
removeOption
setEvent





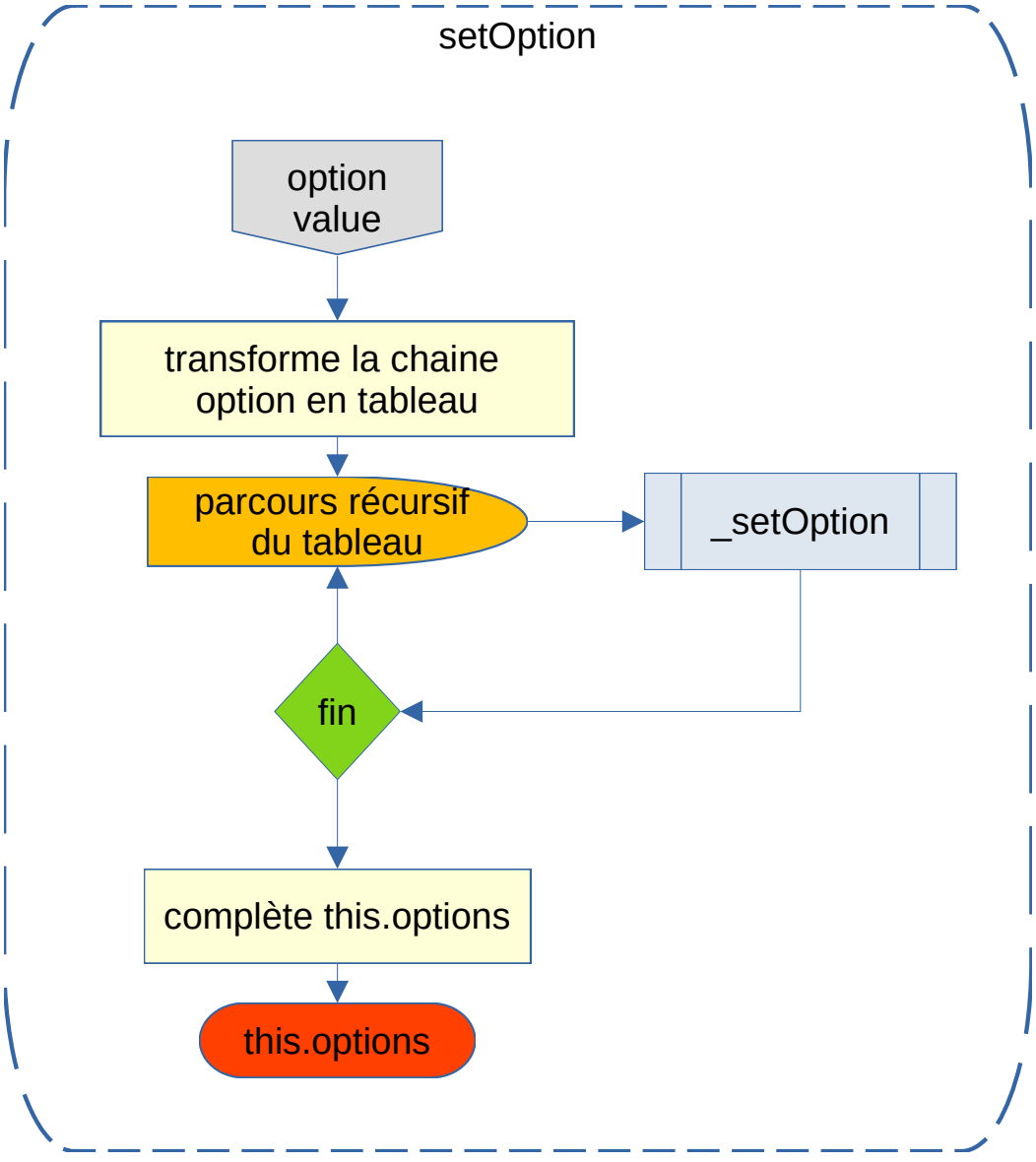

GRAPH.JS
getEventArray
getEventIndexChart
getEventIndicePoint
getEventCoordPixel
getEventArray
evt
retourne tableau données
array
getElementAtEventForMode
getEventIndexChart
elt
retourne index courbe cliquée
index
getEventIndicePoint
elt
retourne indice point cliqué
indice
getEventCoordPixel
elt
retourne tableau coords point cliqué en pixels
index


GRAPH.JS
getChartByProp
getIdChart
getData
getChartByProp
prop
value
pour chaque indice
de datasets
datasets[i][prop]
=
value
false
i
getIdChart
index
crée objet avec
id et label
du datasets[index]
objet
getData
prm
type prm
=
'number'
type prm
=
"object"
getEventIndexChart
récupère tableau
des points de la courbe
identifiée par number
tableau
récupère
index courbe
récupère tableau
des points de la courbe
identifiée par index



