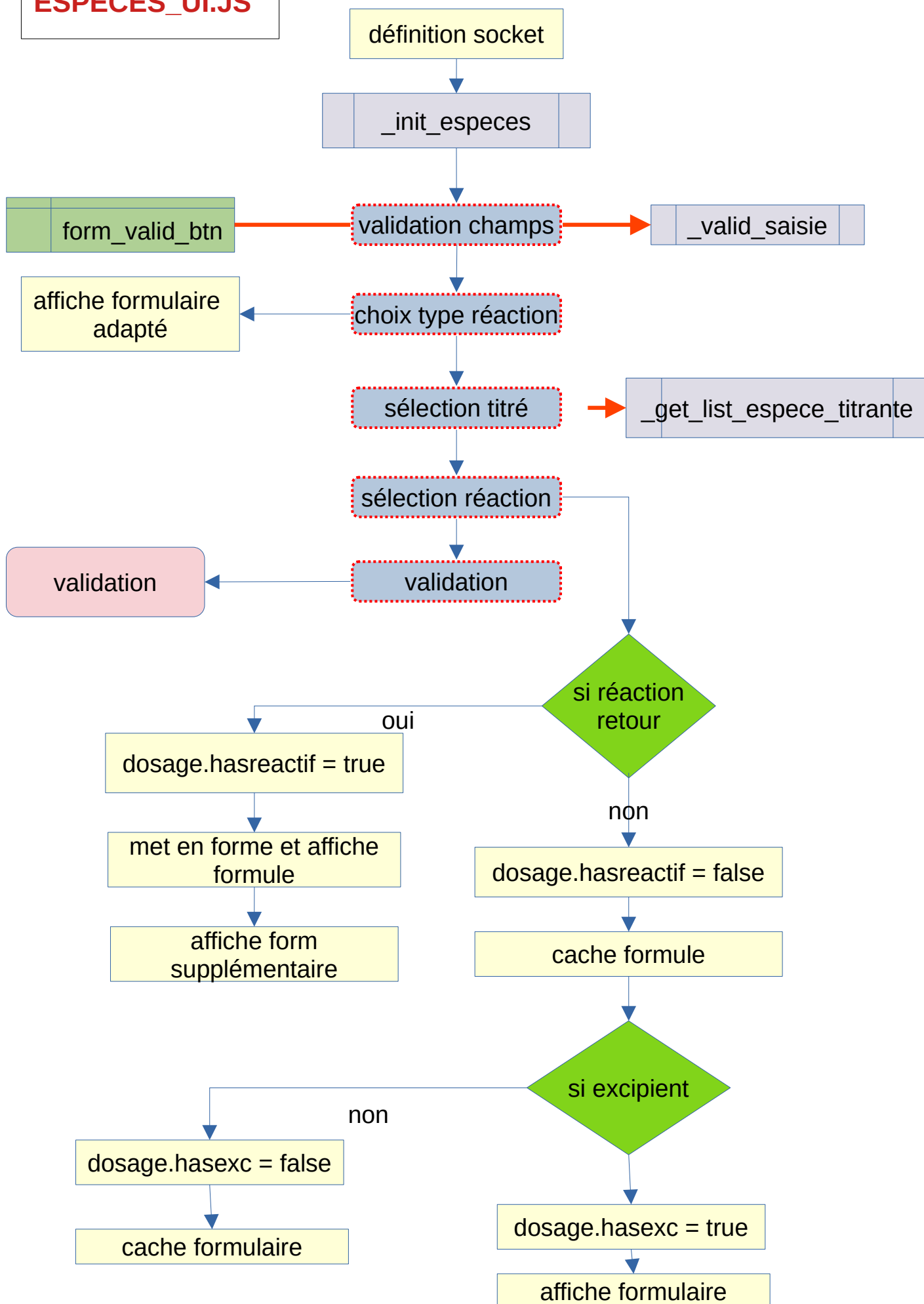
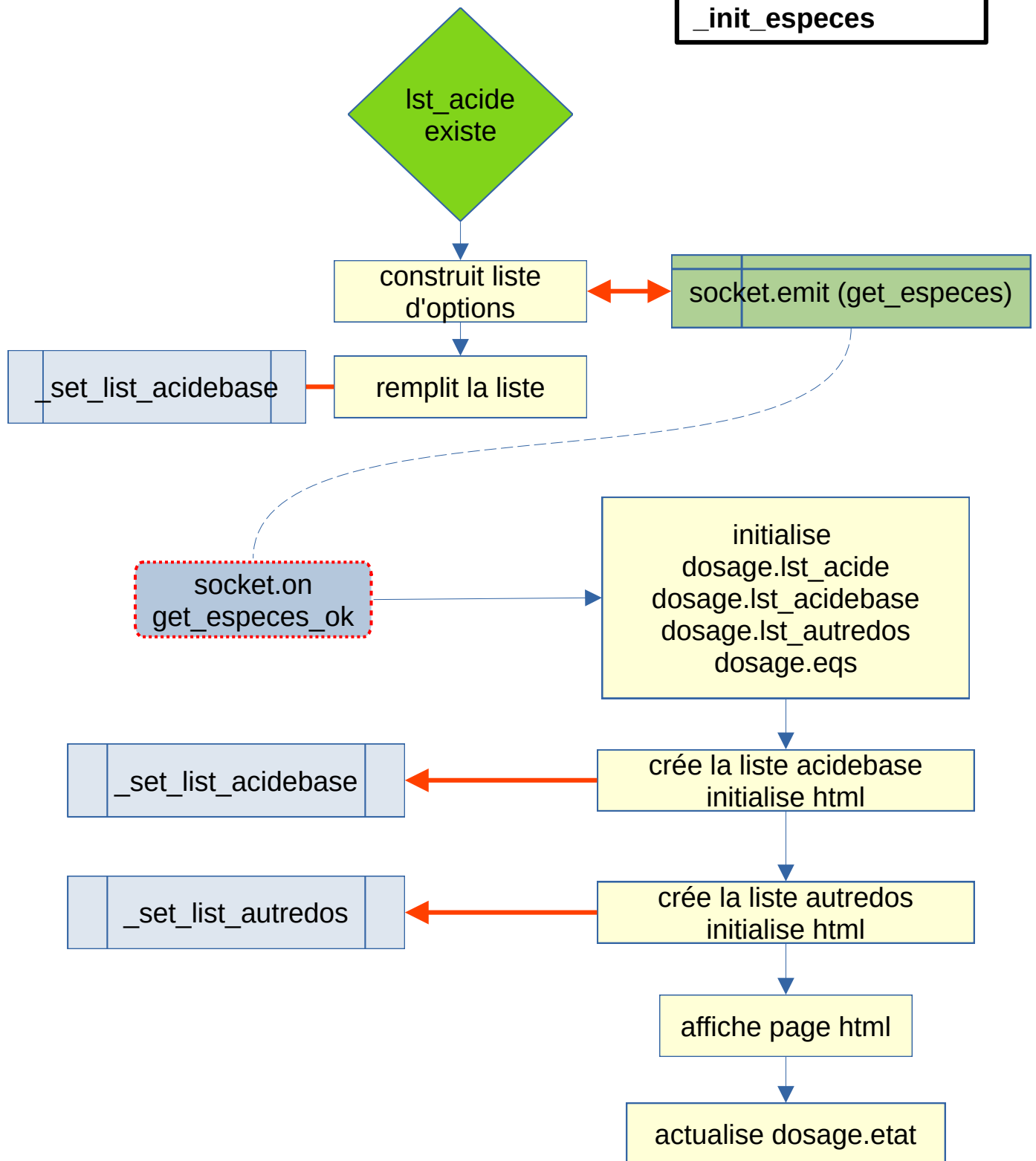


ESPECES_UI.JS

_init_especes...

ESPECES_UI.JS

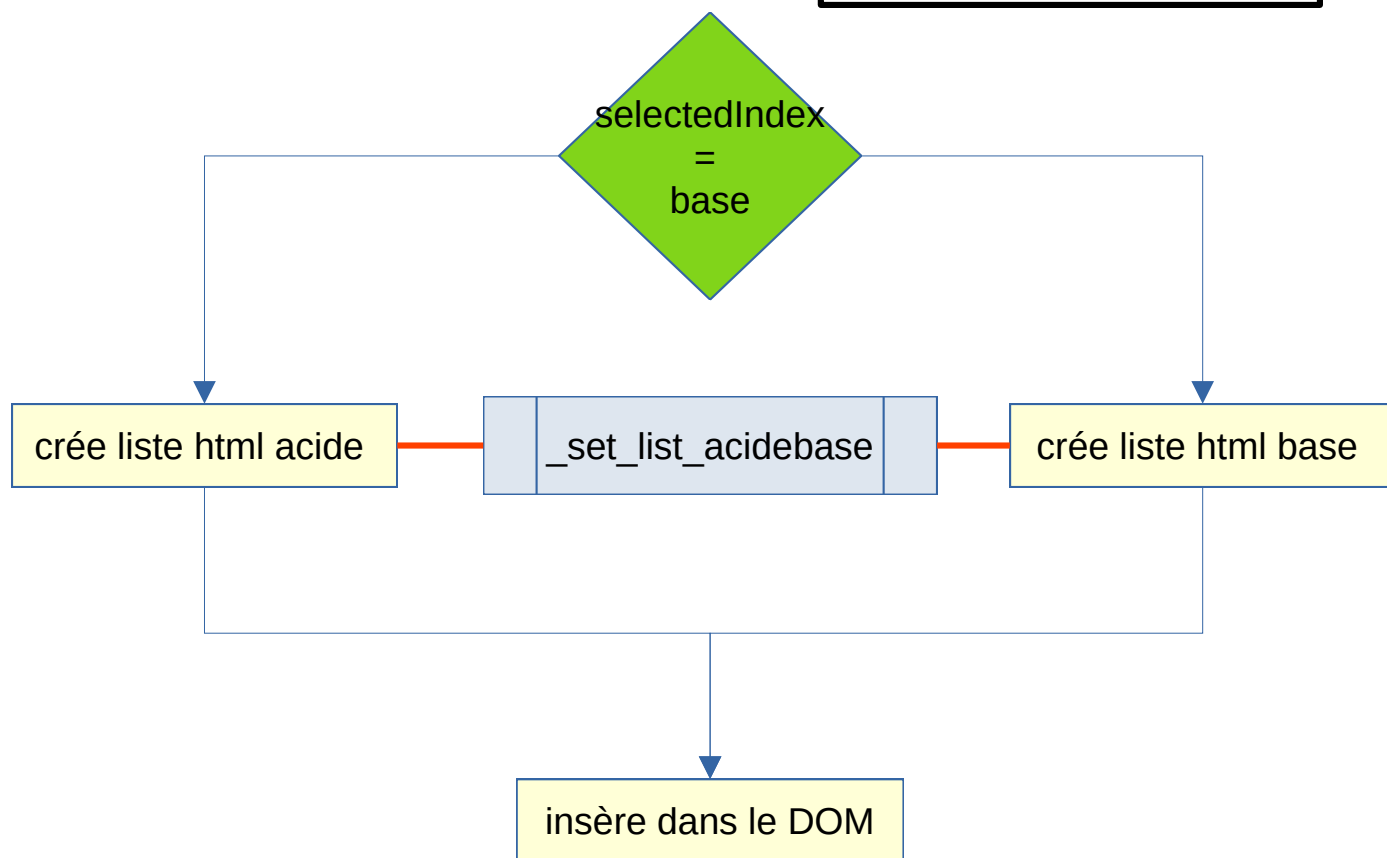
_init_especes



_get_list_espece_titrante...

ESPECES_UI.JS

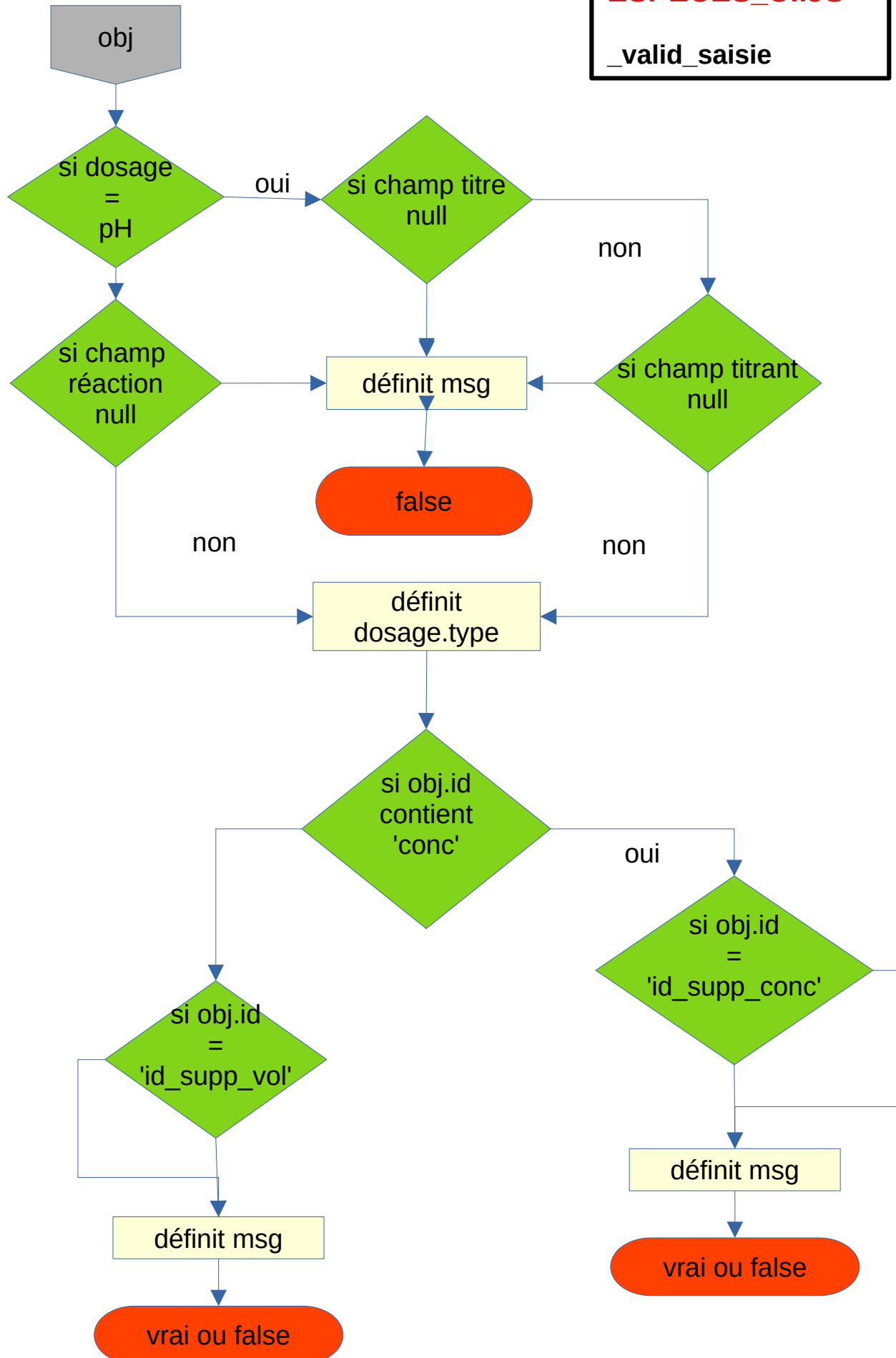
_get_list_espece_titrante

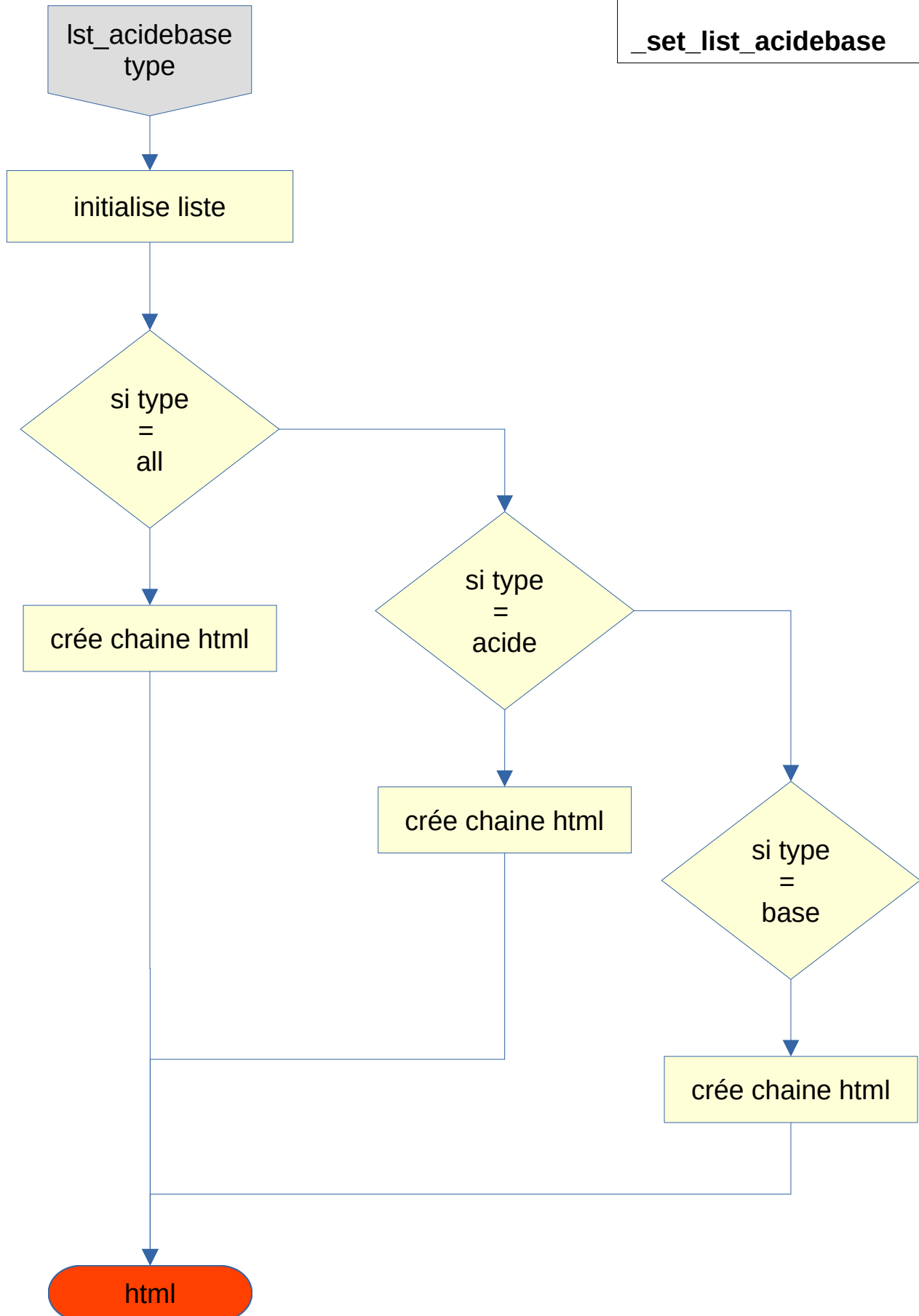


_valid_saisie...