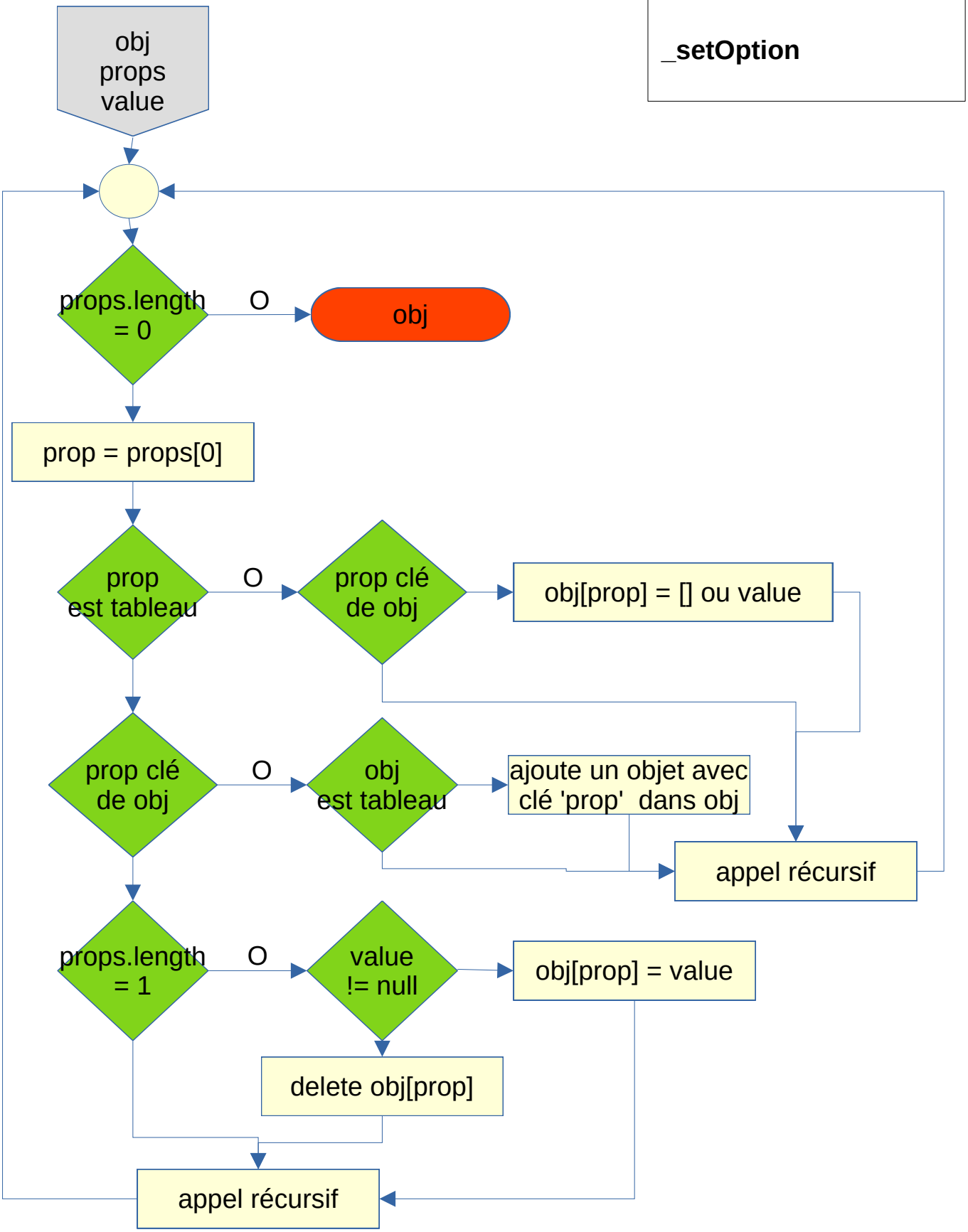
GRAPH.JS

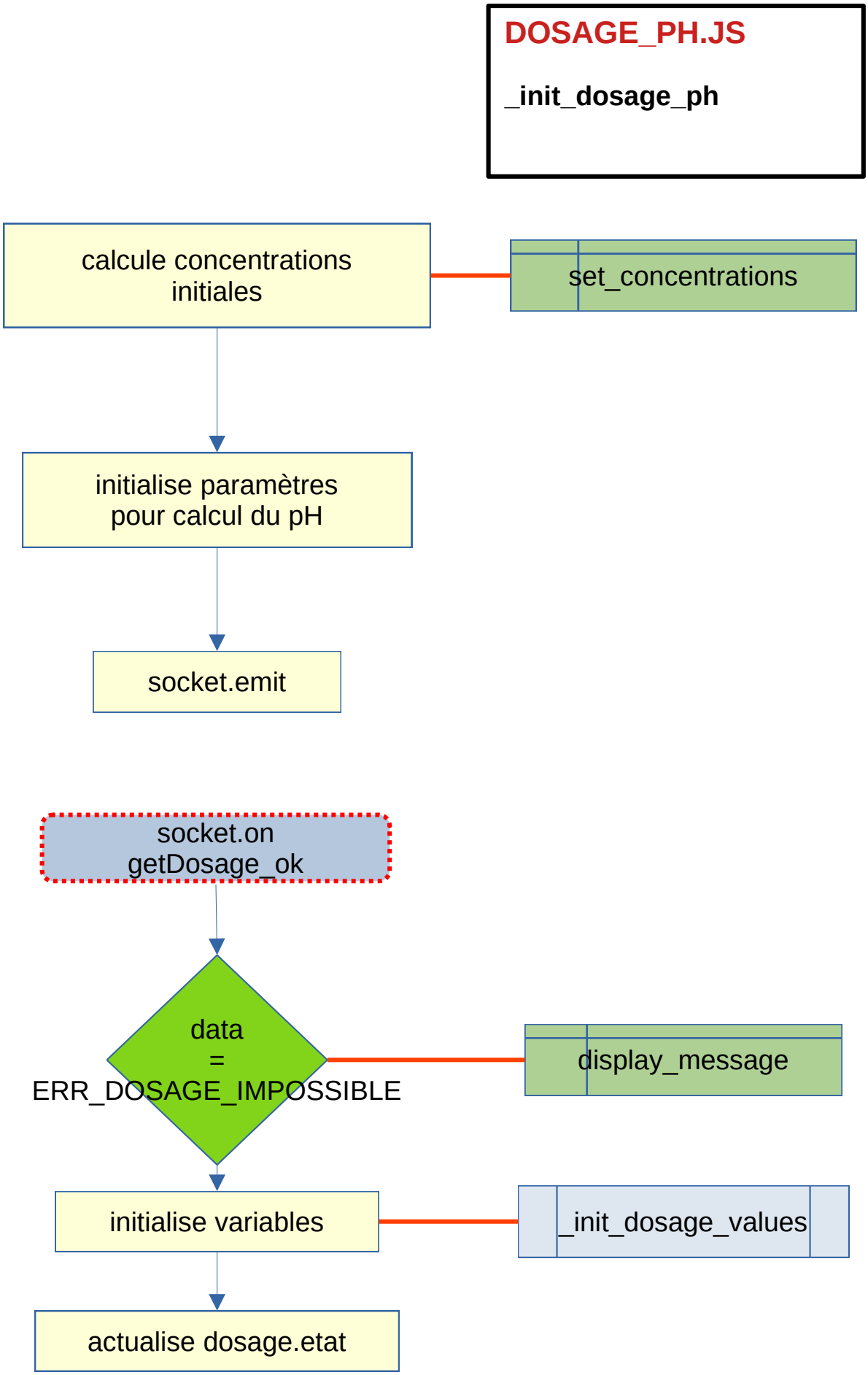
getEventCoords
setOption

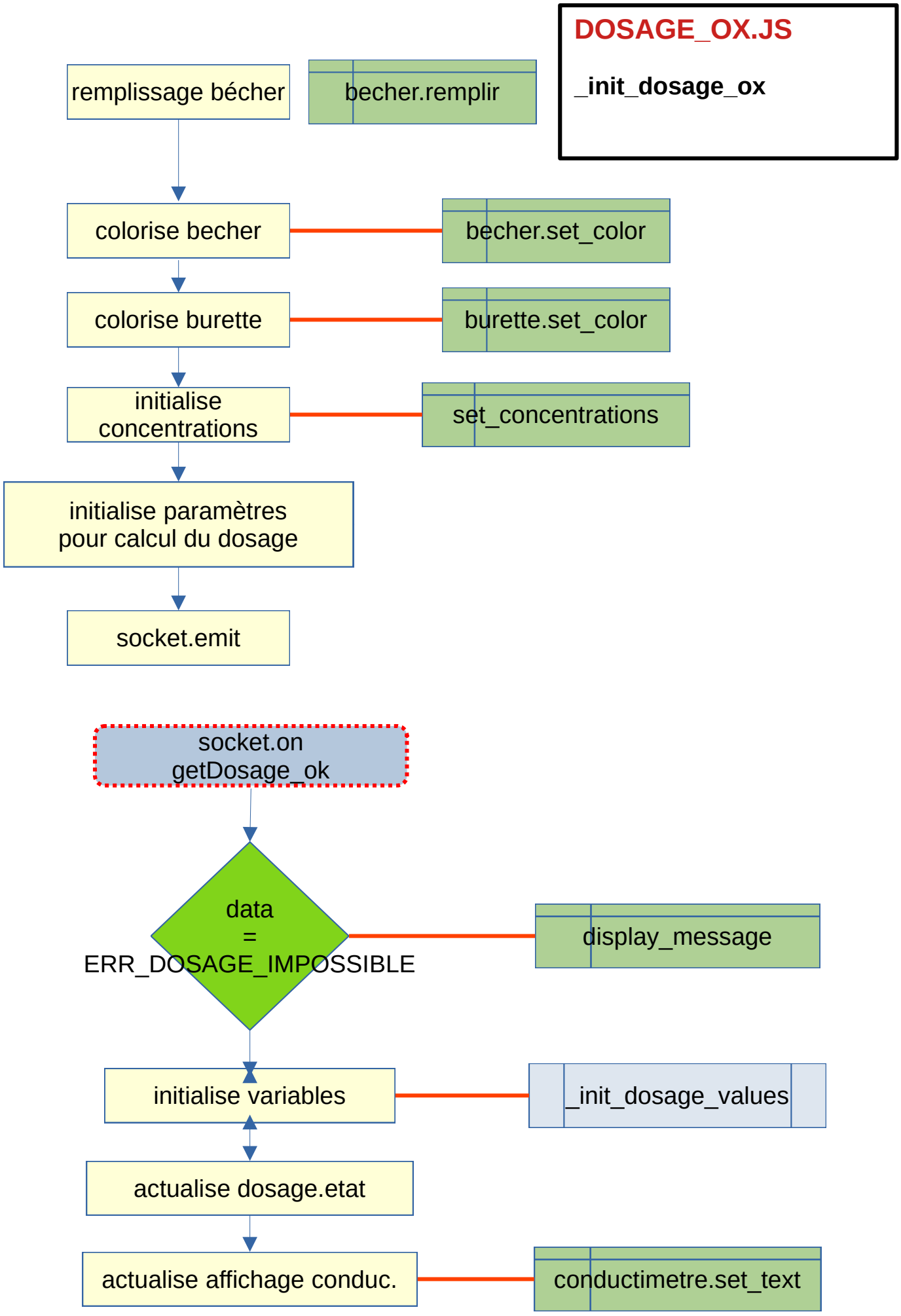


GRAPH.JS

_setOption

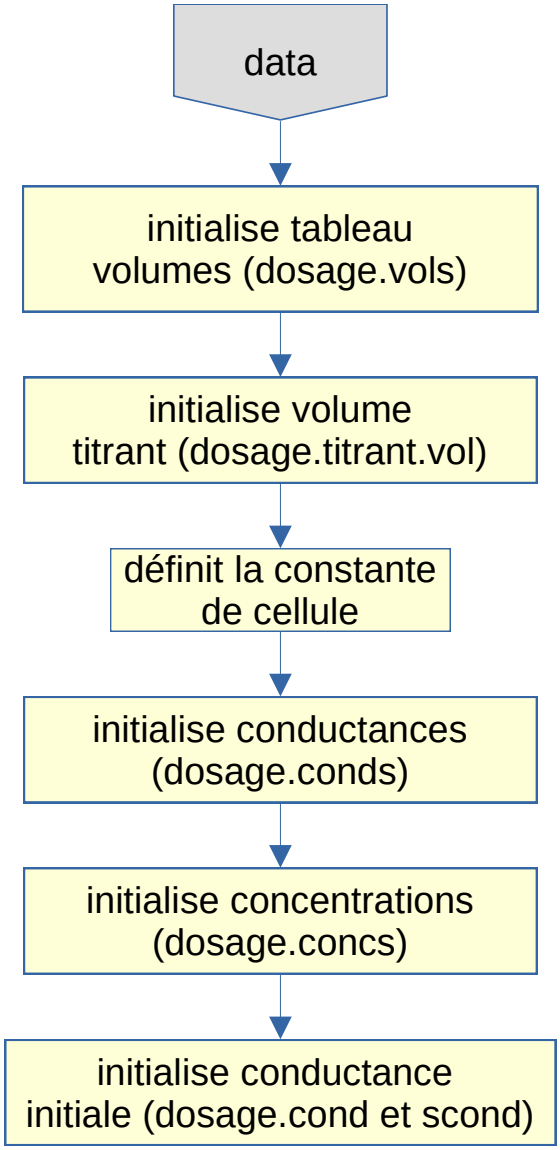



DOSAGE_PH.JS
_init_dosage_ph
calcule concentrations initiales
set_concentrations
initialise paramètres pour calcul du pH
socket.emit
socket.on getDosage_ok
data = ERR_DOSAGE_IMPOSSIBLE
display_message
initialise variables
_init_dosage_values
actualise dosage.etat