ESPECES_UI.JS

_valid_saisie

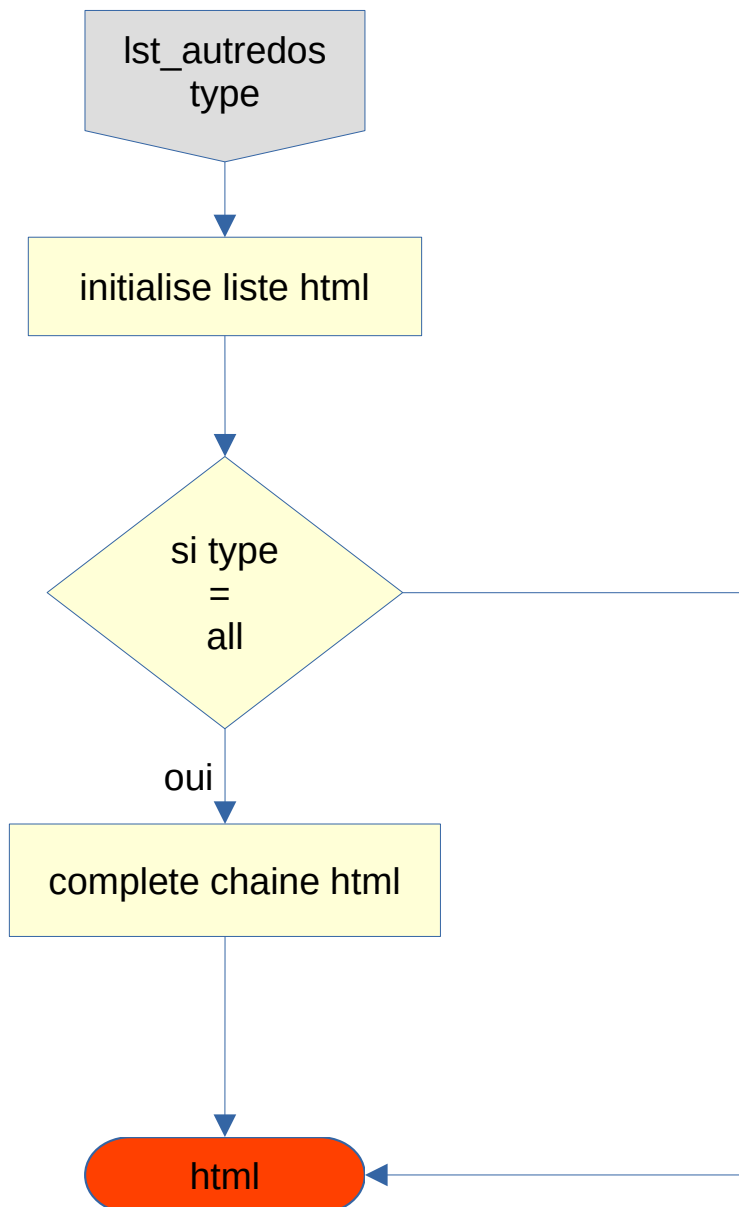




_set_list_autredos...

ESPECES_UI.JS

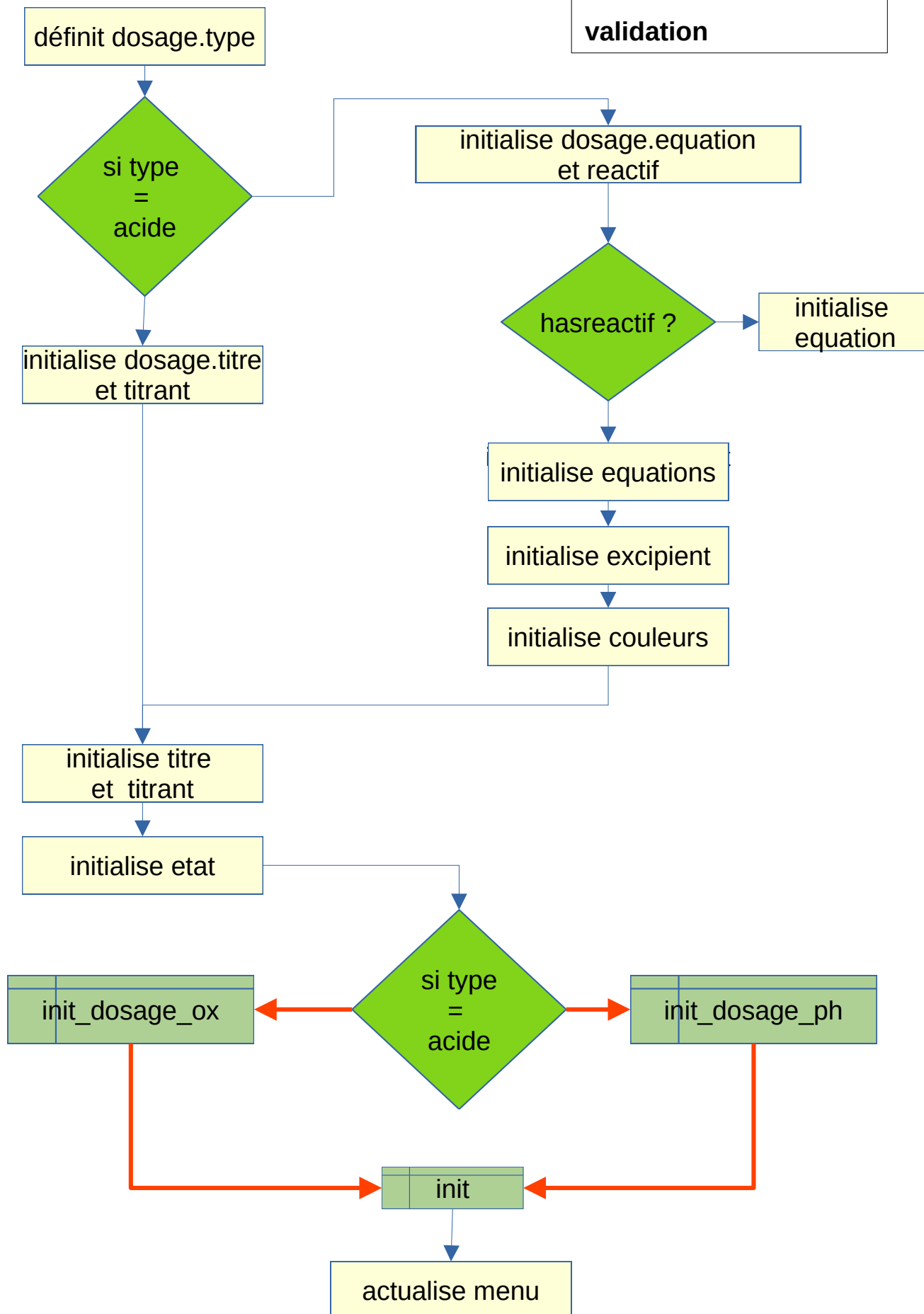
_set_list_autredos



validation...

ESPECES_UI.JS

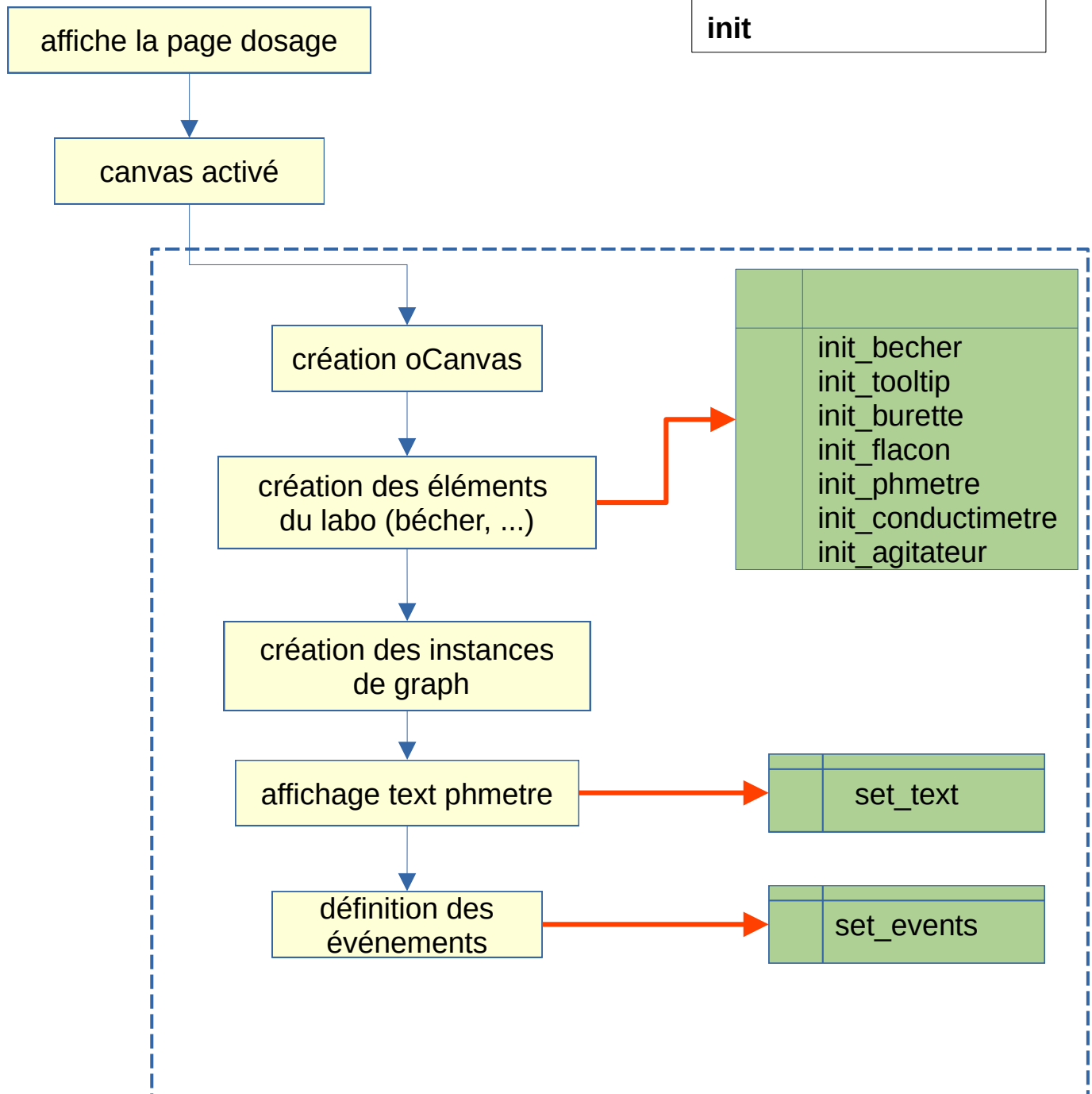
validation



init...

DOSAGE.JS

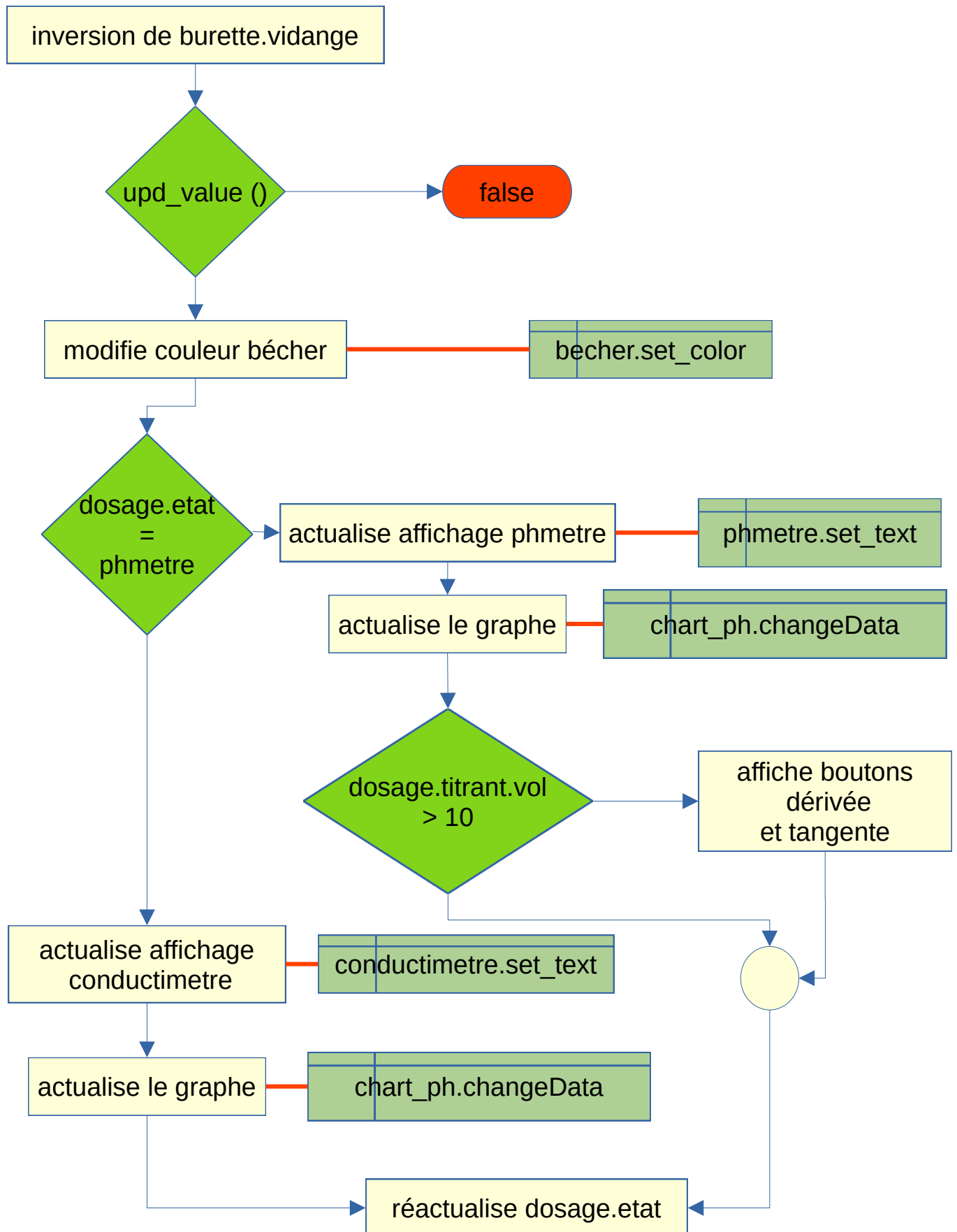
init



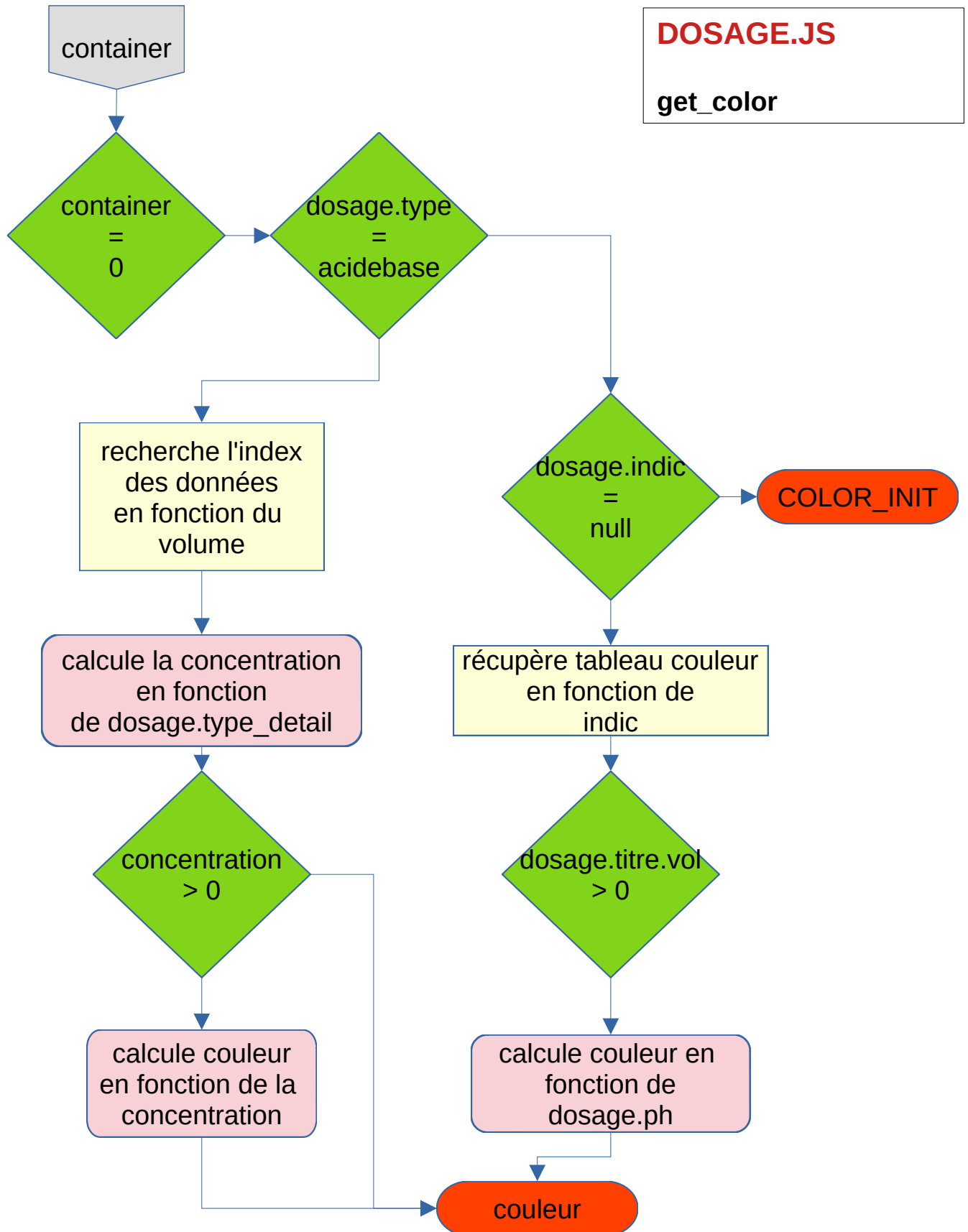
vidange...

DOSAGE.JS

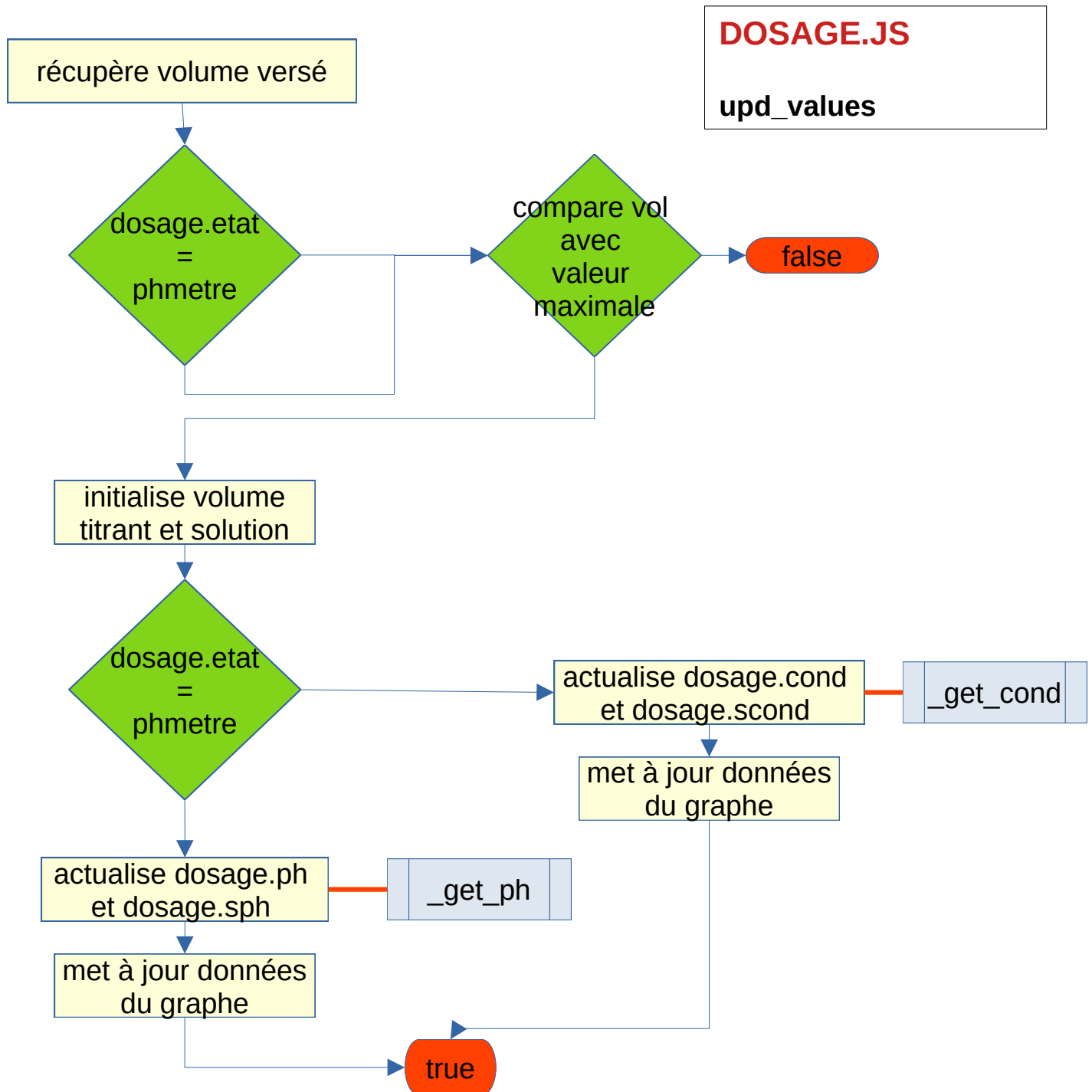
vidange



get_color...



upd_values...



menu_espece display_message reset_mesures...