DOSAGE_OX.JS
_init_dosage_ox
remplissage bécher
becher.remplir
colorise becher
becher.set_color
colorise burette
burette.set_color
initialise concentrations
set_concentrations
initialise paramètres pour calcul du dosage
socket.emit
socket.on getDosage_ok
data = ERR_DOSAGE_IMPOSSIBLE
display_message
initialise variables
_init_dosage_values
actualise dosage.etat
actualise affichage conduc.
conductimetre.set_text

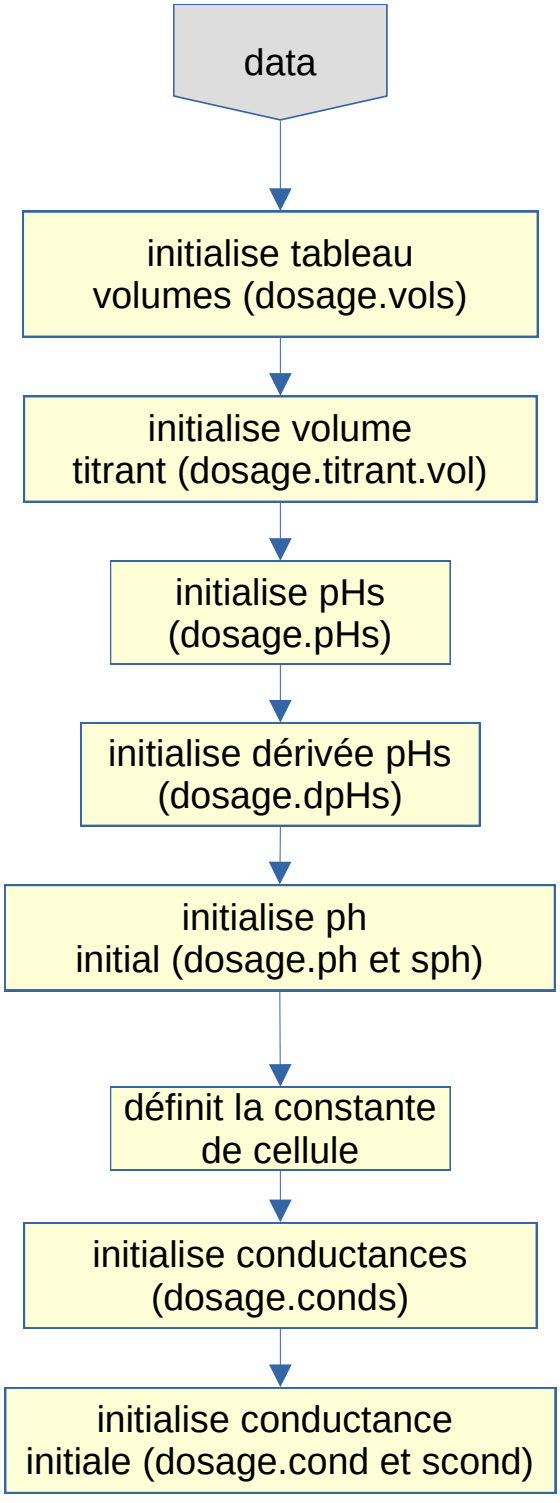
DOSAGE_OX.JS

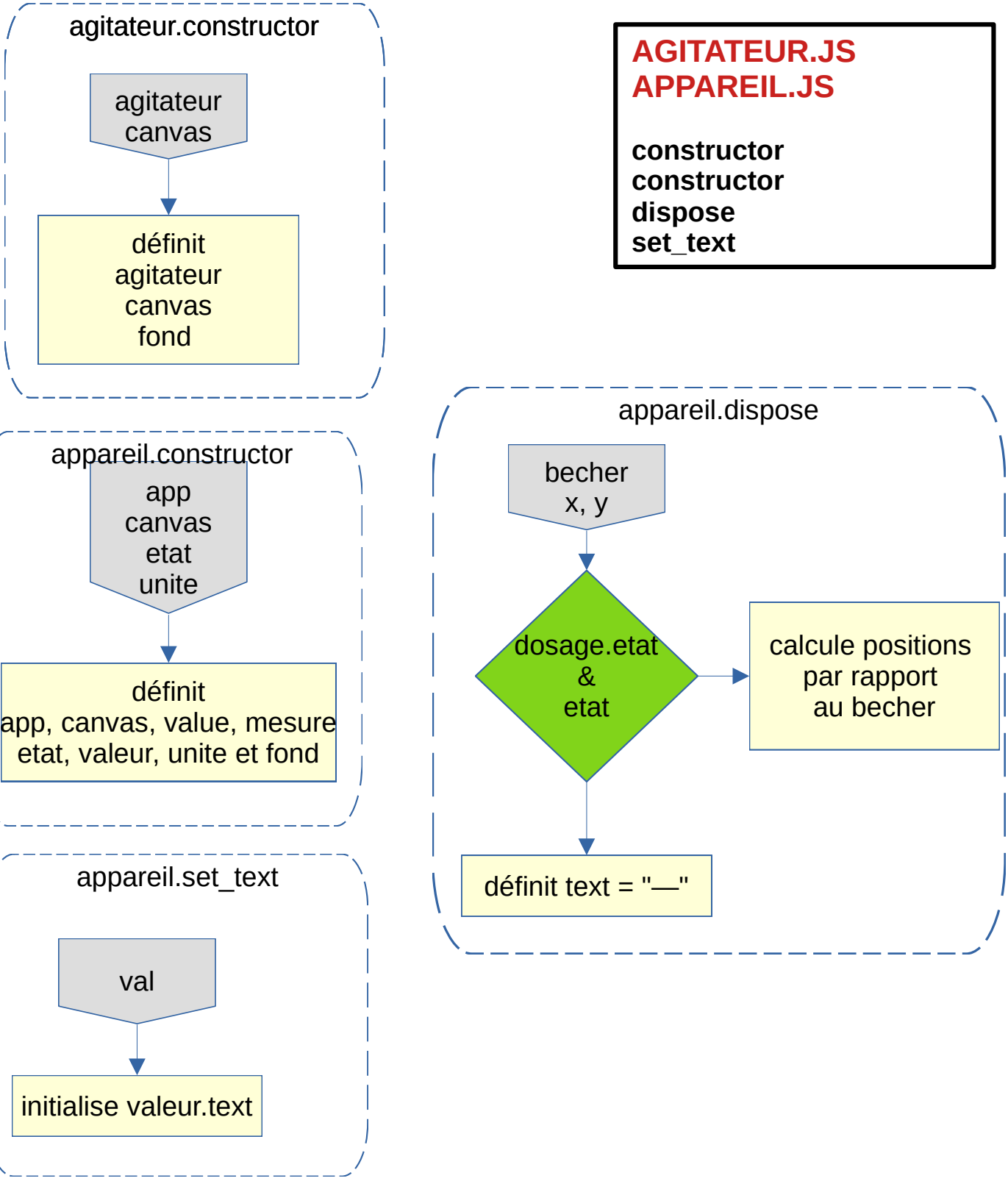
_init_dosage_values

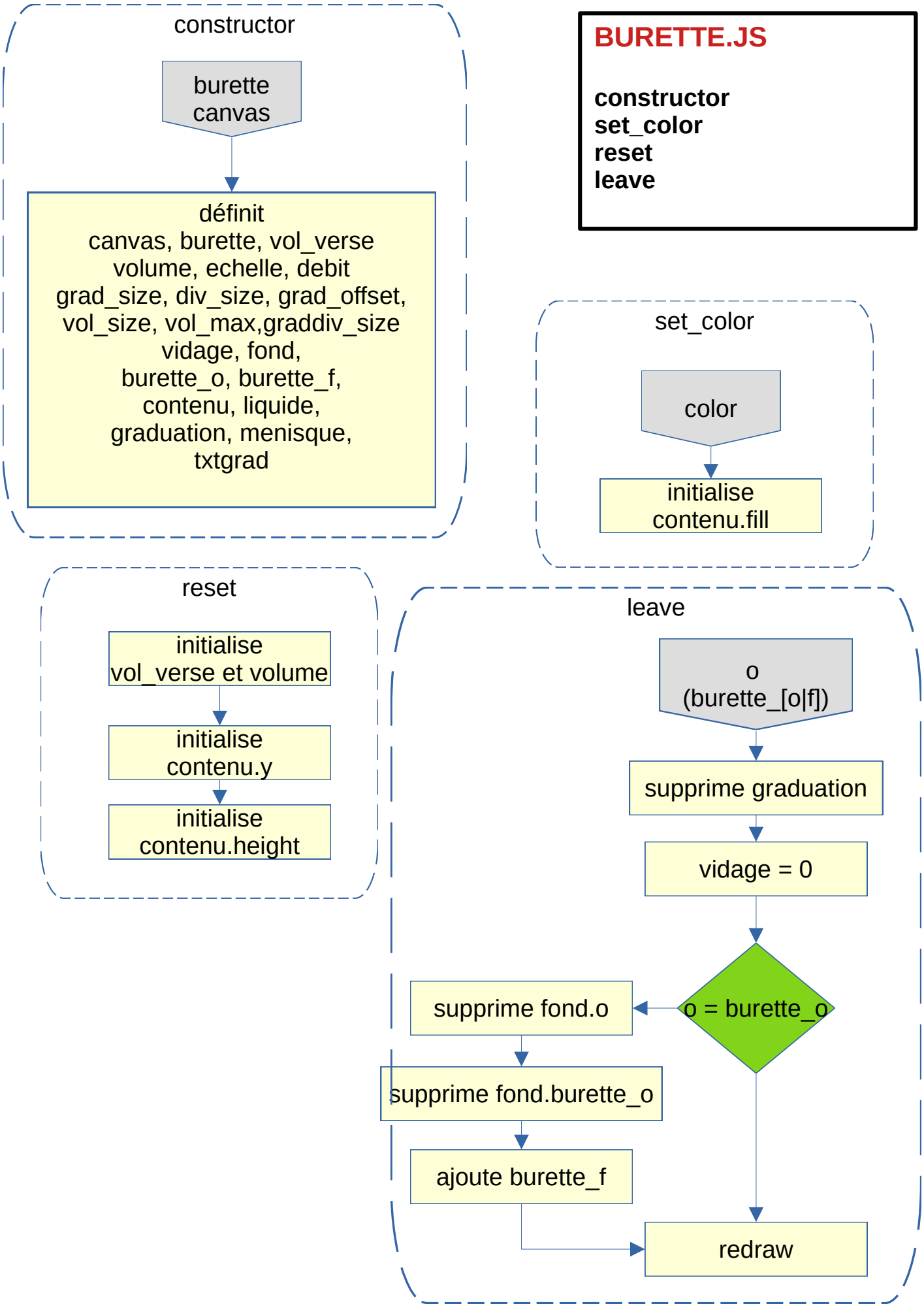


DOSAGE_PH.JS

_init_dosage_values

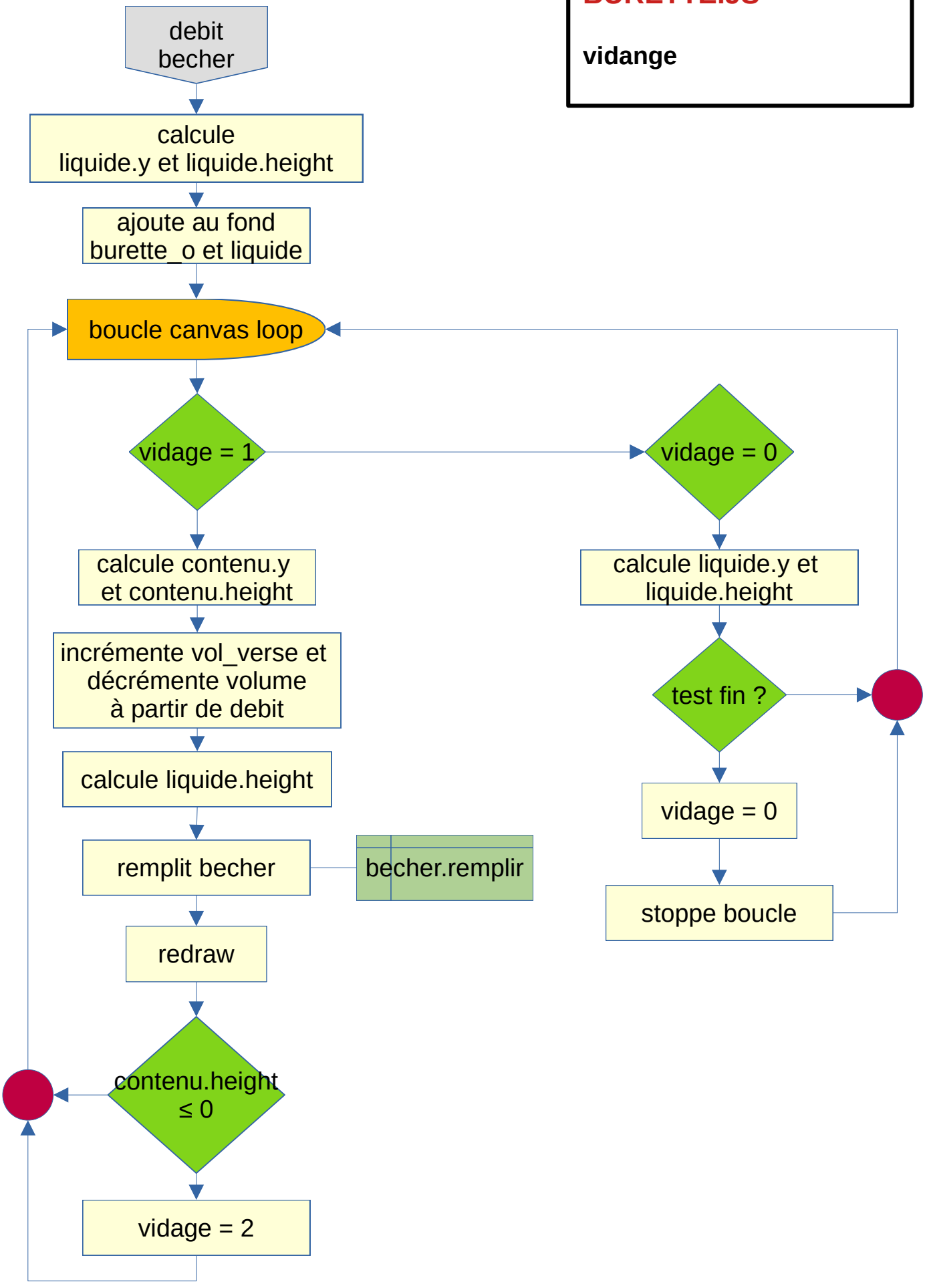



agitateur.constructor
agitateur
canvas
définit
agitateur
canvas
fond
AGITATEUR.JS
APPAREIL.JS
constructor
constructor
dispose
set_text
appareil.dispose
becher
x, y
dosage.etat
&
etat
calcule positions
par rapport
au becher
définit text = "—"
appareil.constructor
app
canvas
etat
unite
définit
app, canvas, value, mesure
etat, valeur, unite et fond
appareil.set_text
val
initialise valeur.text


BURETTE.JS
constructor
set_color
reset
leave
constructor
burette
canvas
définit
canvas, burette, vol_verse
volume, echelle, debit
grad_size, div_size, grad_offset,
vol_size, vol_max,graddiv_size
vidage, fond,
burette_o, burette_f,
contenu, liquide,
graduation, menisque,
txtgrad
set_color
color
initialise
contenu.fill
reset
initialise
vol_verse et volume
initialise
contenu.y
initialise
contenu.height
leave
o
(burette_[o|f])
supprime graduation
vidage = 0
o = burette_o
supprime fond.o
supprime fond.burette_o
ajoute burette_f
redraw