DOSAGE.JS

menu_espece
display_message
reset_mesures

menu_espece

active le menu espece

désactive le menu
dosage

display_message

création objet data

affiche message

dsp_message

reset_mesures

all

si all
=
true

réinitialise toutes
les variables
dosage

réinitialise les
variables pH
et cond

set_concentrations _get_pH _get_cond...

set_concentrations

calcule la concentration
du titré et du titrant
à partir des concentrations
initiales et des volumes

DOSAGE.JS

set_concentrations
_get_pH
_get_cond

_get_ph

vol

recupère le volume (v) le
plus proche

get_array_near_index

dosage.phs [v]

_get_cond

vol

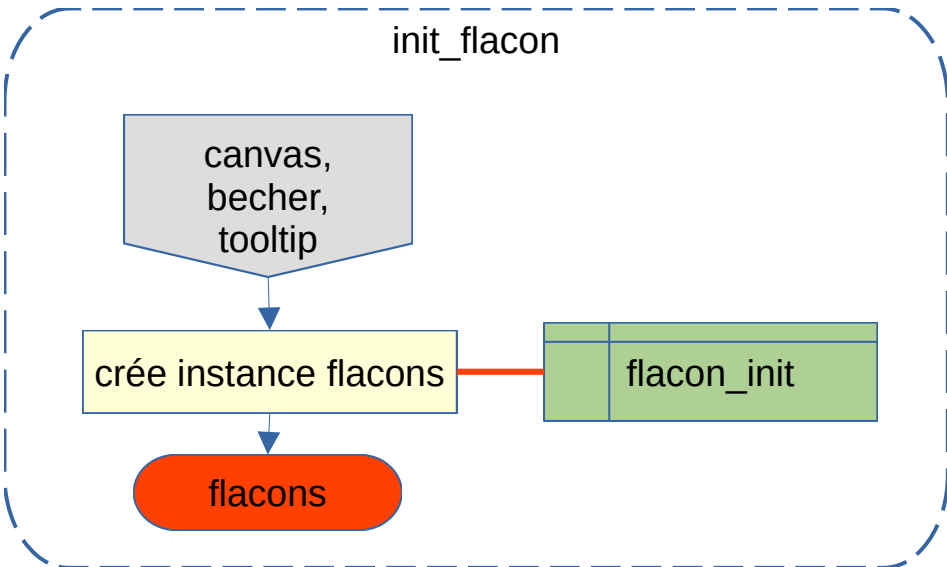
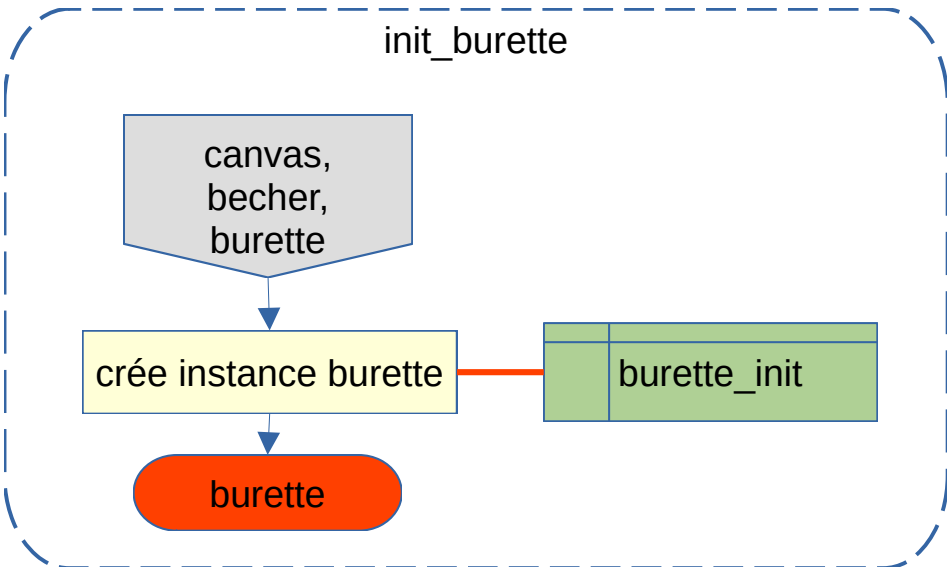
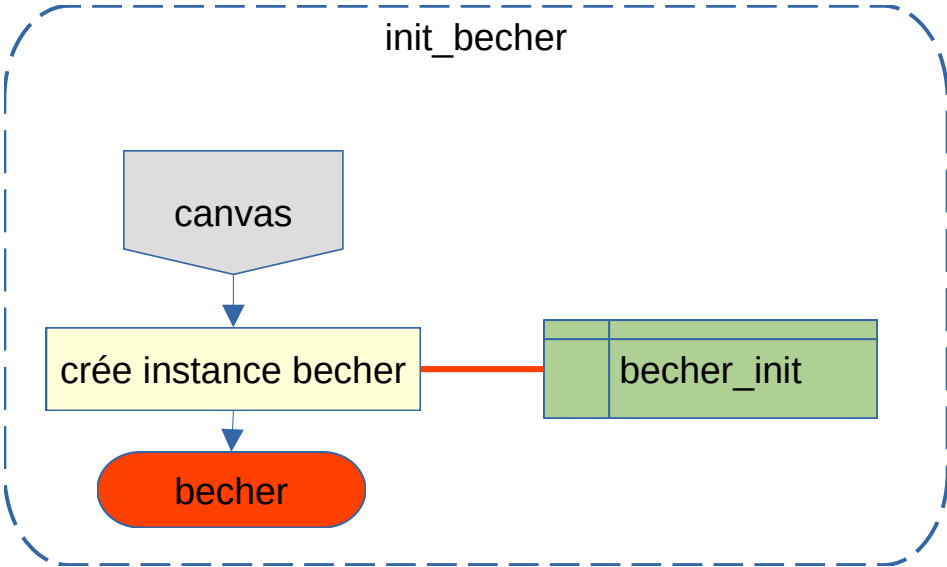
recupère le volume (v) le
plus proche

get_array_near_index

dosage.conds [v]

DOSAGE_UI.JS

init_becher
init_burette
init_flacon

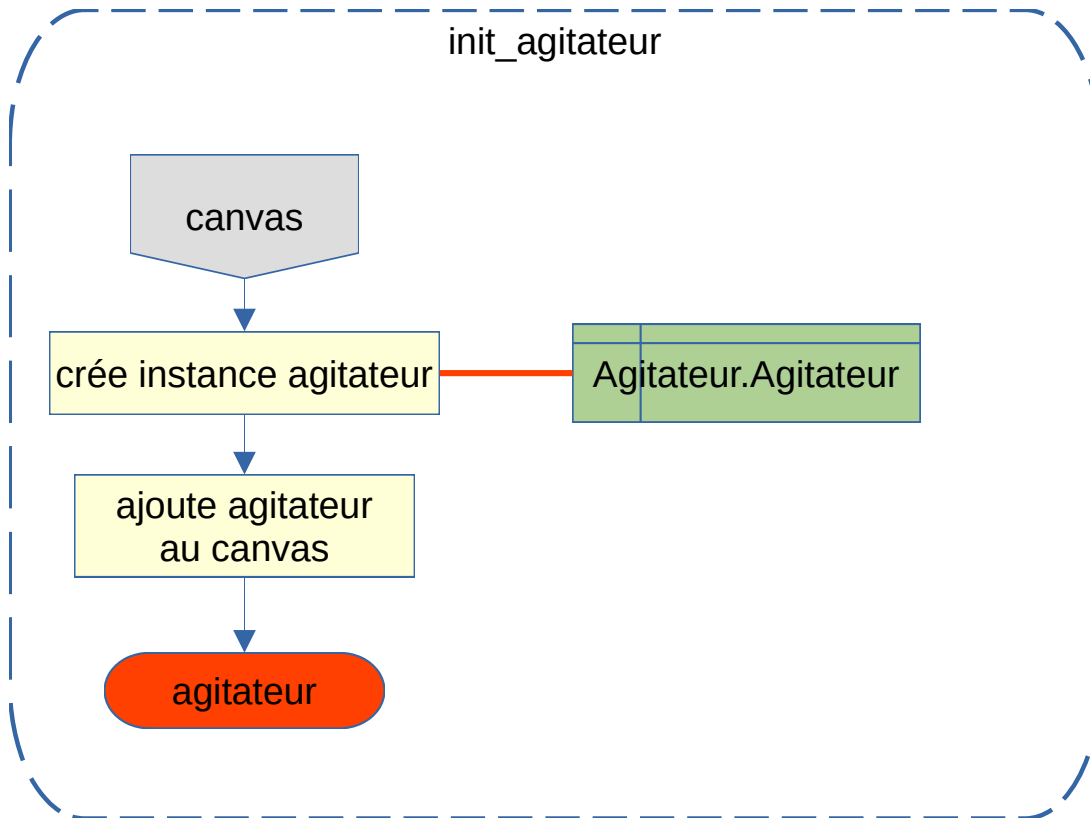


init_agitateur init_tooltip

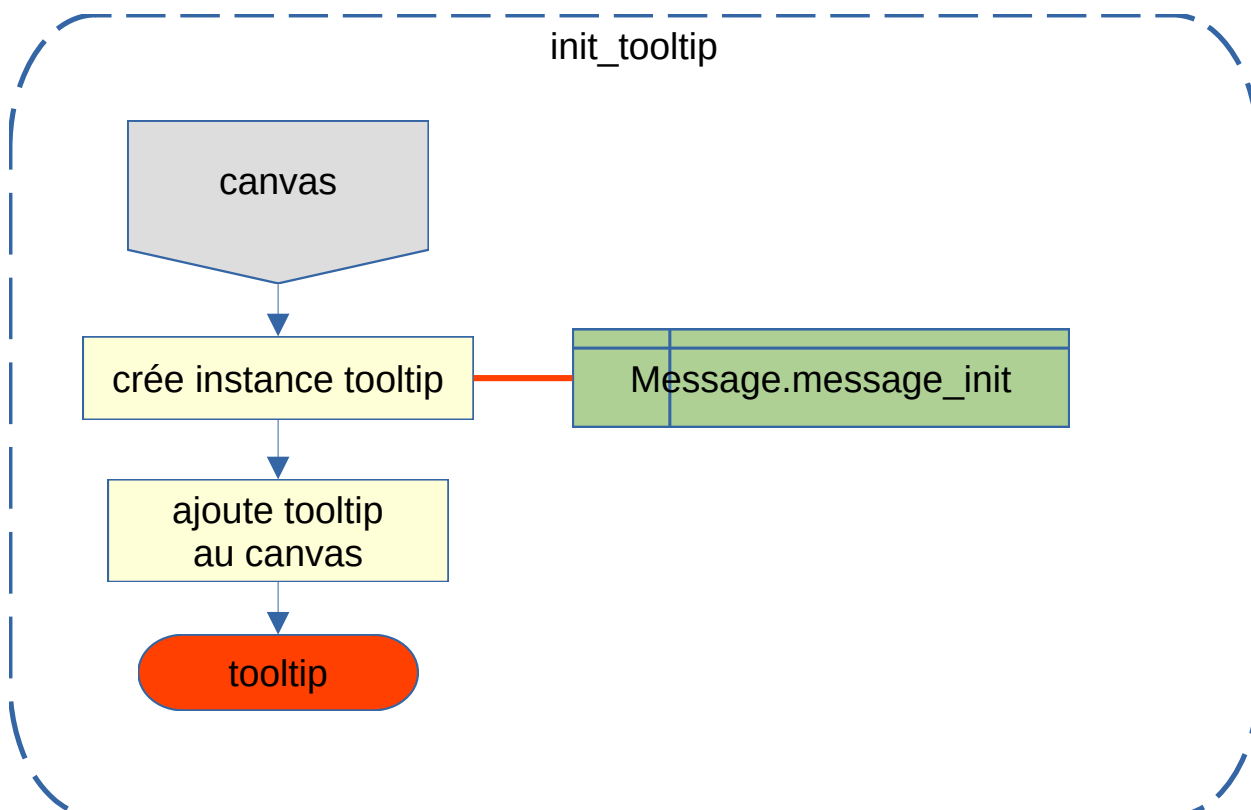
DOSAGE_UI.JS

init_agitateur
init_tooltip
init_flacon

init_agitateur



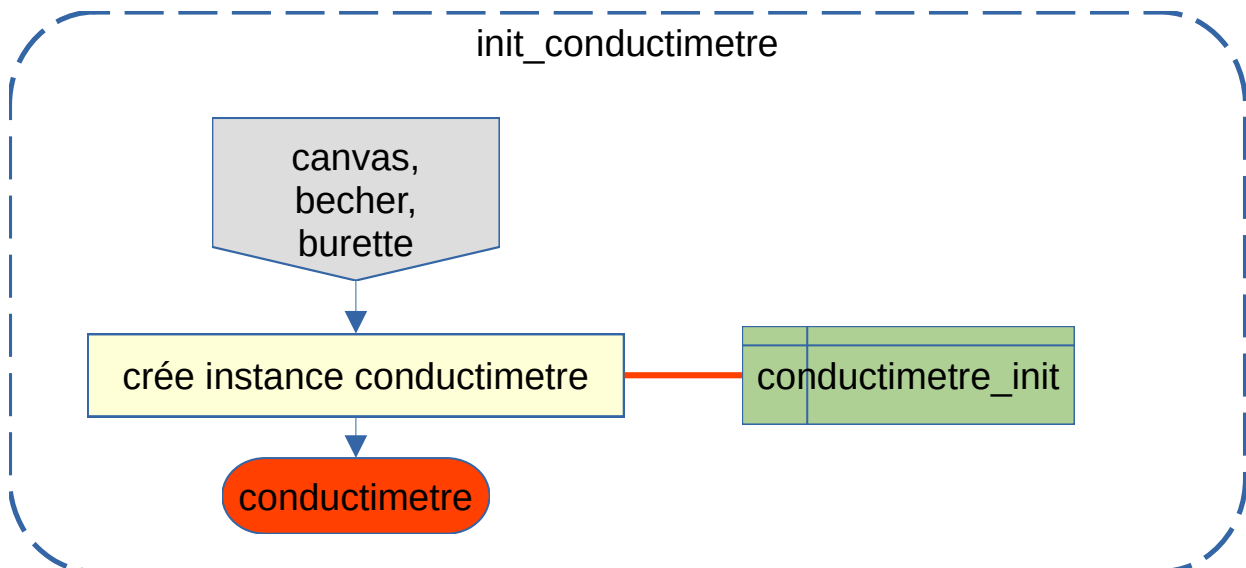
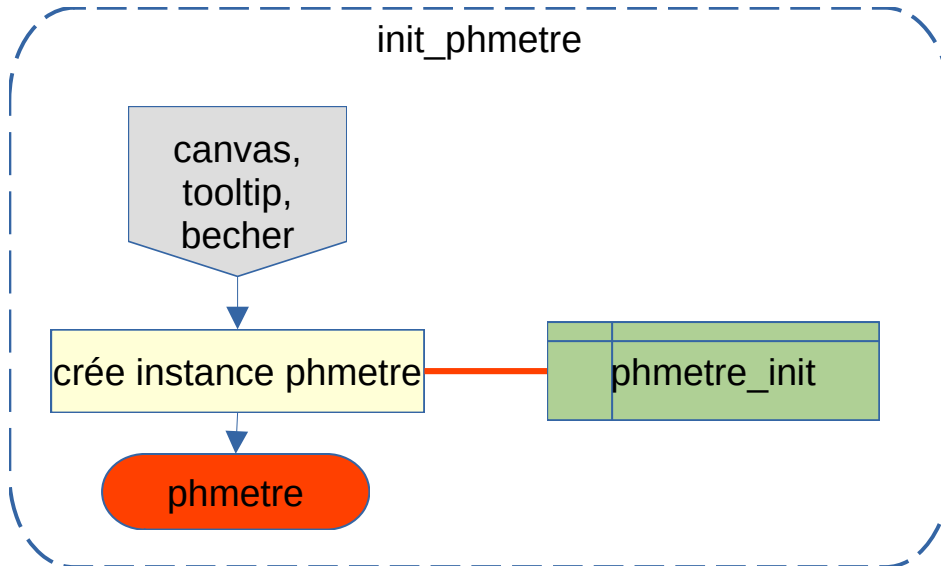
init_tooltip



init_phmetre init_conductimetre

DOSAGE_UI.JS

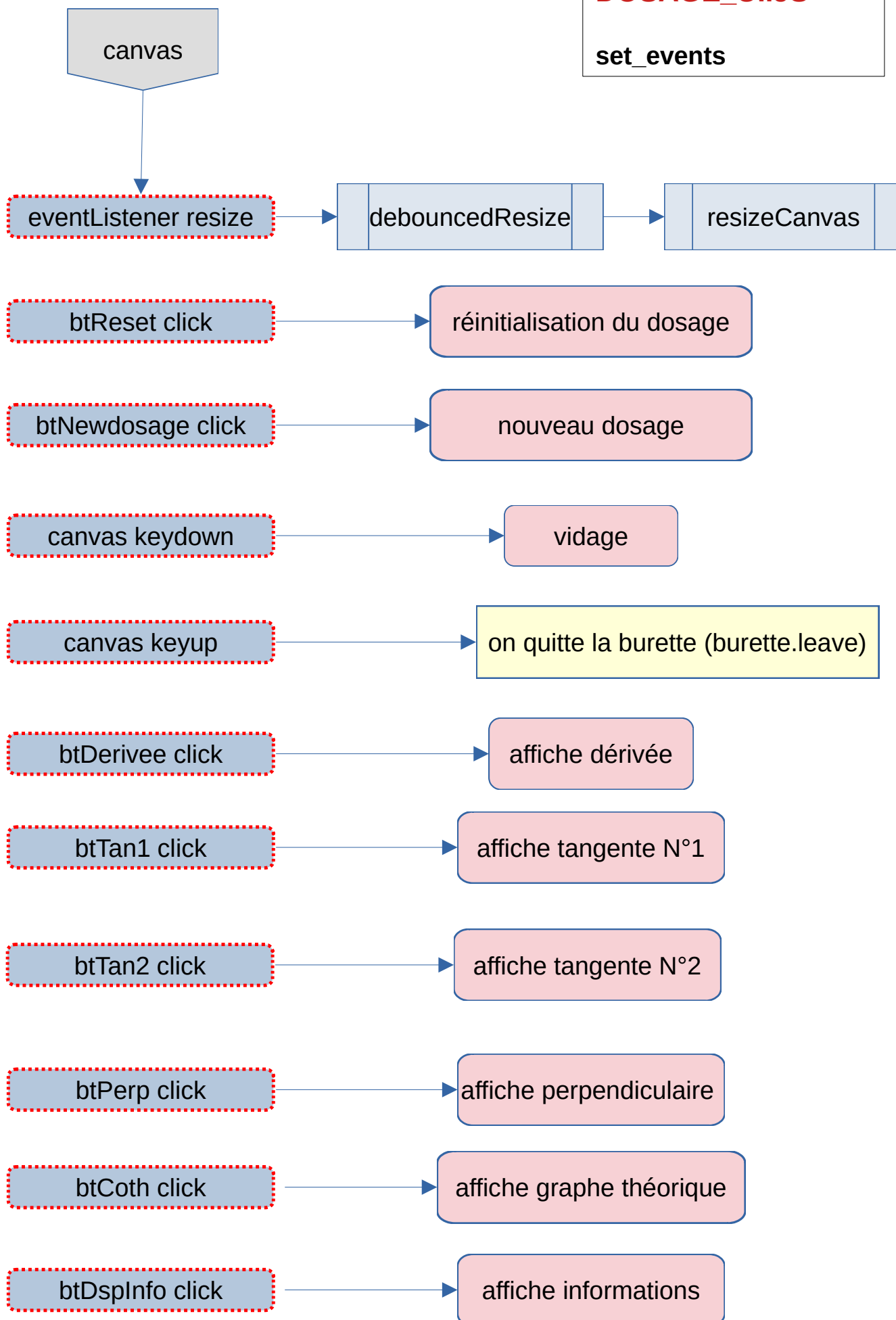
init_phmetre
init_conductimetre
init_flacon



set_events...

DOSAGE_UI.JS

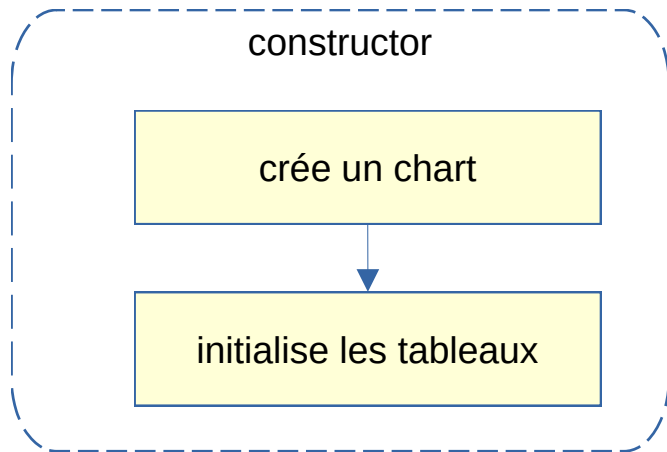
set_events



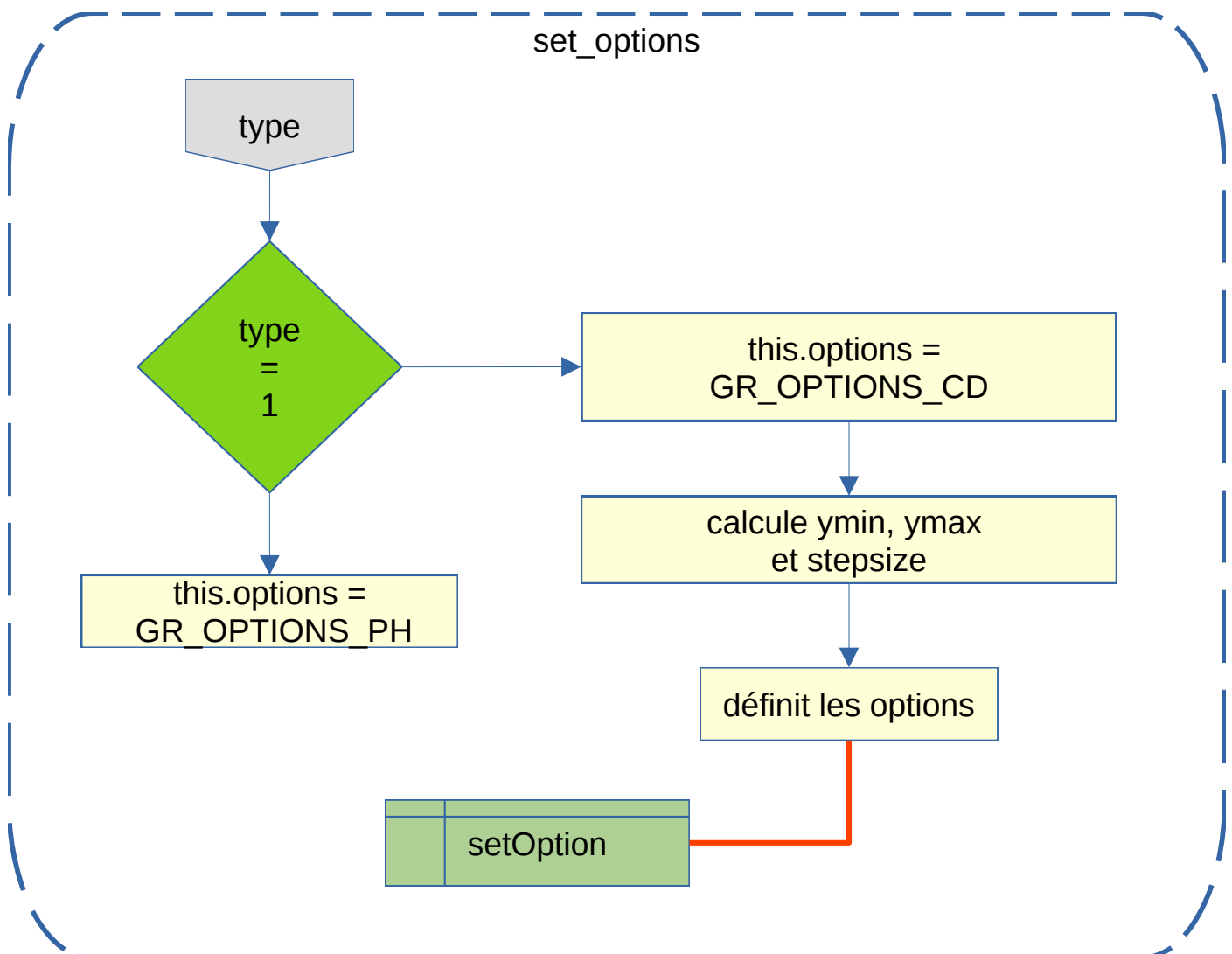
constructor set_options...

GRAPHX.JS

**constructor
set_options**



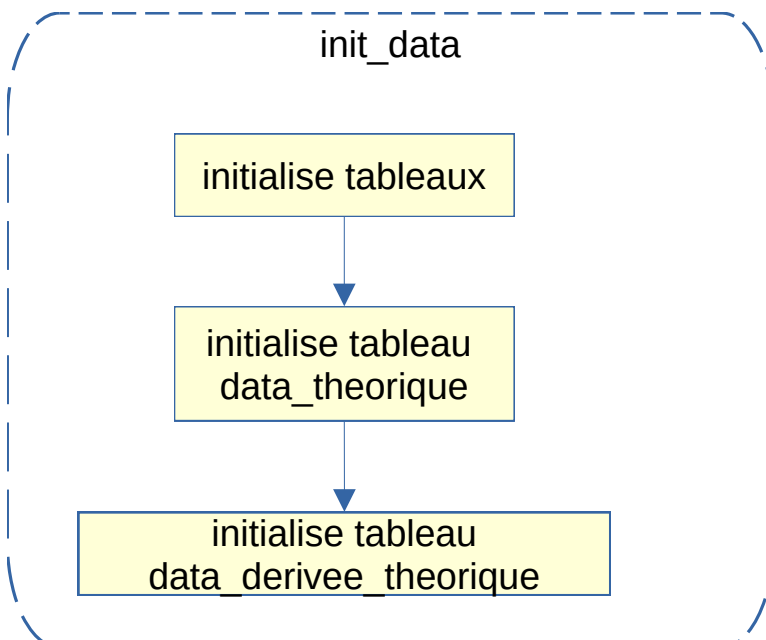
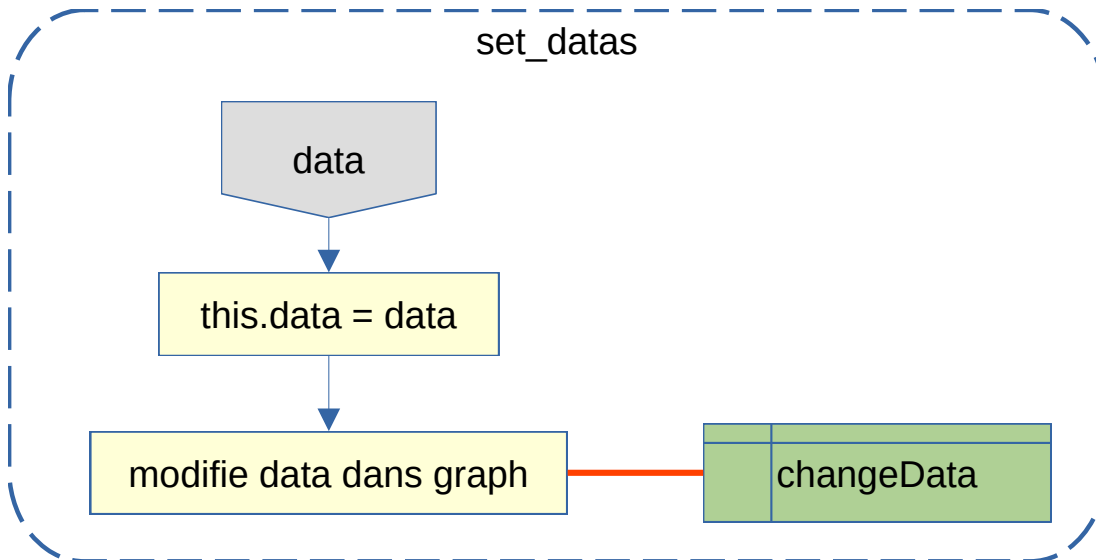
set_options



set_datas init_data...

GRAPHX.JS

set_datas
init_data

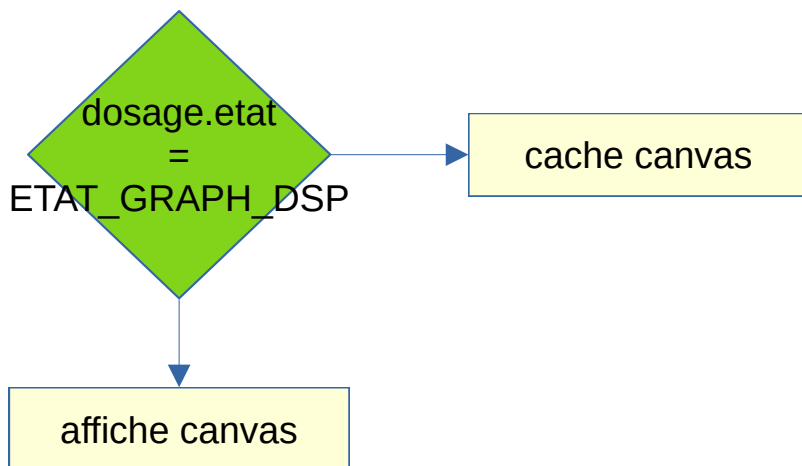


display dsp_courbe_theorique...

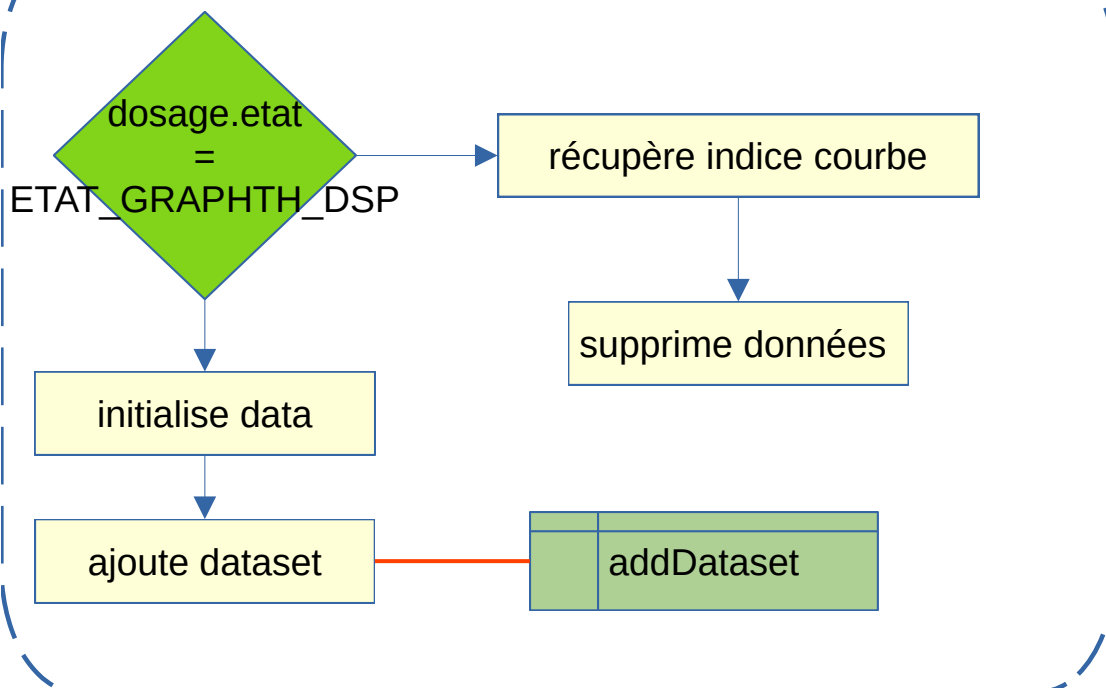
GRAPHX.JS

display
dsp_courbe_theorique

display

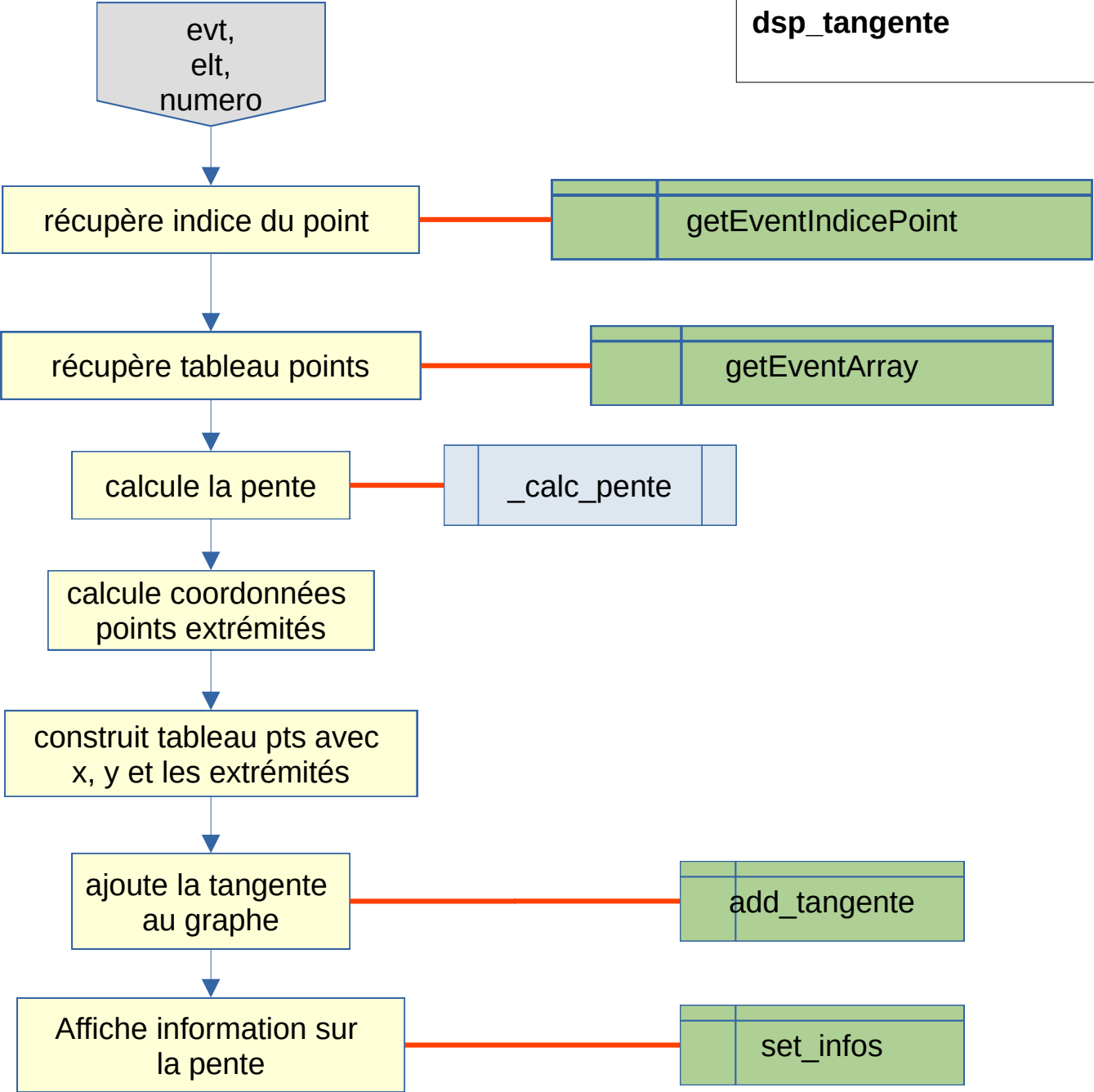


dsp_courbe_theorique



GRAPHX.JS

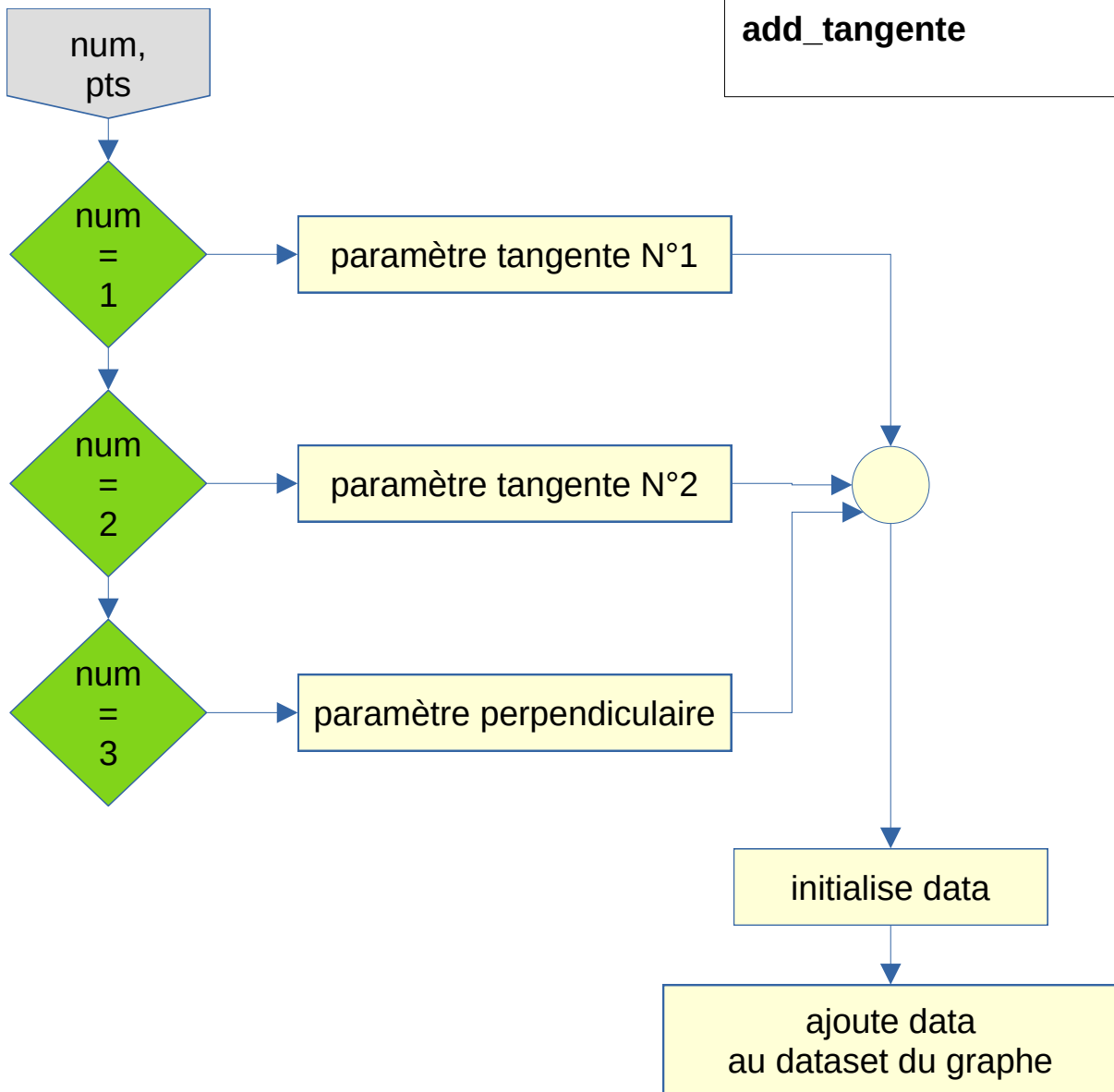
dsp_tangente



add_tangente...