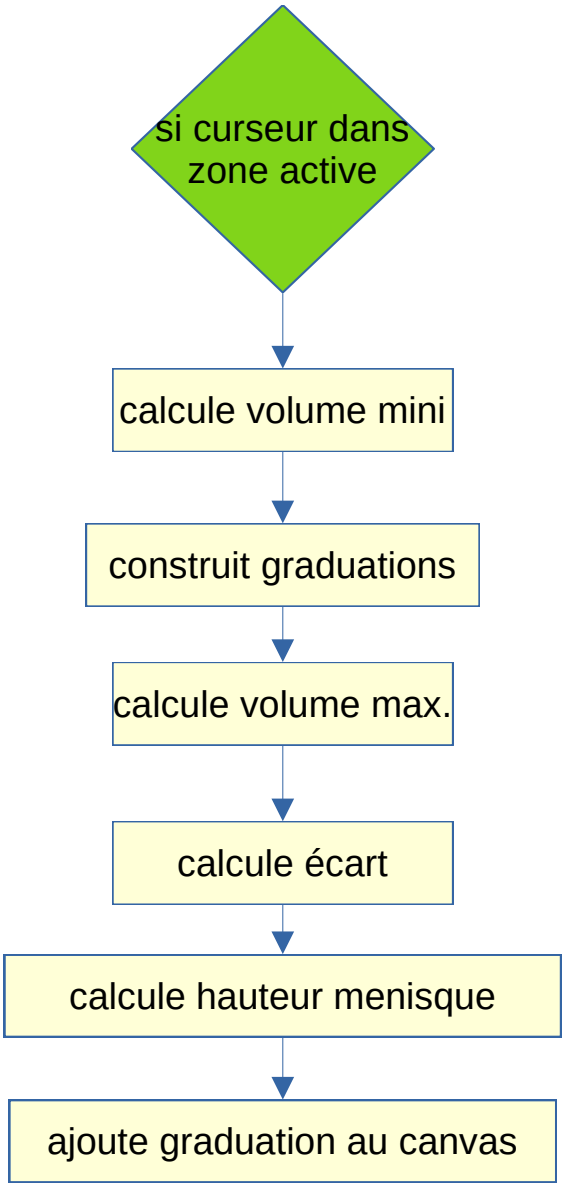
BURETTE.JS

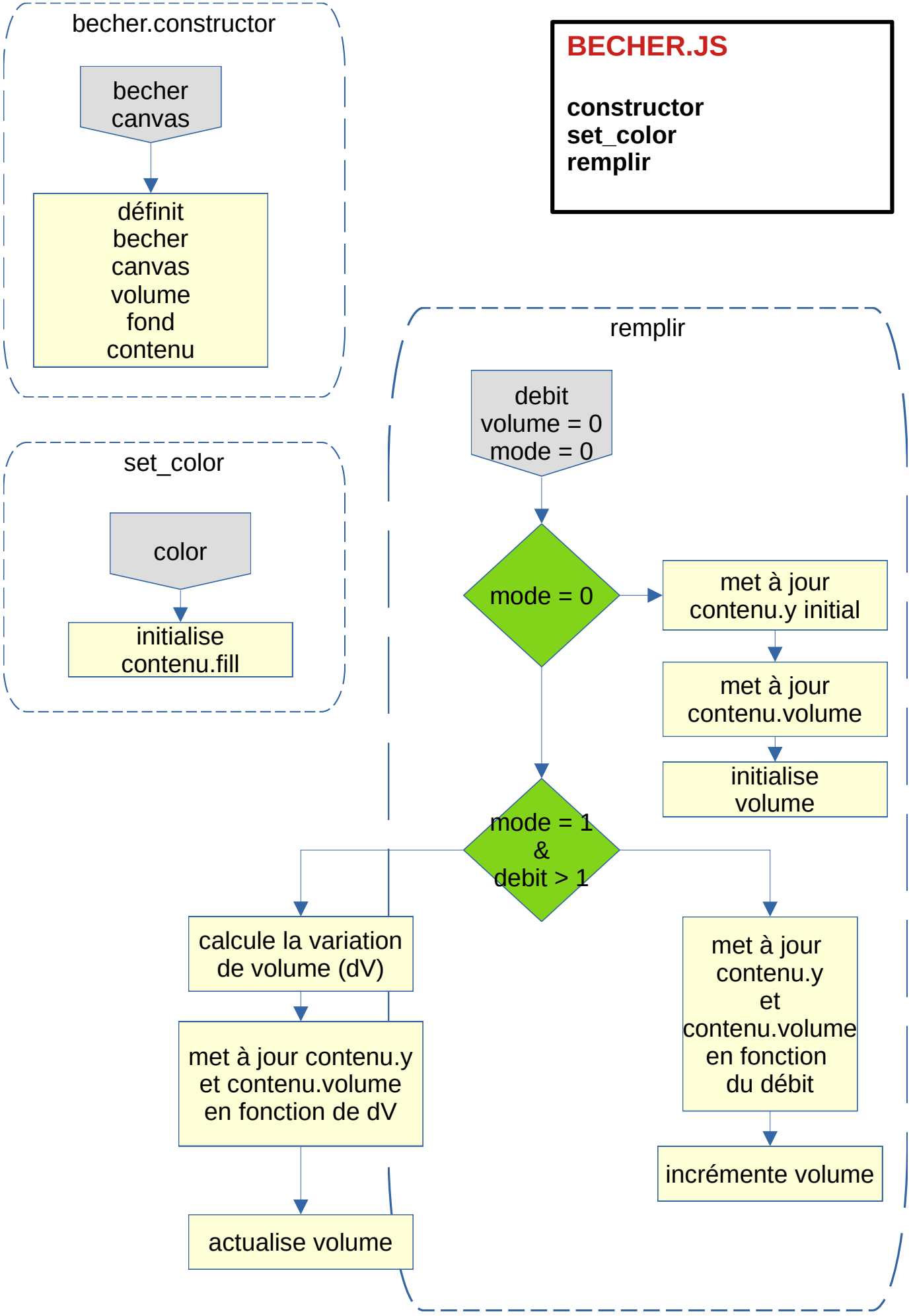
vidange

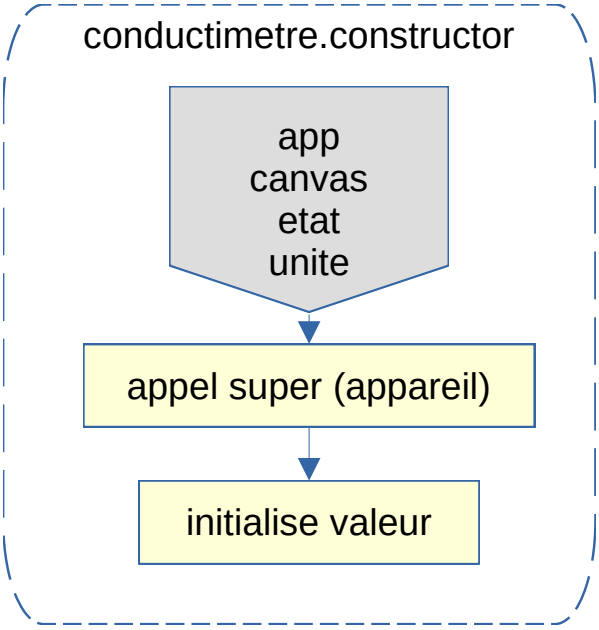


BURETTE.JS

show_detail

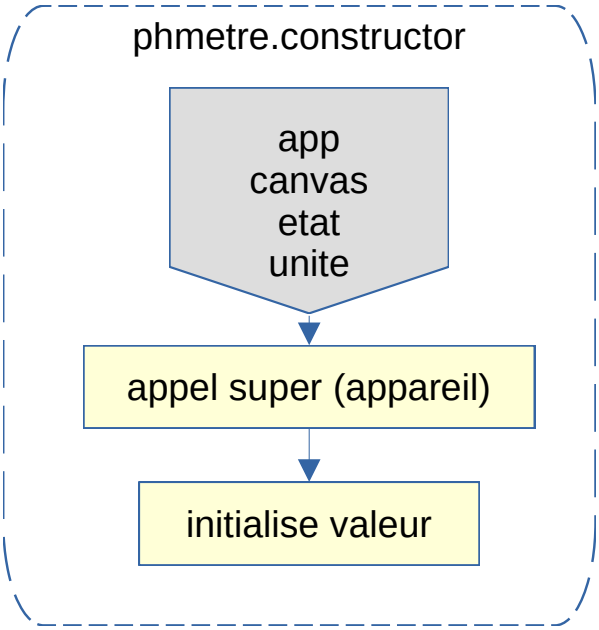



becher.constructor
becher
canvas
définit
becher
canvas
volume
fond
contenu
BECHER.JS
constructor
set_color
remplir
set_color
color
initialise
contenu.fill
remplir
debit
volume = 0
mode = 0
mode = 0
met à jour
contenu.y initial
met à jour
contenu.volume
initialise
volume
mode = 1
&
debit > 1
calcule la variation
de volume (dV)
met à jour contenu.y
et contenu.volume
en fonction de dV
actualise volume
met à jour
contenu.y
et
contenu.volume
en fonction
du débit
incrémente volume