GRAPHX.JS

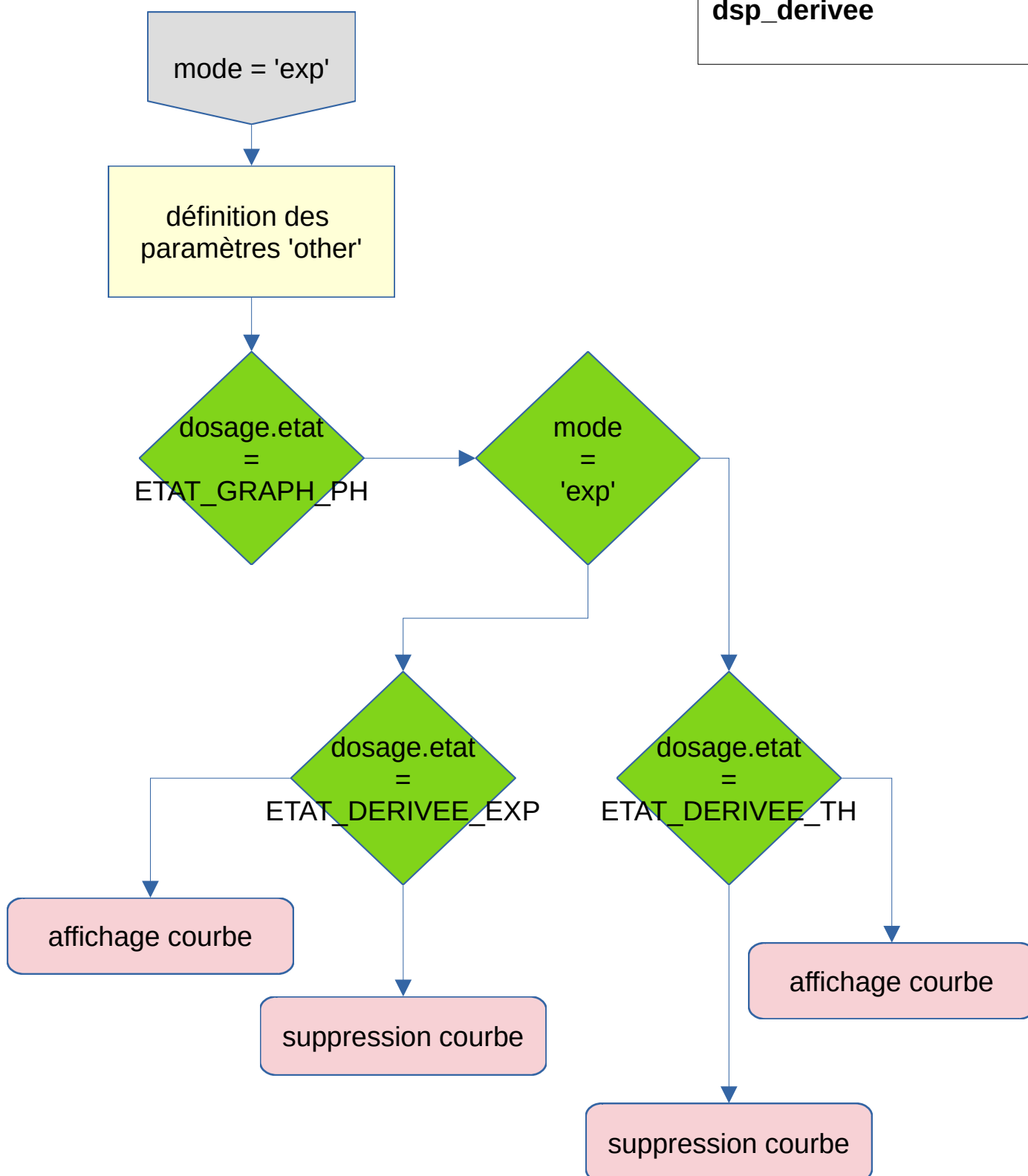
add_tangente



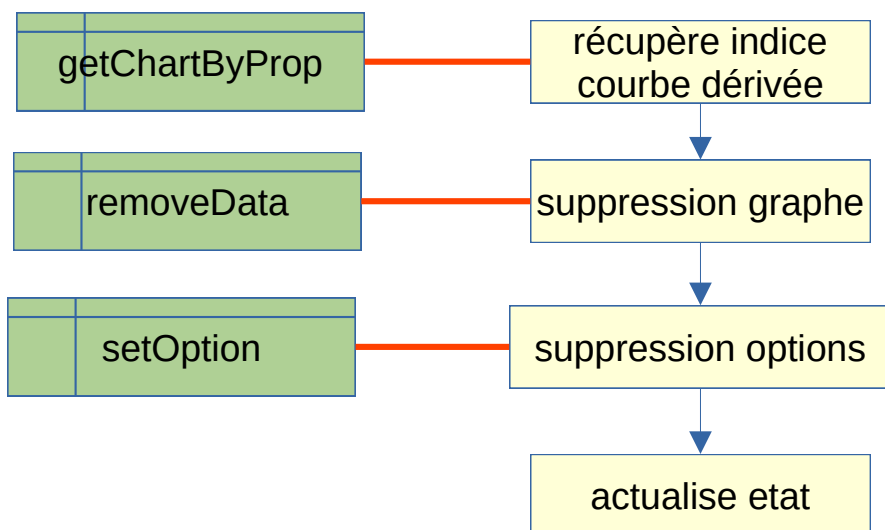
move_tangente

GRAPHX.JS

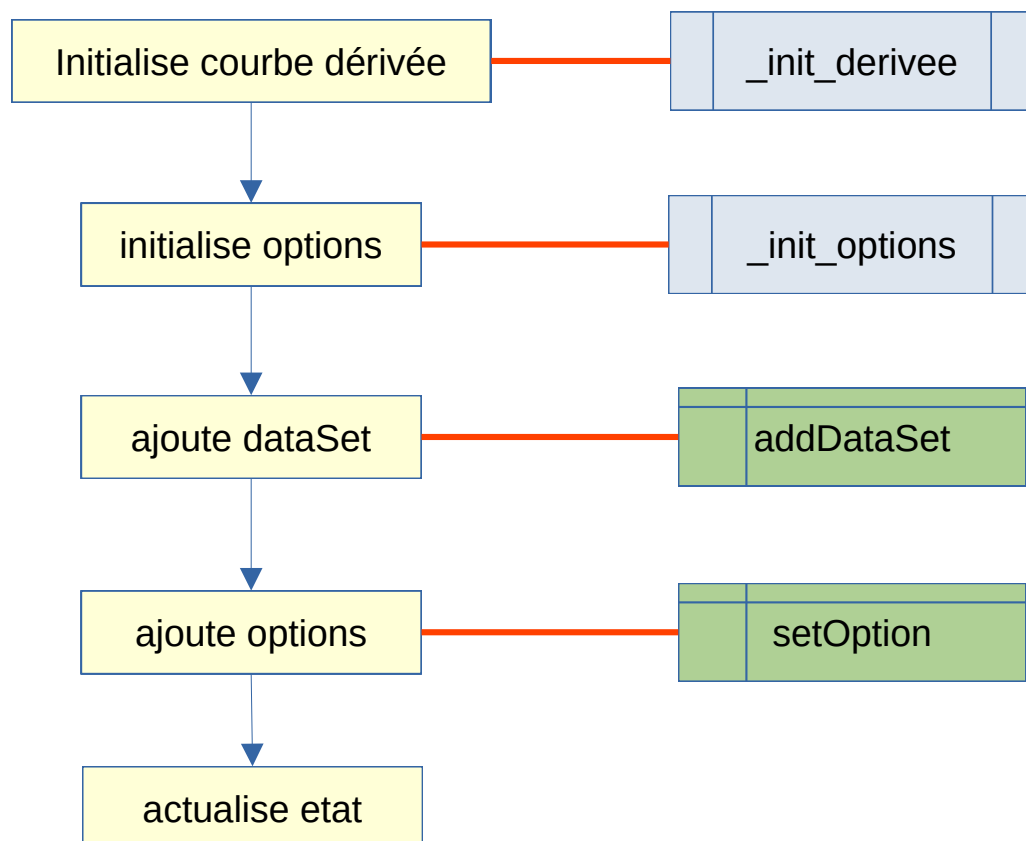
move_tangente



Suppression courbe dérivée



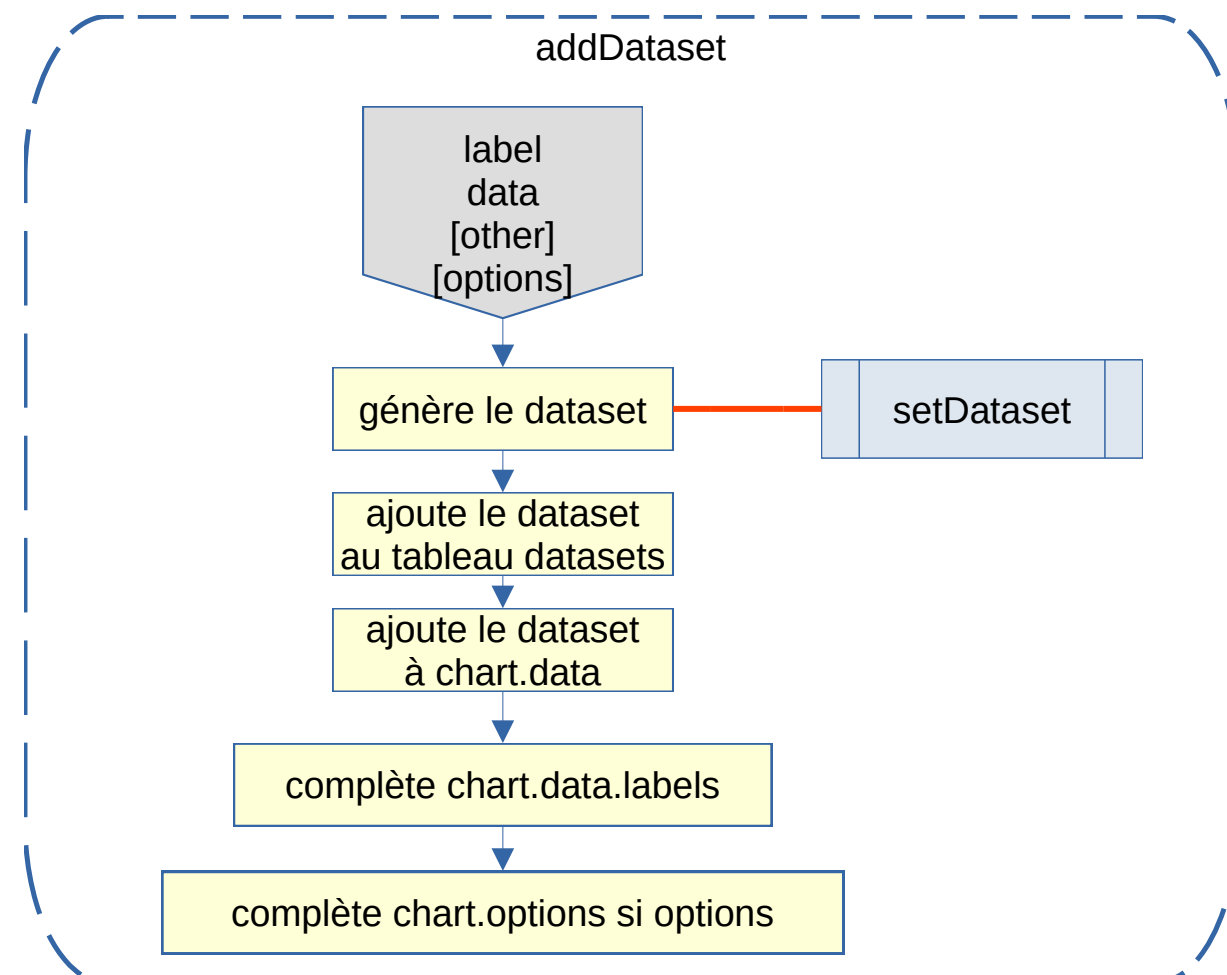
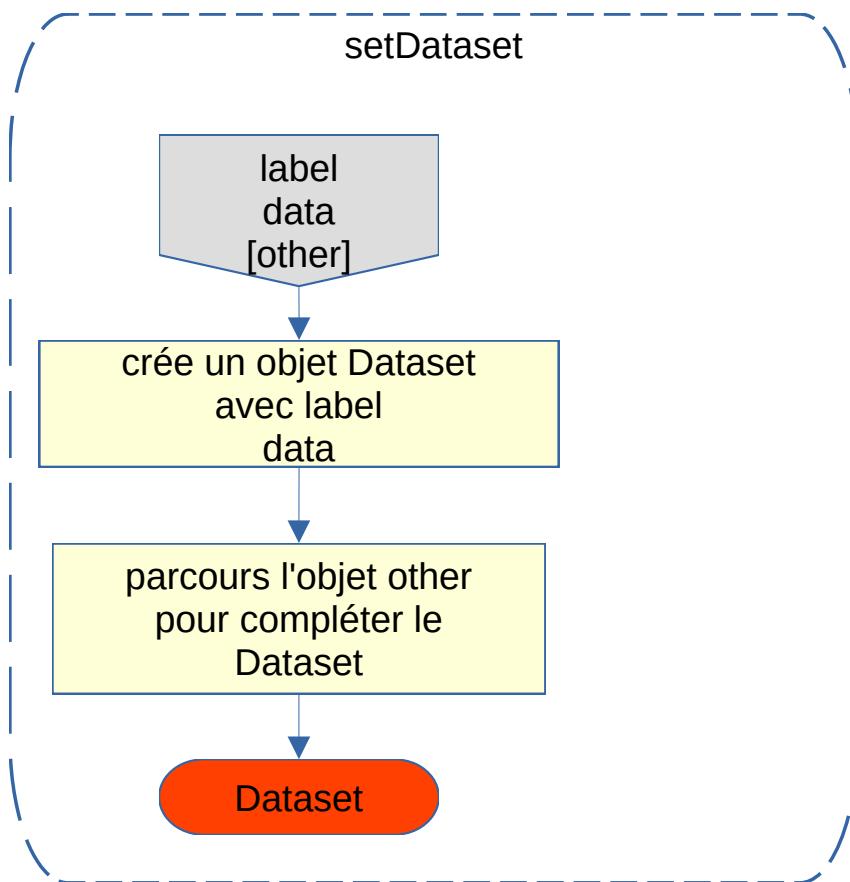
ajout courbe dérivée



setDataset addDataset...

GRAPH.JS

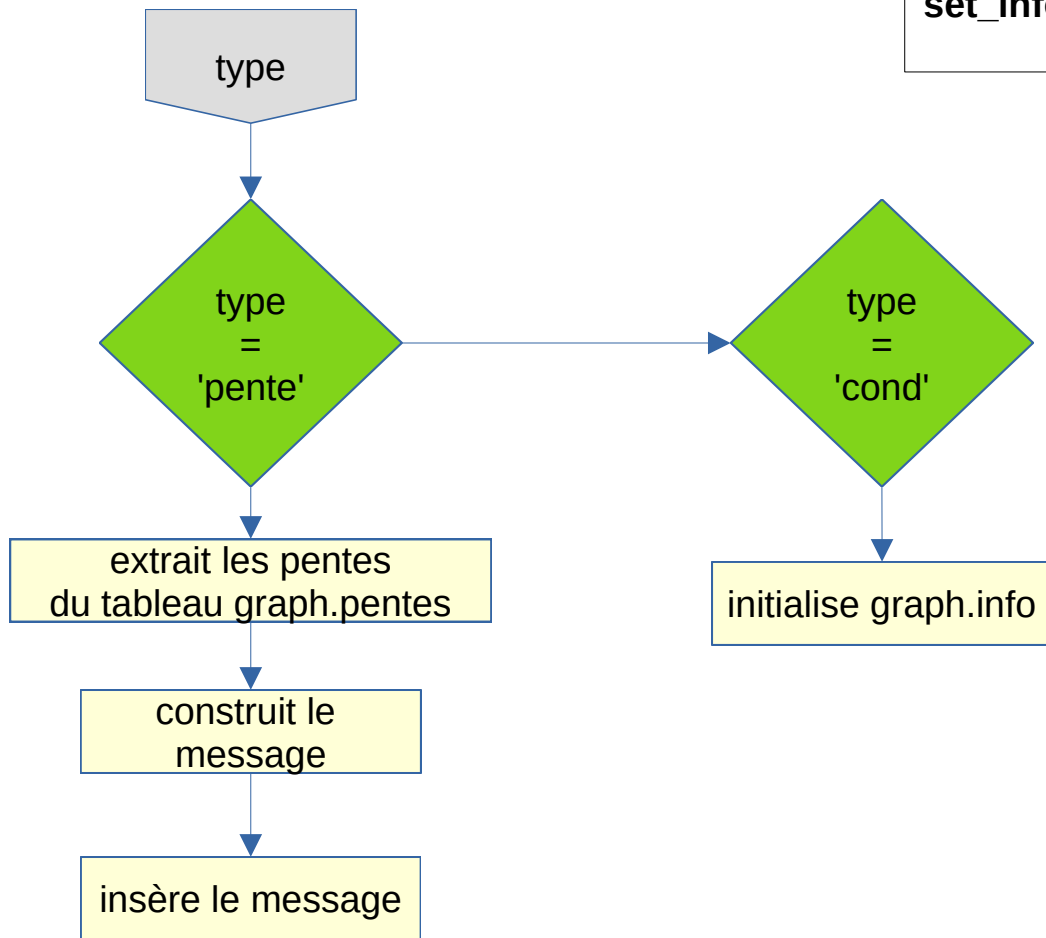
setDataset
addDataset



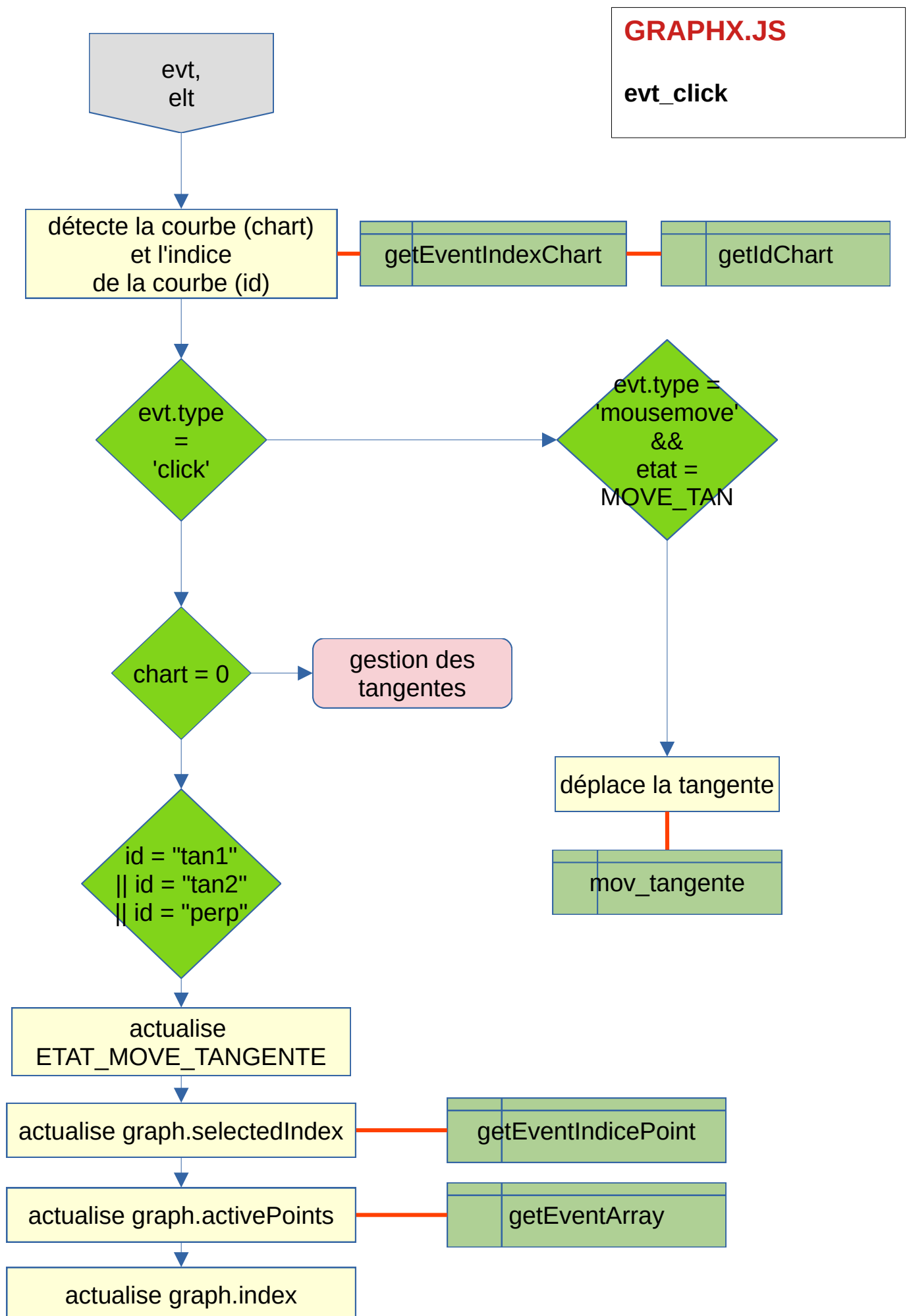
set_info...

GRAPHX.JS

set_info

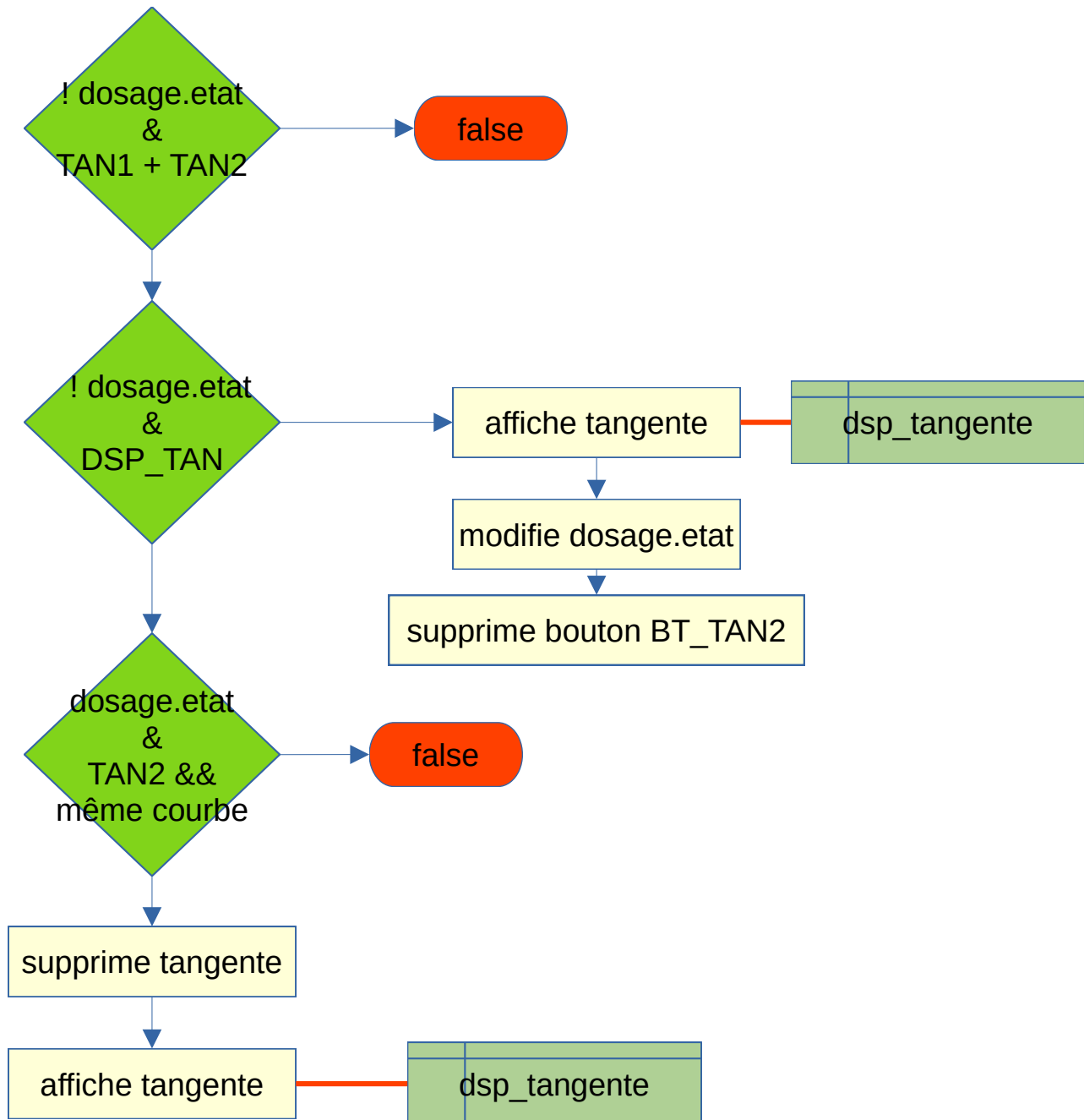


evt_click



GRAPHX.JS

evt_click (détail)



constructeur createChart...

GRAPH.JS

constructeur
createChart

Constructor

canvas

Crée les tableaux
et les objets

createChart

type,
dataset
options

ajoute dataset au
tableau datasets

crée le graphe

Chart

ajoute dataset.label
à data.labels

changeData adddata...

GRAPH.JS

changeData
addData

changeData

data
index = 0

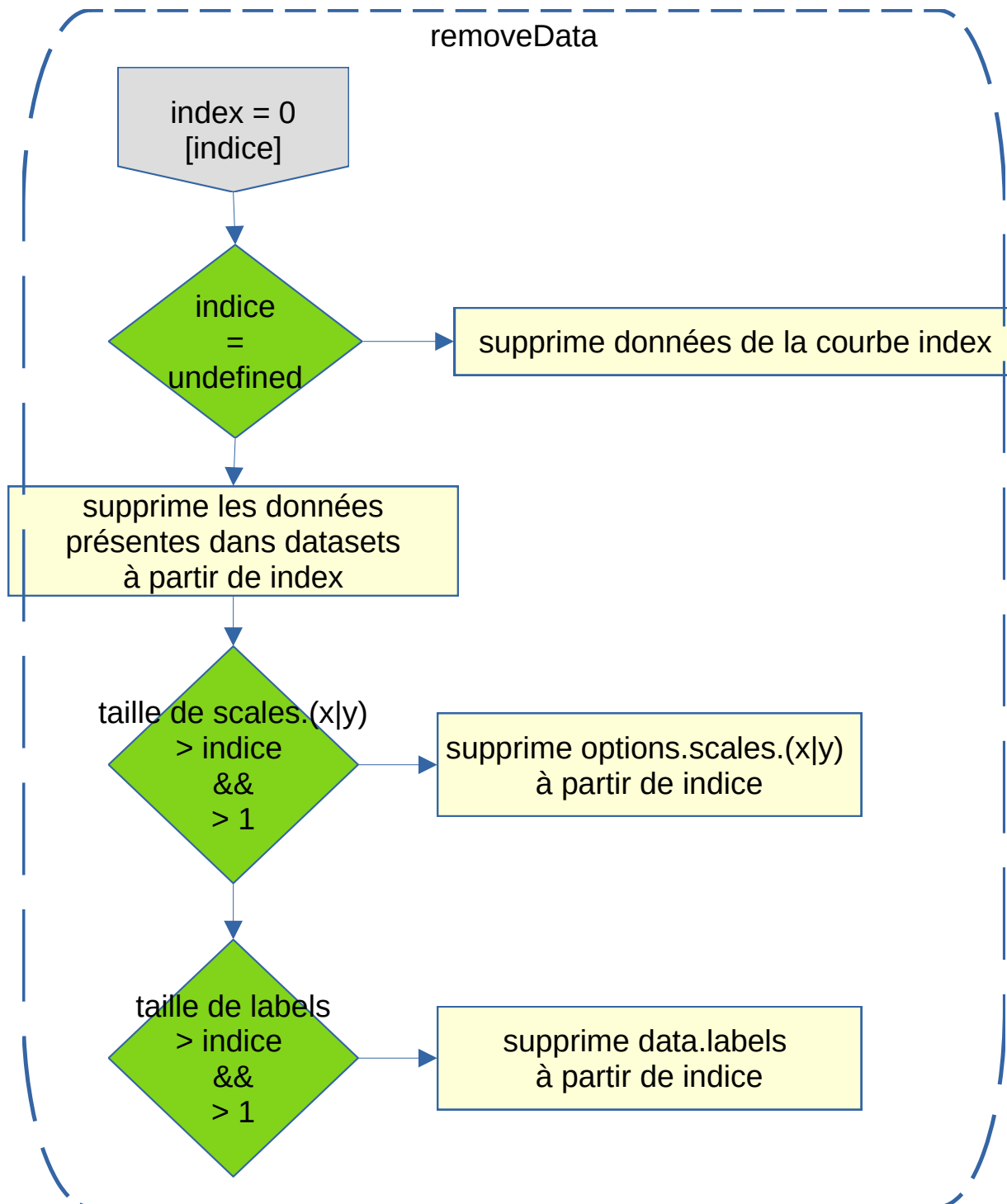
modifie les données
de la courbe identifiée
par index

addData

data
index = 0

pour chaque elt de data

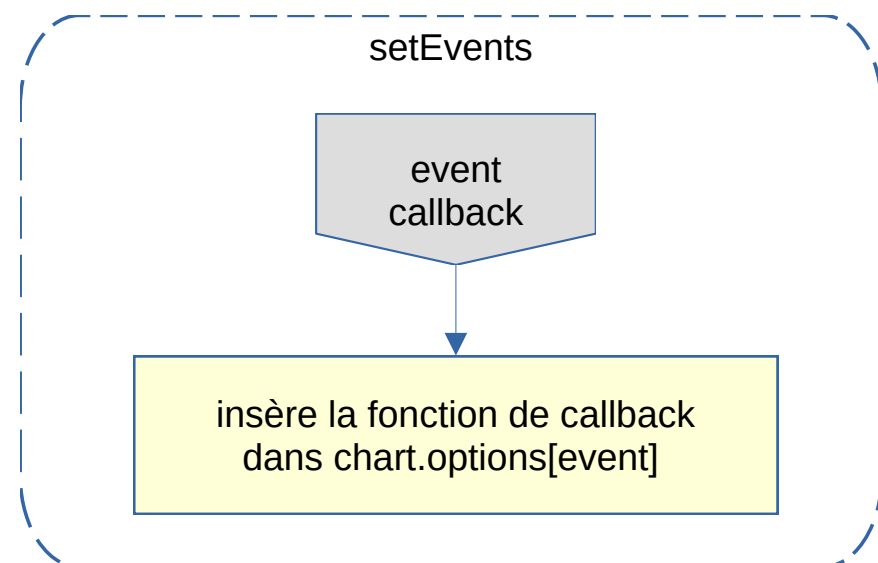
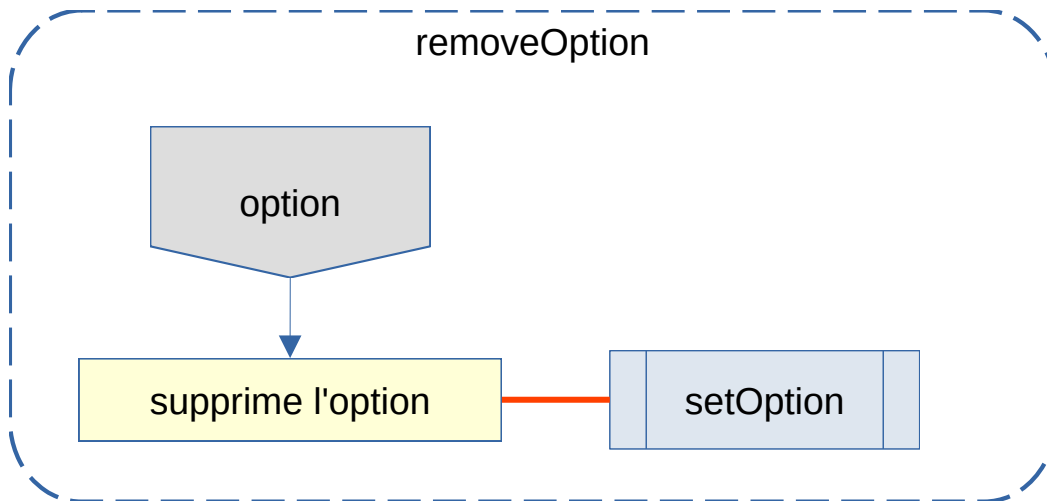
ajoute à la courbe identifiée
par index
les éléments data[elt]



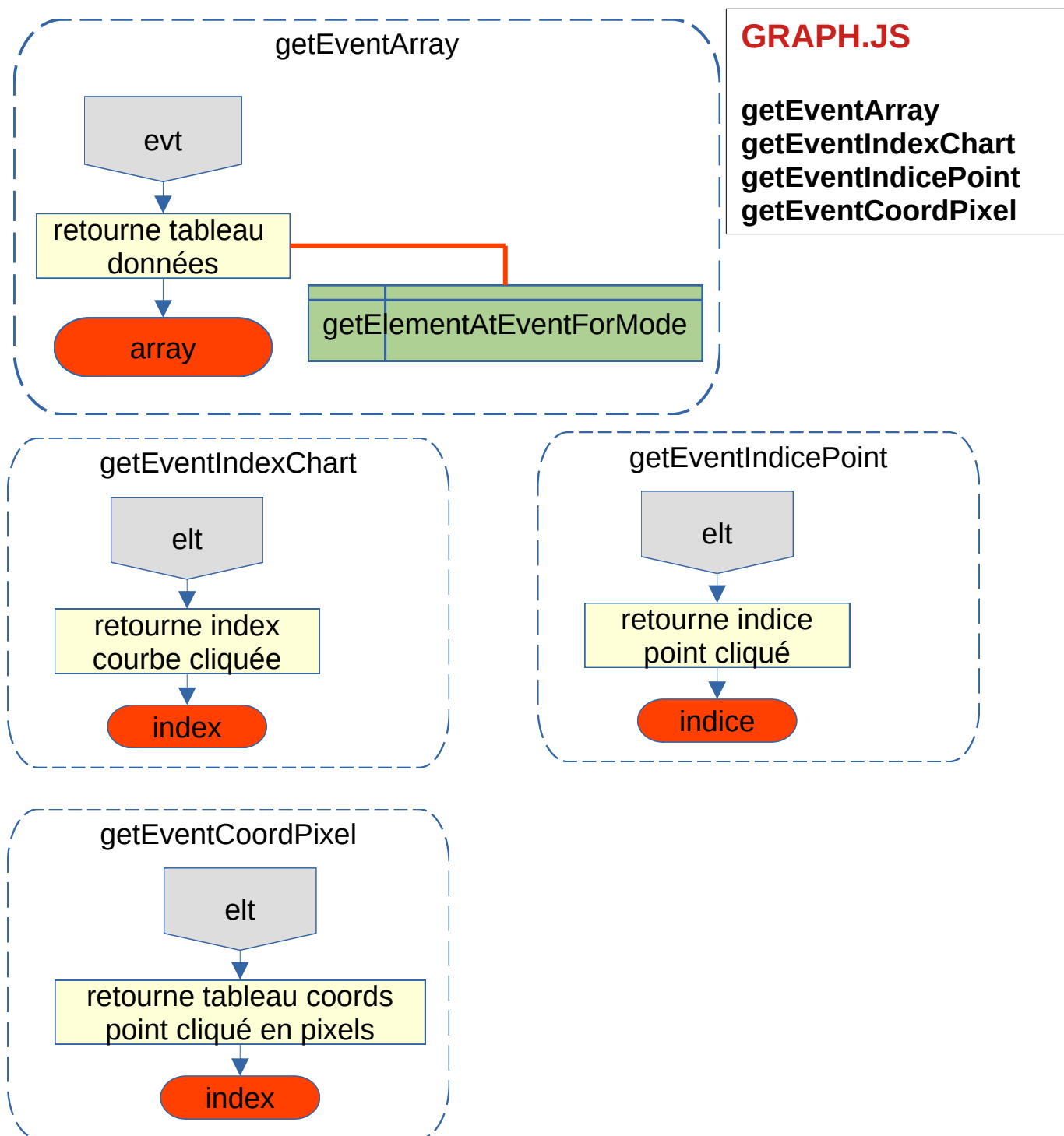
removeOption setEvent...

GRAPH.JS

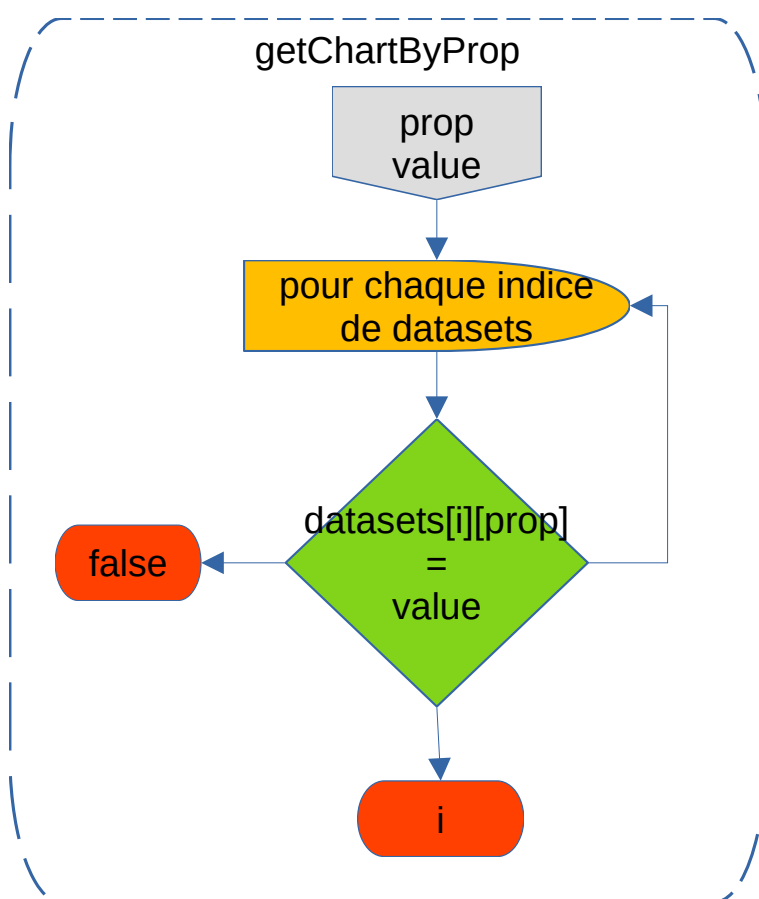
removeOption
setEvent



getEventArray getEvenetIndexChart getEventIndicePoint getEventCoordPixel...