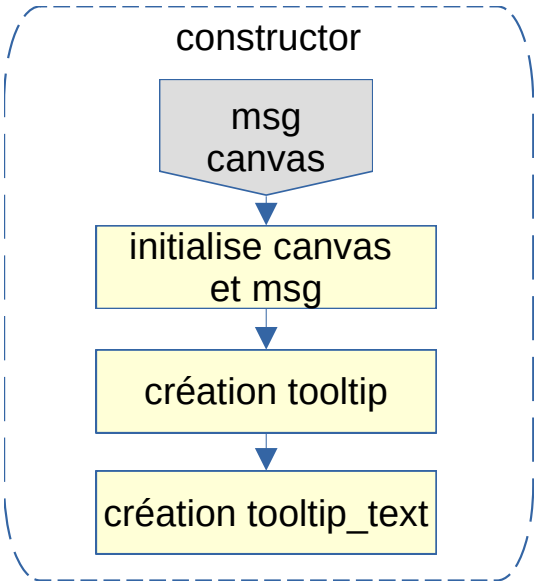
CONDUCTIMETRE.JS
PHMETRE.JS

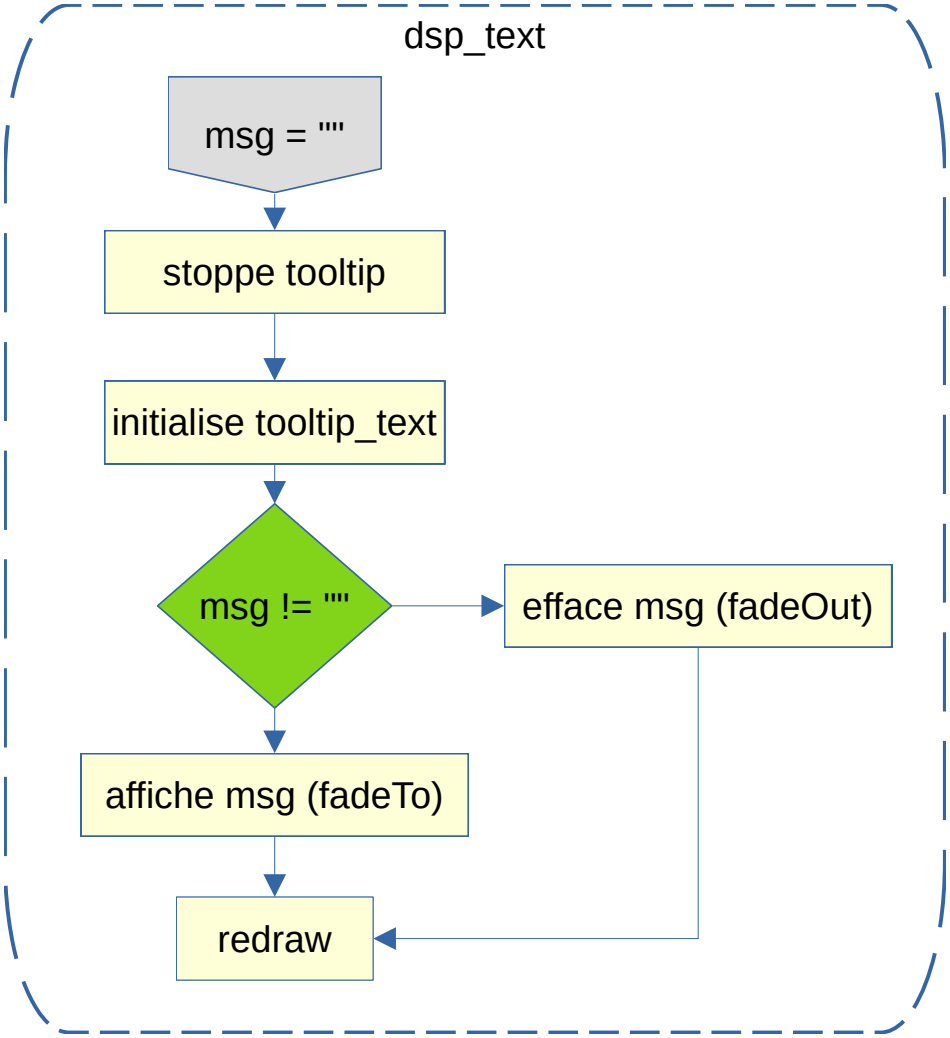
constructor

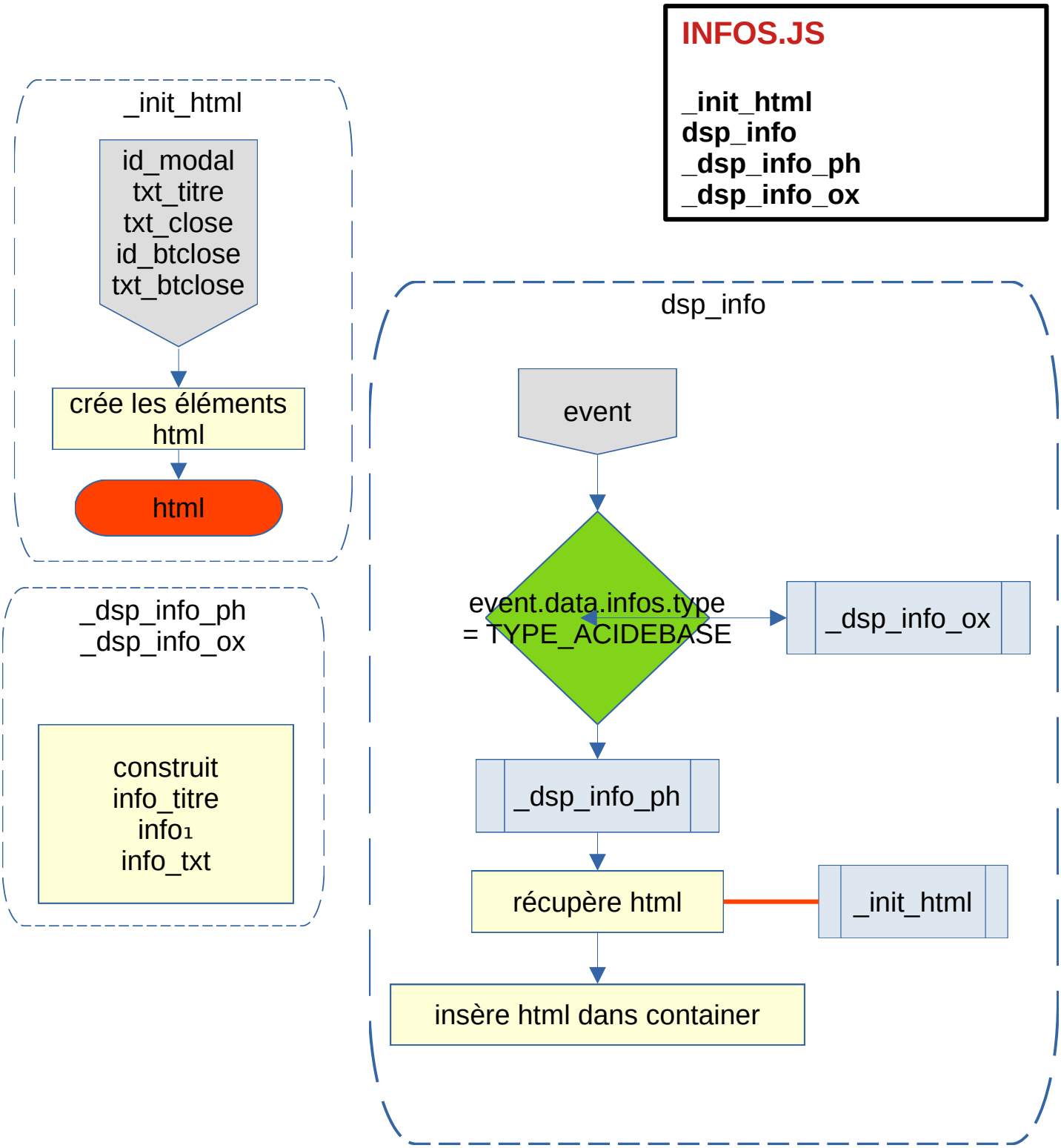


TOOLTIP.JS

constructor

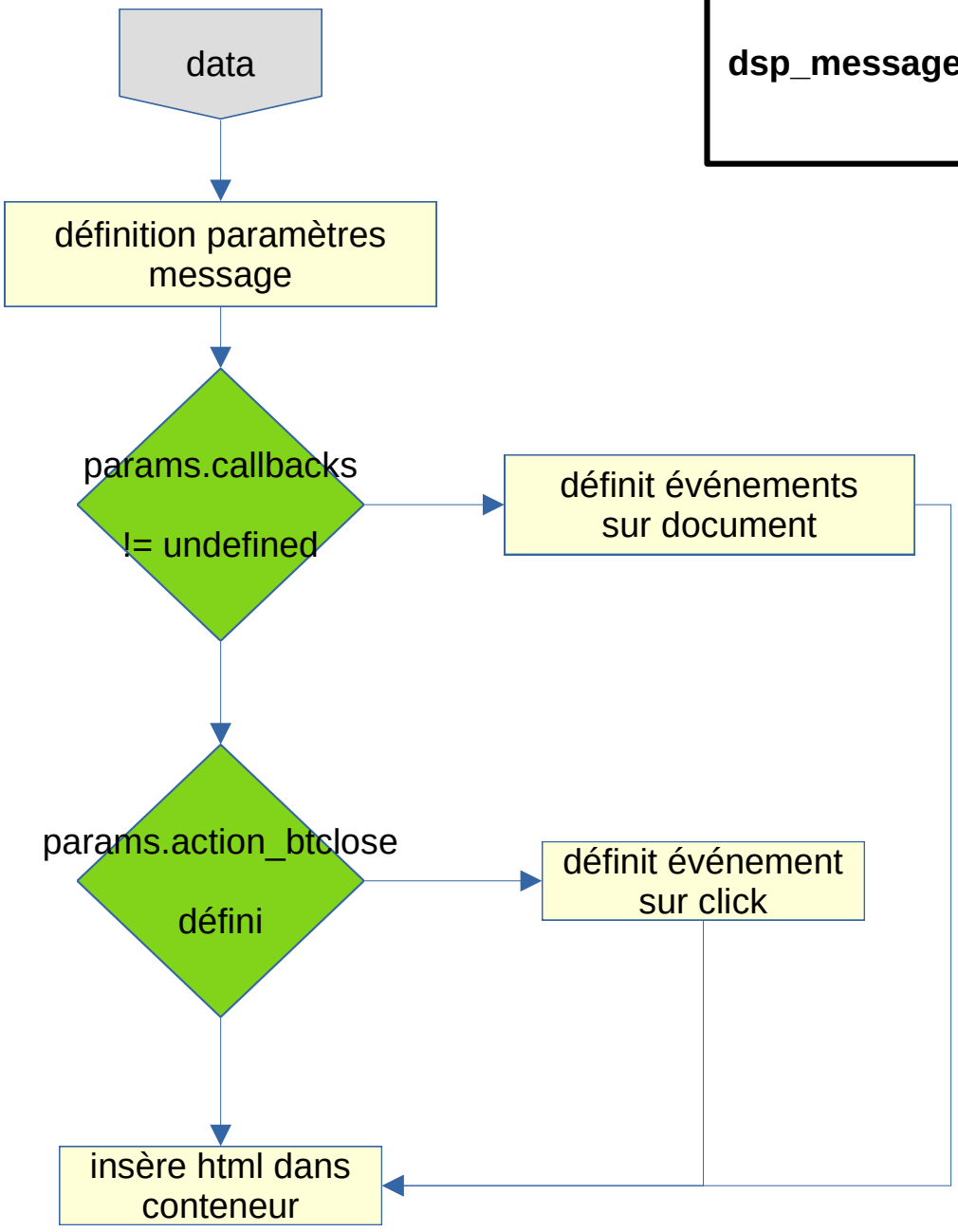





INFOS.JS
_init_html
dsp_info
_dsp_info_ph
_dsp_info_ox
_init_html
id_modal
txt_titre
txt_close
id_btclose
txt_btclose
crée les éléments html
html
_dsp_info_ph
_dsp_info_ox
construit
info_titre
info1
info_txt
dsp_info
event
event.data.infos.type = TYPE_ACIDEBASE
_dsp_info_ox
_dsp_info_ph
récupère html
_init_html
insère html dans container