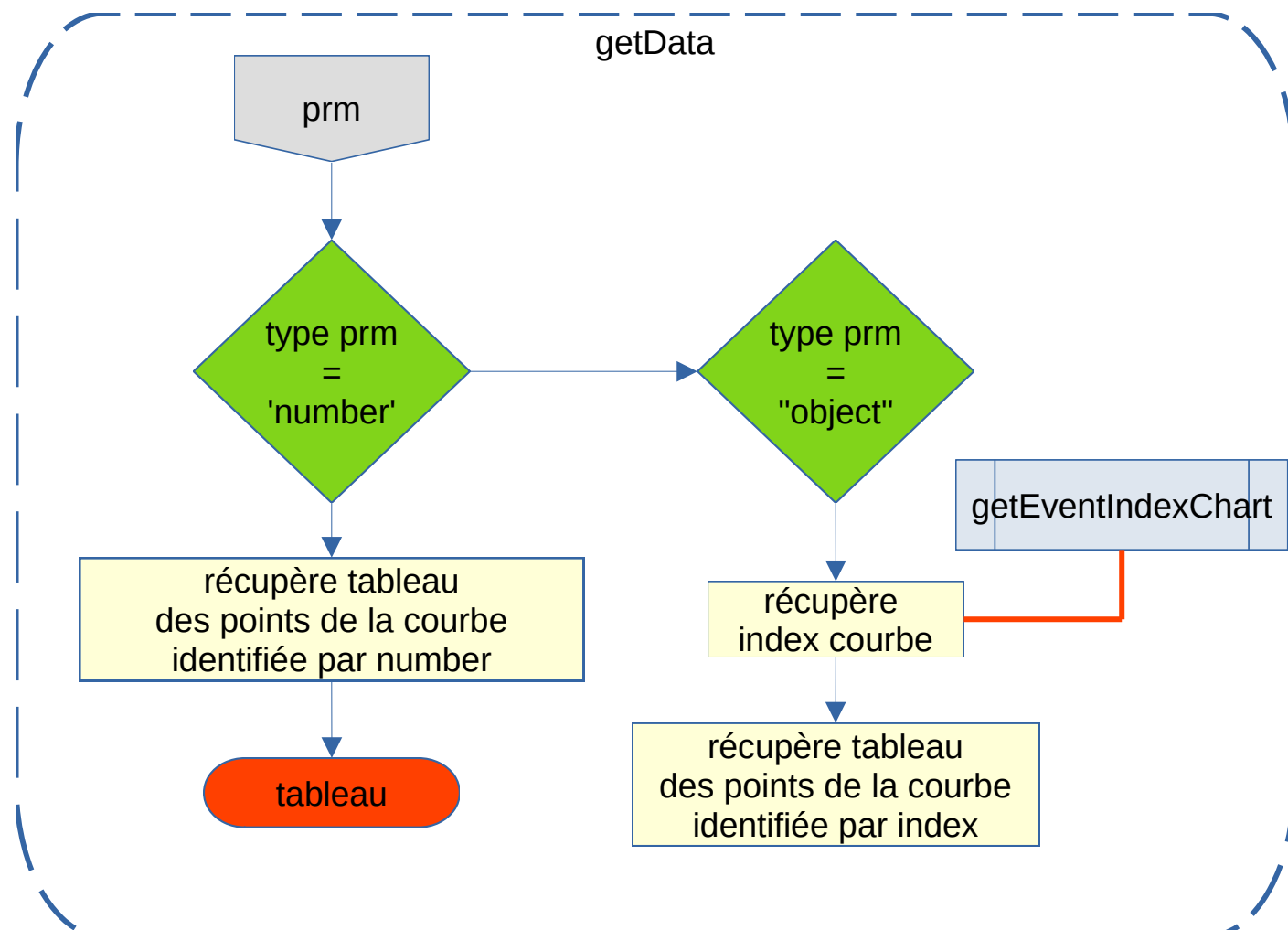
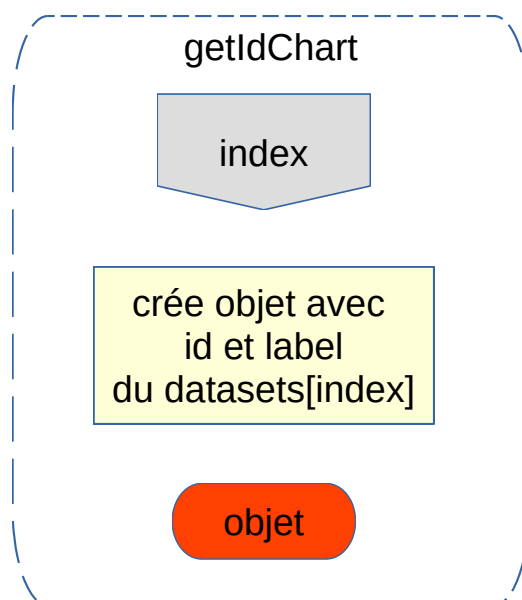


getChartByProp getIdChart getData...



GRAPH.JS

getChartByProp
getIdChart
getData



init_dosage_ph...

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

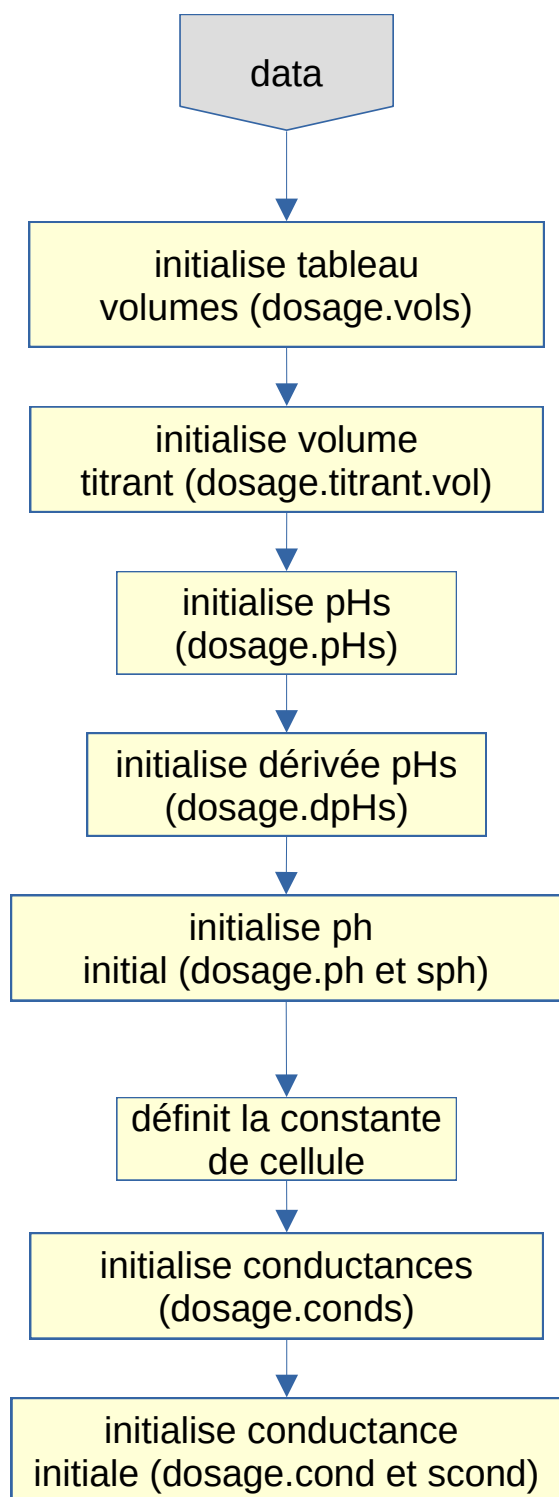
_init_dosage_values

actualise dosage.etat

dosage_ph._init_dosage_values...

DOSAGE_PH.JS

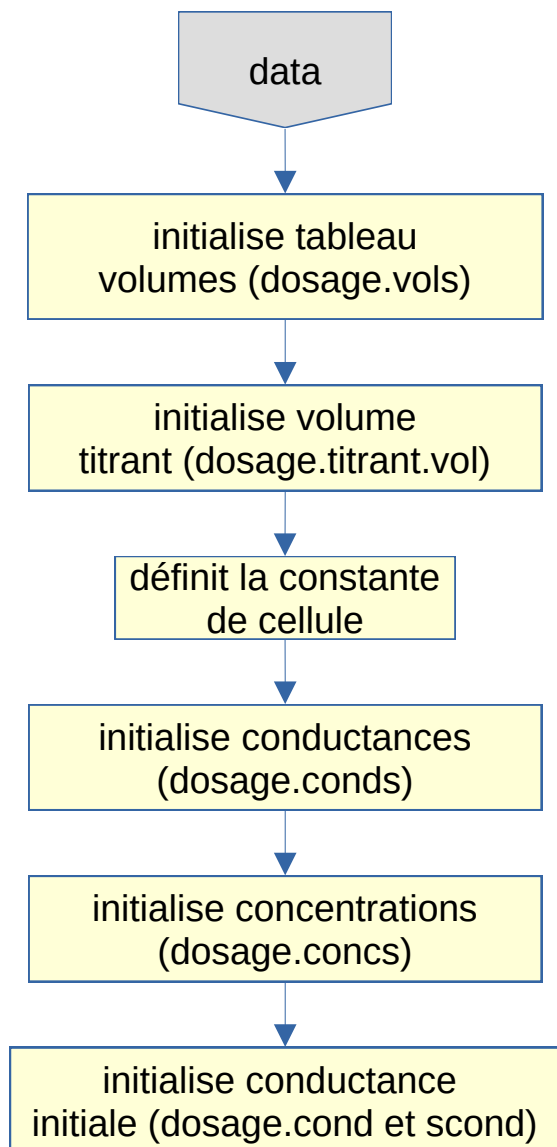
_init_dosage_values



dosage_ox.init_dosage_values...

DOSAGE_OX.JS

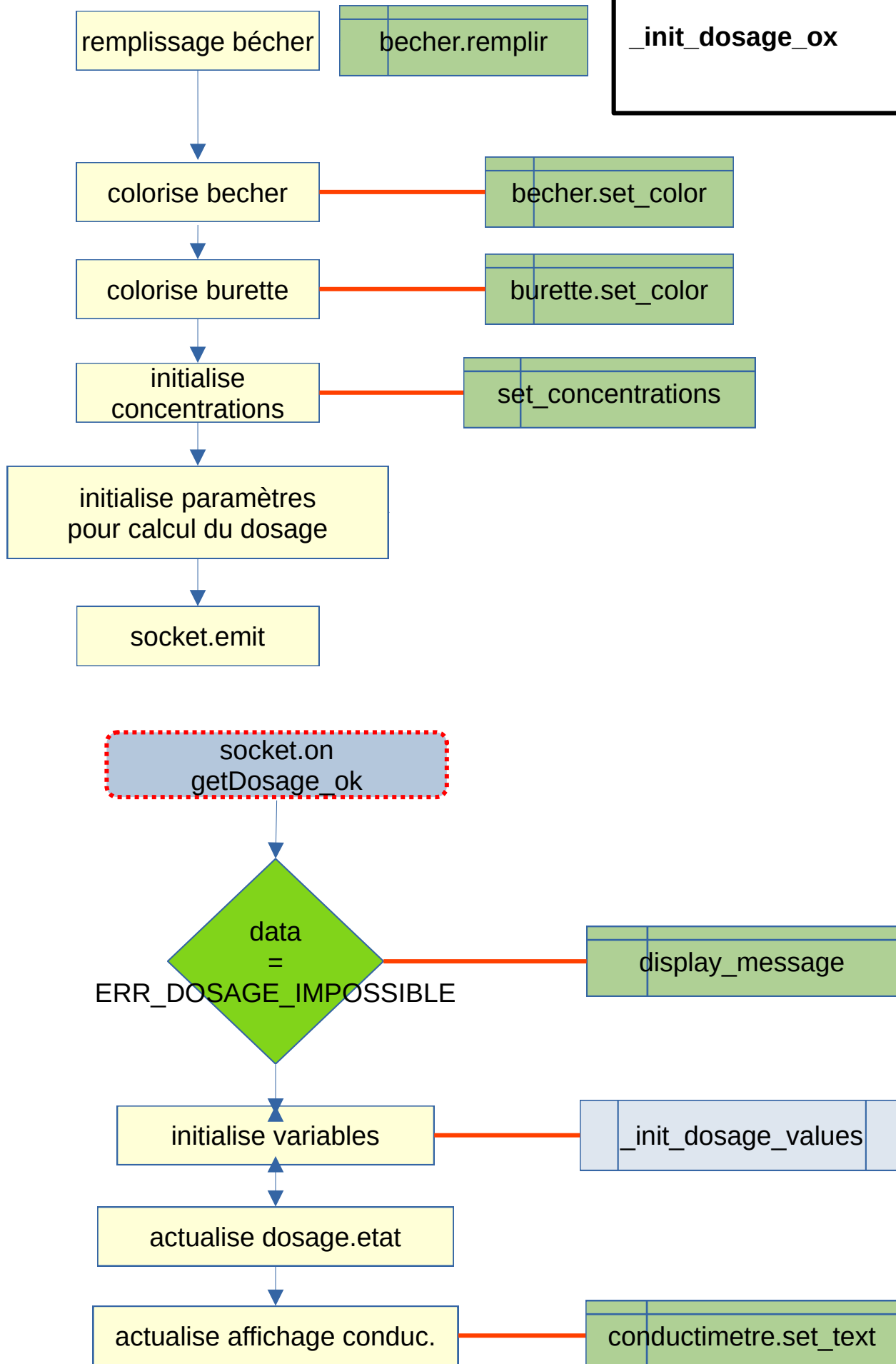
`_init_dosage_values`



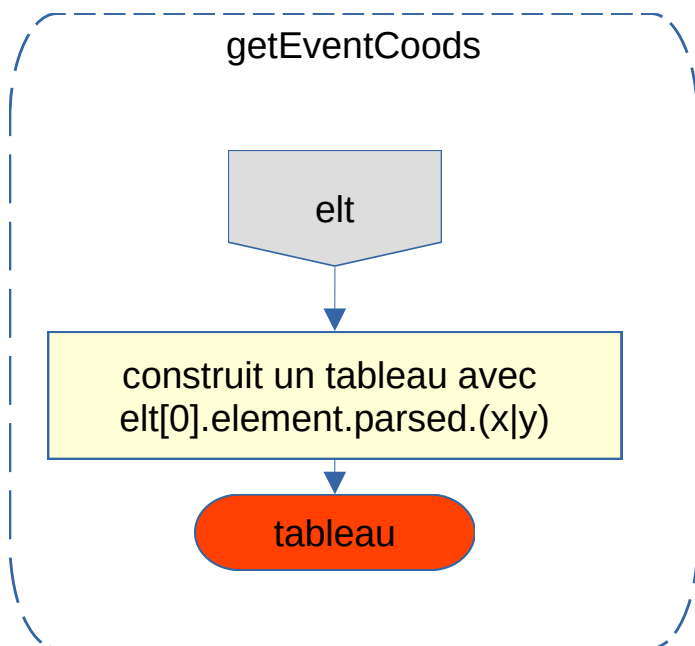
init_dosage_ox...