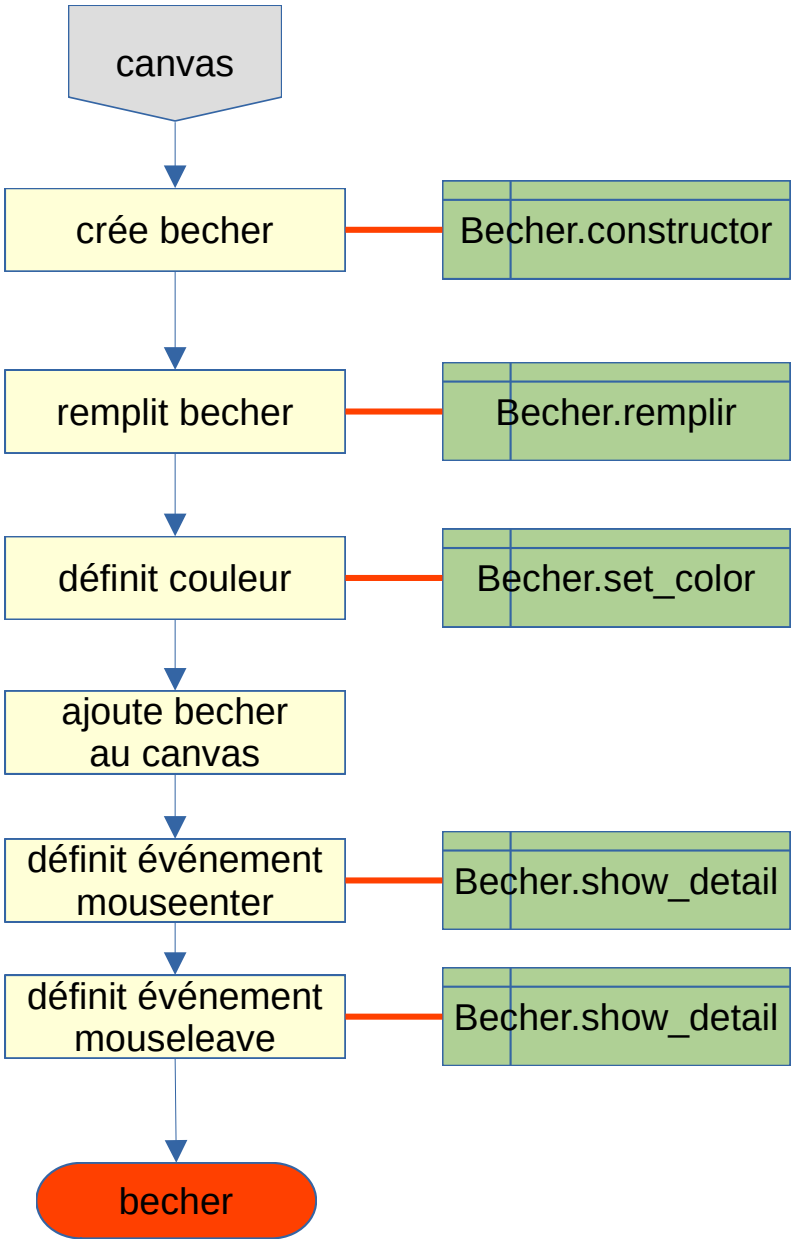
INFOS.JS

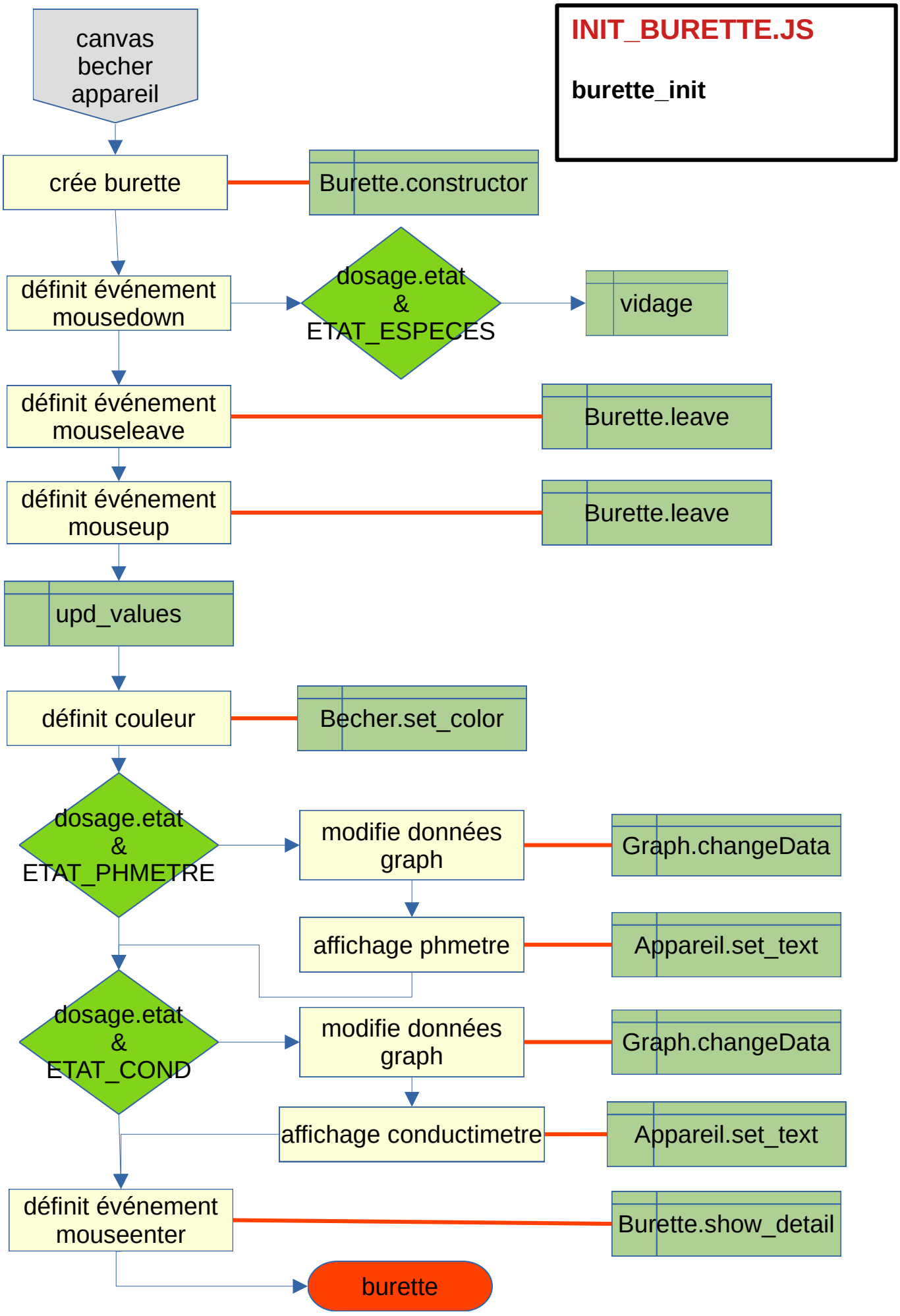
dsp_message



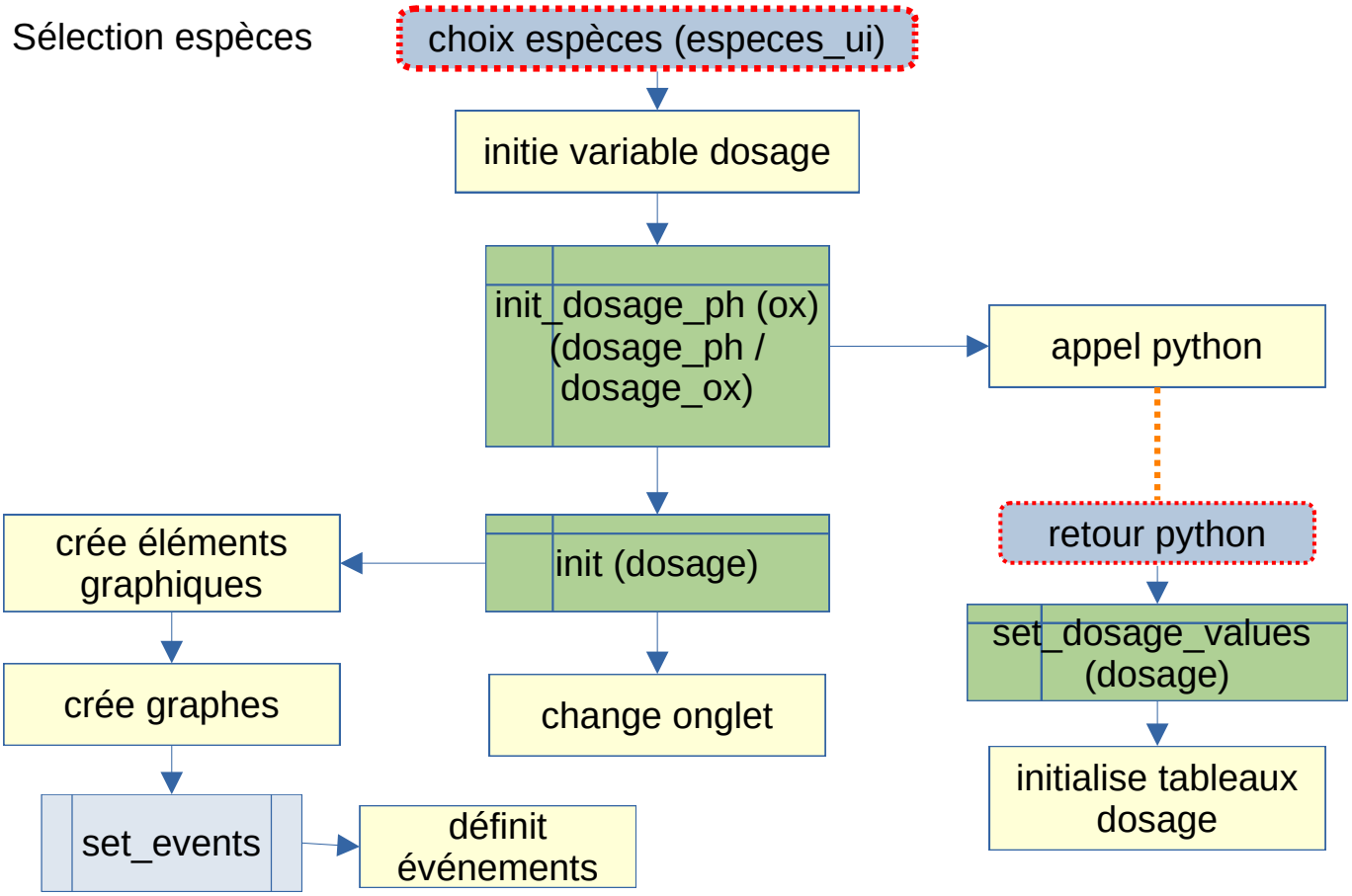
INIT_BECHER.JS

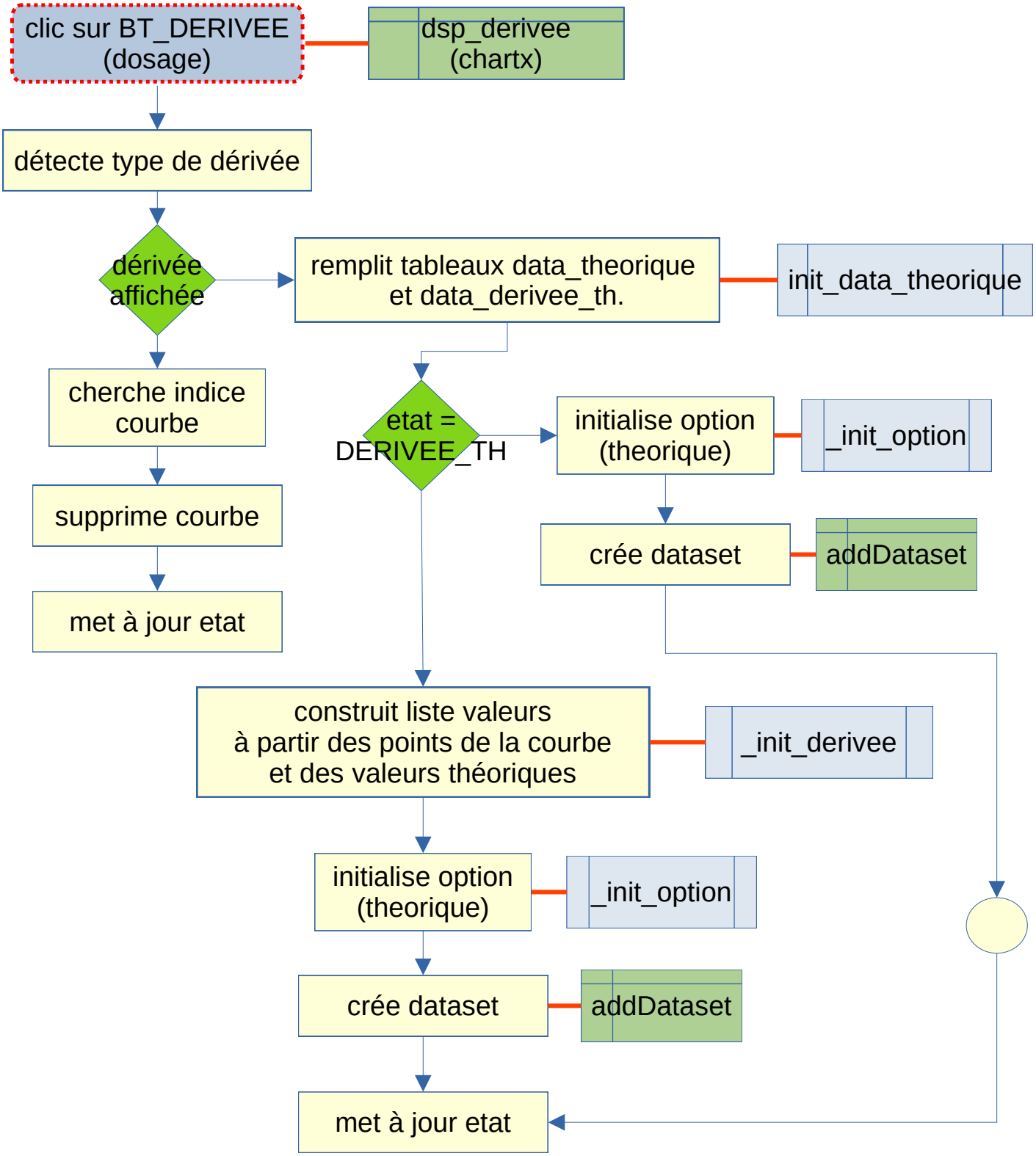
becher_init




INIT_BURETTE.JS
burette_init
canvas
becher
appareil
crée burette
Burette.constructor
définit événement
mousedown
dosage.etat
&
ETAT_ESPECES
vidage
définit événement
mouseleave
Burette.leave
définit événement
mouseup
Burette.leave
upd_values
définit couleur
Becher.set_color
dosage.etat
&
ETAT_PHMETRE
modifie données
graph
Graph.changeData
affichage phmetre
Appareil.set_text
dosage.etat
&
ETAT_COND
modifie données
graph
Graph.changeData
affichage conductimetre
Appareil.set_text
définit événement
mouseenter
Burette.show_detail
burette

Sélection espèces




clic sur BT_DERIVEE (dosage)
dsp_derivee (chartx)
détecte type de dérivée
dérivée affichée
remplit tableaux data_theorique et data_derivee_th.
init_data_theorique
cherche indice courbe
supprime courbe
met à jour etat
etat = DERIVEE_TH
initialise option (theorique)
_init_option
crée dataset
addDataset
construit liste valeurs à partir des points de la courbe et des valeurs théoriques
_init_derivee
initialise option (theorique)
_init_option
crée dataset
addDataset
met à jour etat

module	fonction	page
GRAPH.JS	Constructeur, createChart	29
	setDataset, addDataset	30
	changeData, addData	31
	removeData	32
	removeOption, setEvent	33
	getEventArray, getEventIndexChart, getEventIndicePoint, getEventCoordPixel	34
	getChartByProp, getIdChart, getData	35
	getEventCoords, setOption	36
	setOptions	37
	setObjectOptions	38