DOSAGE_OX.JS

_init_dosage_ox

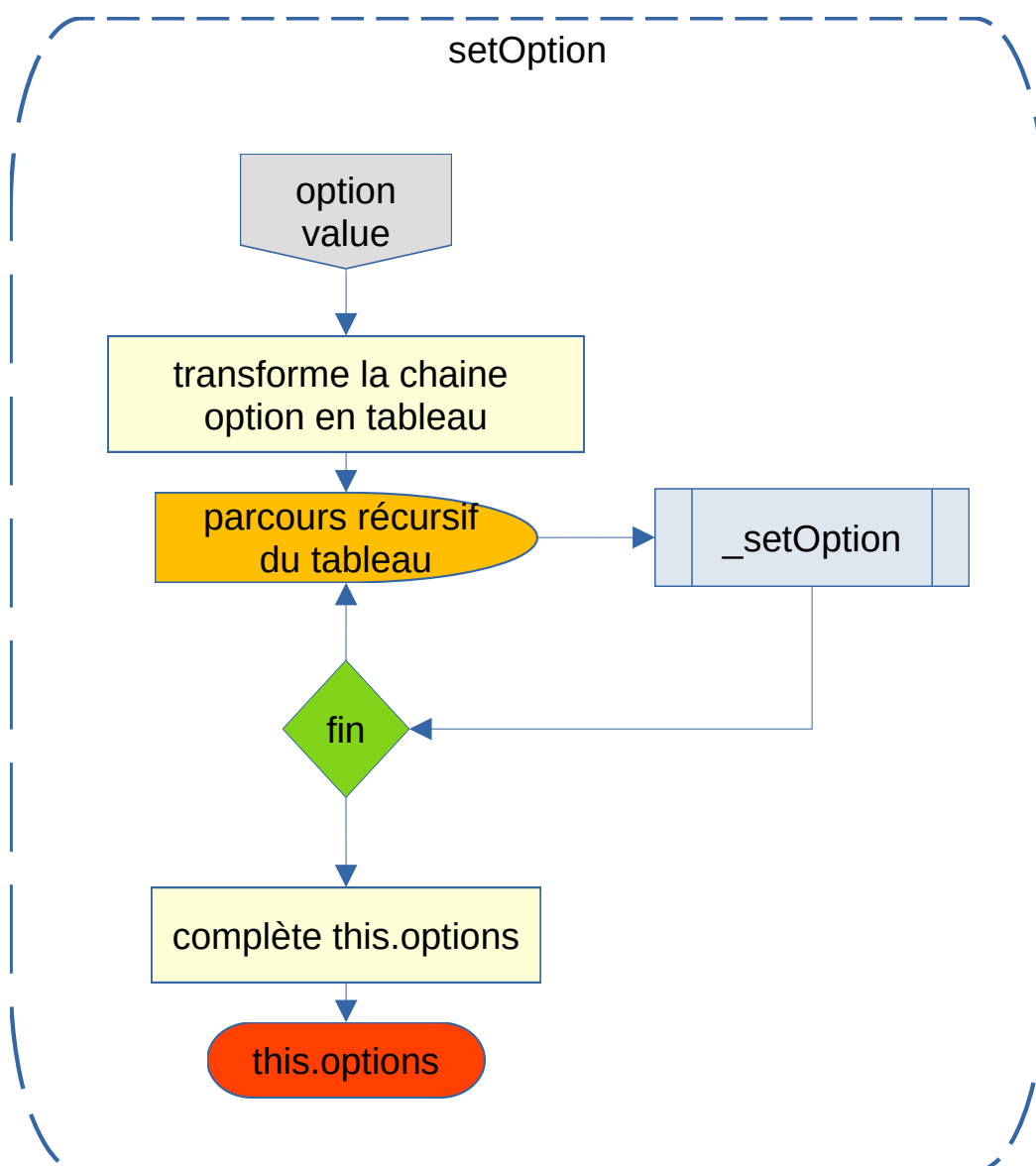


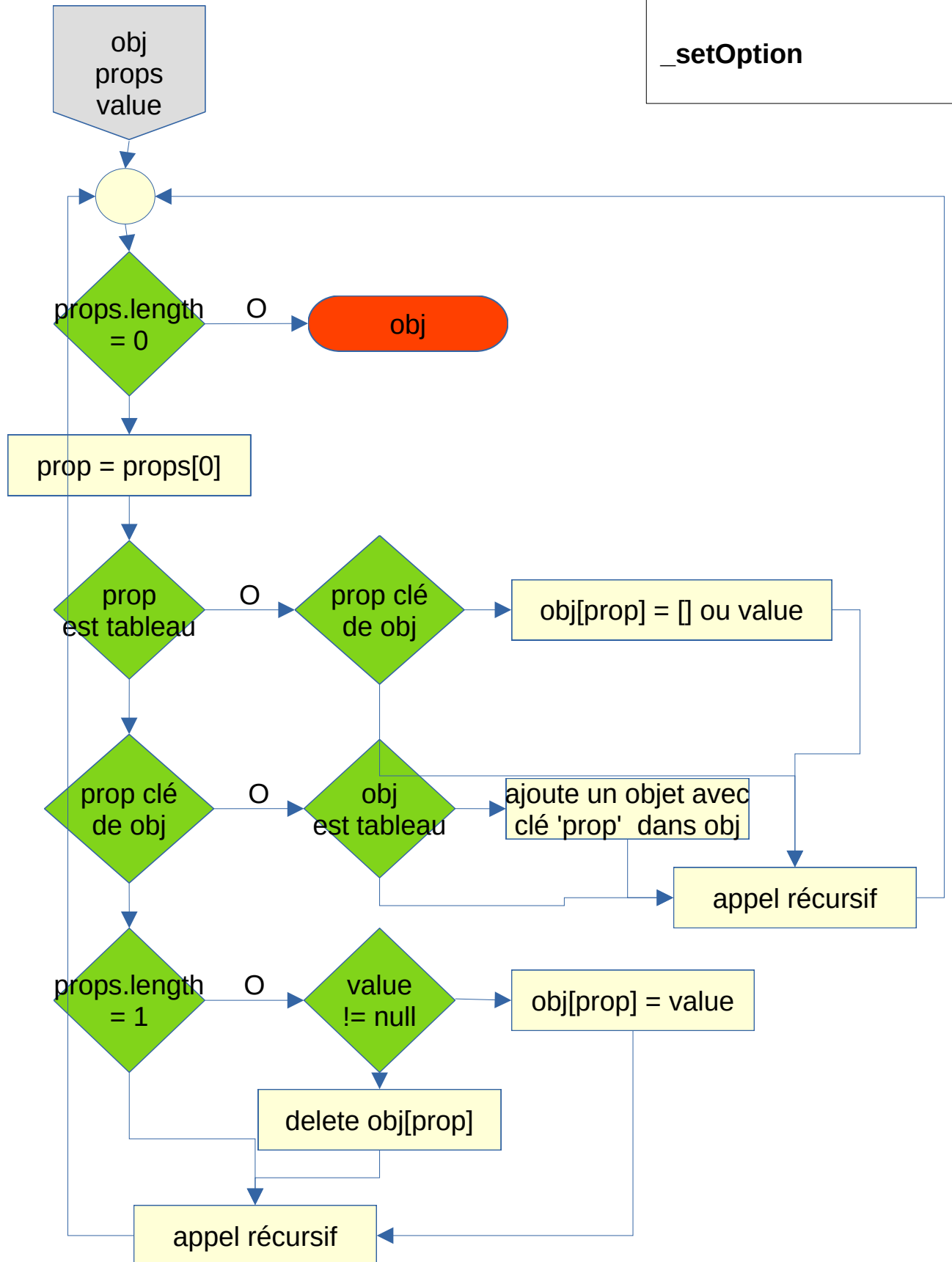
getEventCoords setOption...



GRAPH.JS

getEventCoords
setOption





agitateur.constructor appareil.constructor appareil.dispose appareil.set_text...

agitateur.constructor

agitateur
canvas

définir
agitateur
canvas
fond

AGITATEUR.JS
APPAREIL.JS

constructor
constructor
dispose
set_text

appareil.constructor

app
canvas
etat
unite

définir
app, canvas, valeur, mesure
etat, valeur, unite et fond

appareil.dispose

becher
x, y

dosage.etat
&
etat

calculer positions
par rapport
au becher

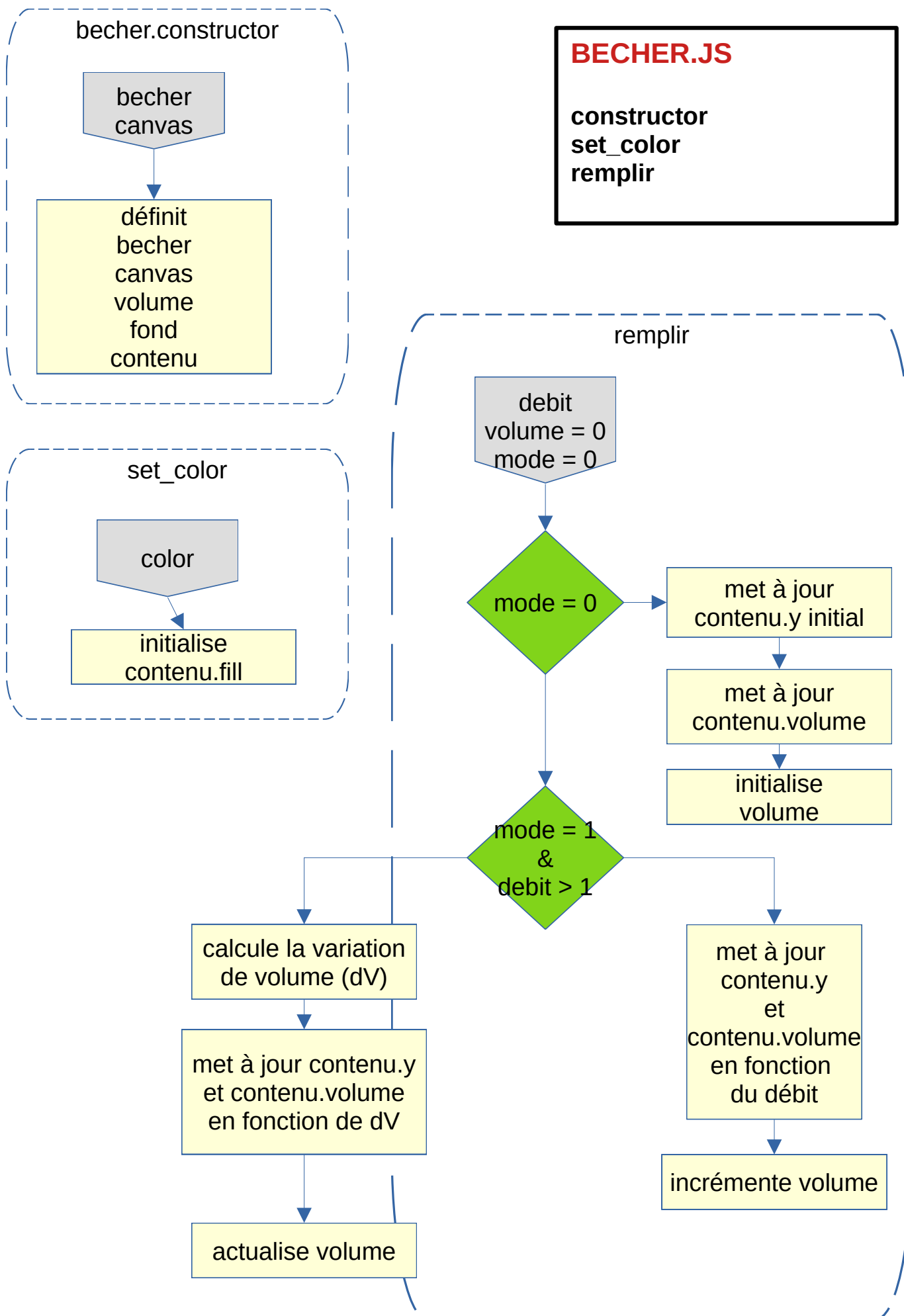
définir text = "—"

appareil.set_text

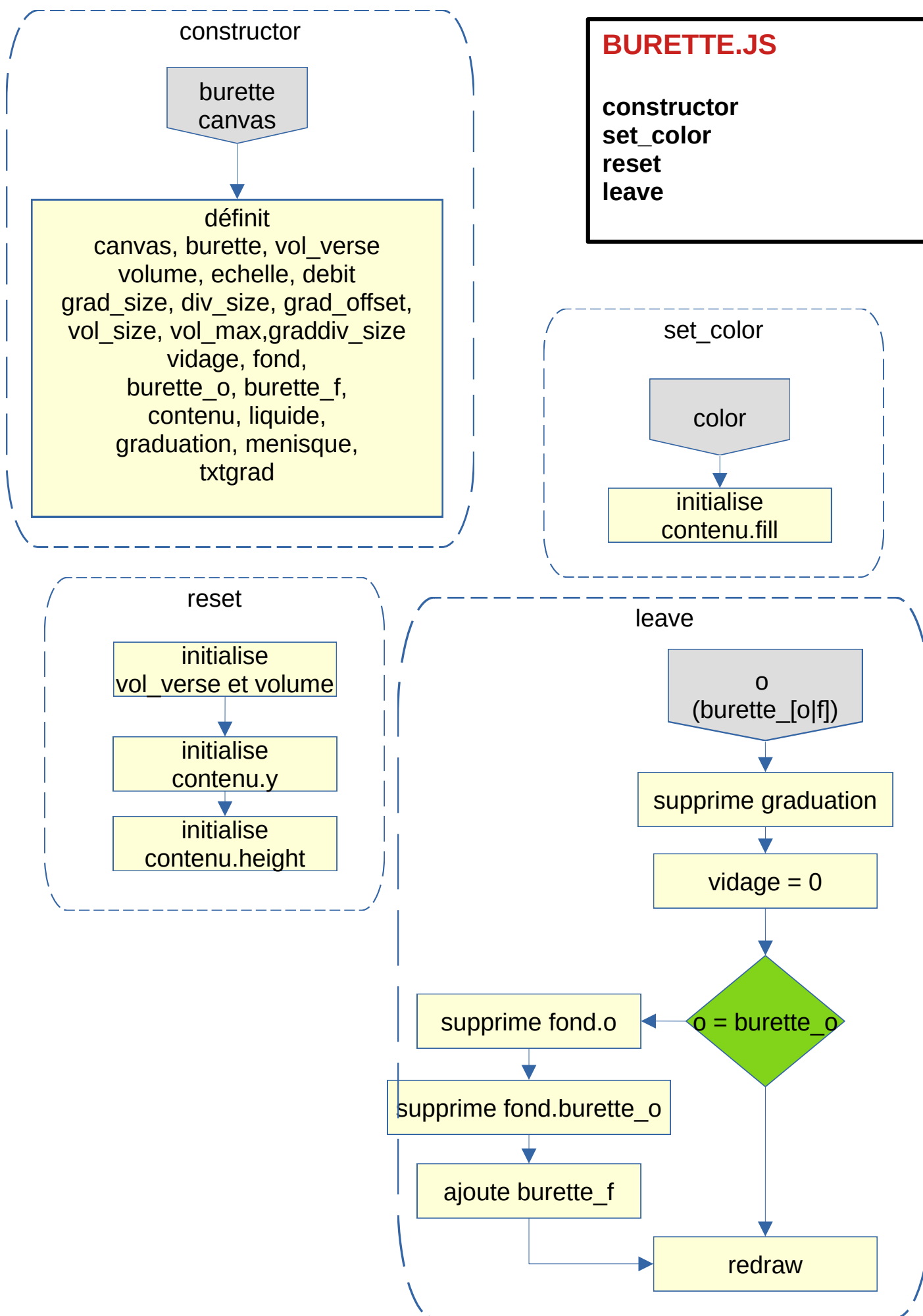
val

initialiser valeur.text

becher.constructor becher.set_color becher.remplir...

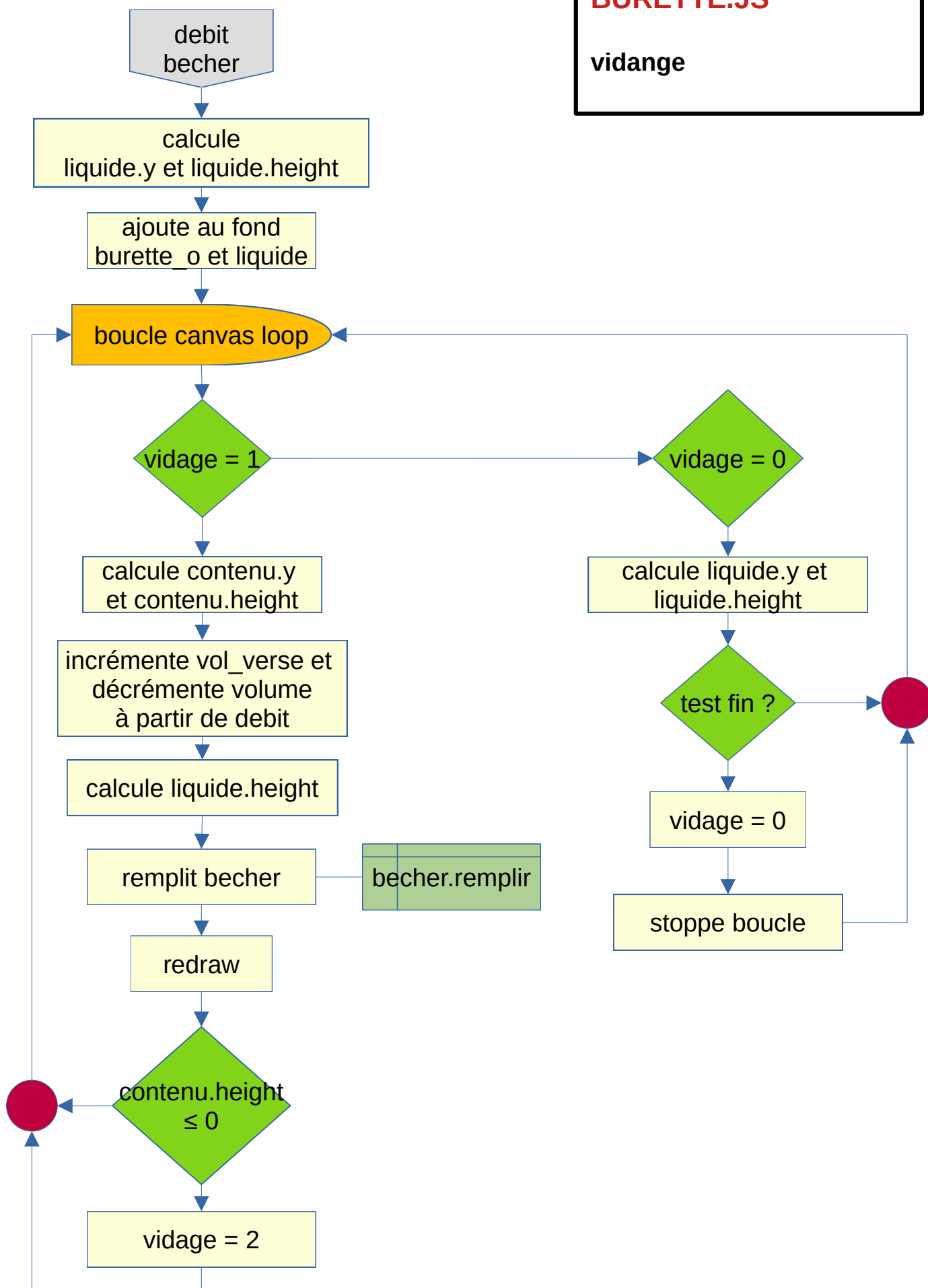


burette.constructor burette.leave burette.set_color burette.reset...



BURETTE.JS

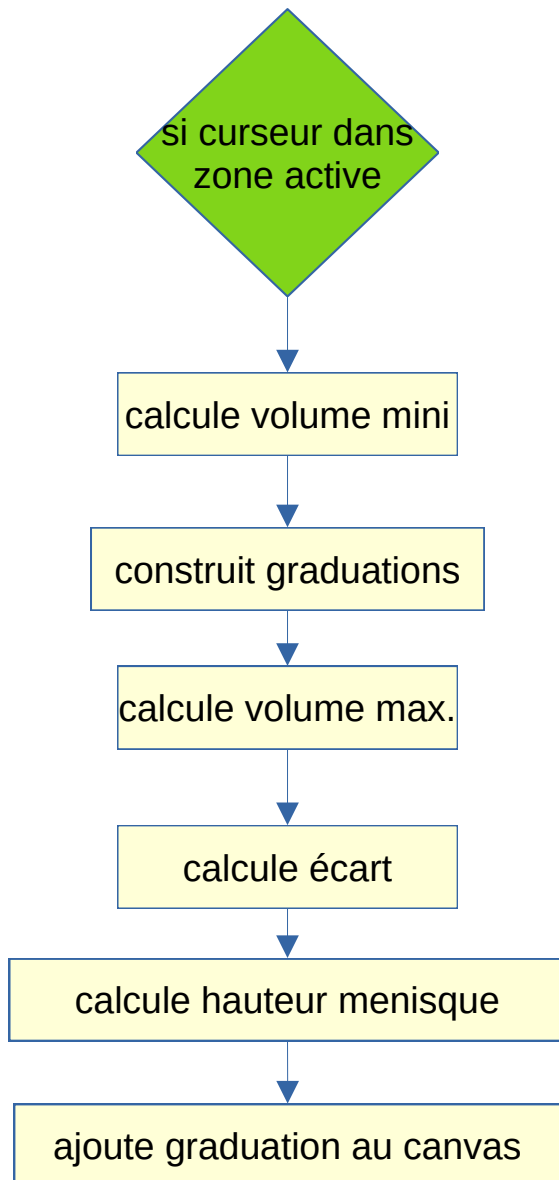
vidange



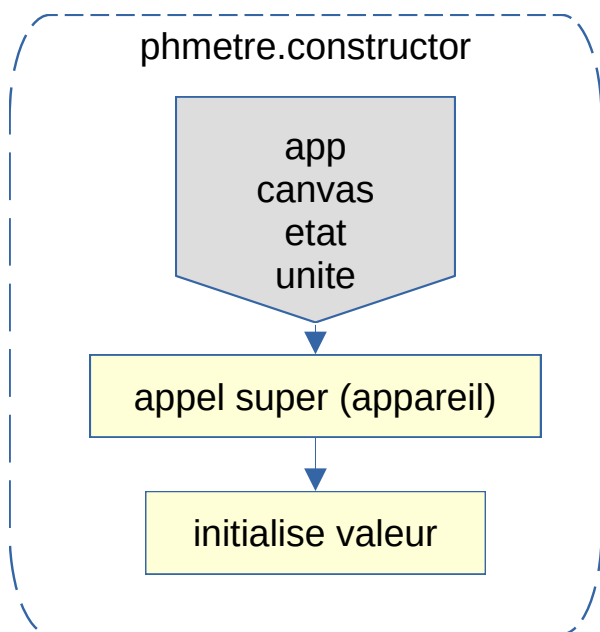
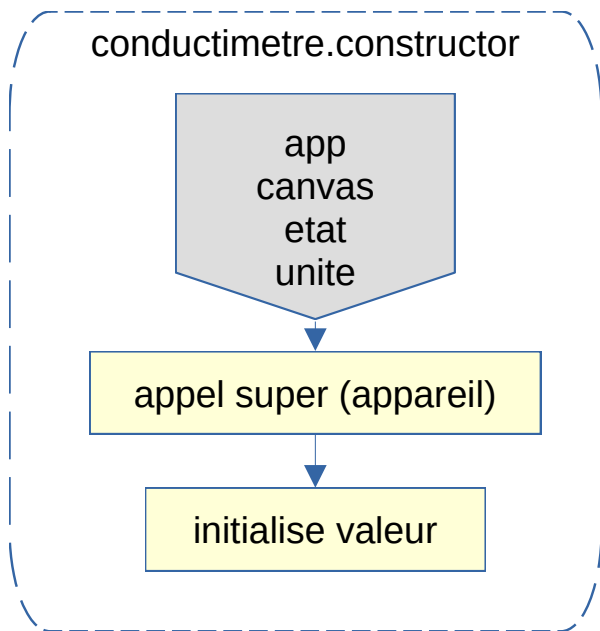
burette.show_detail...

BURETTE.JS

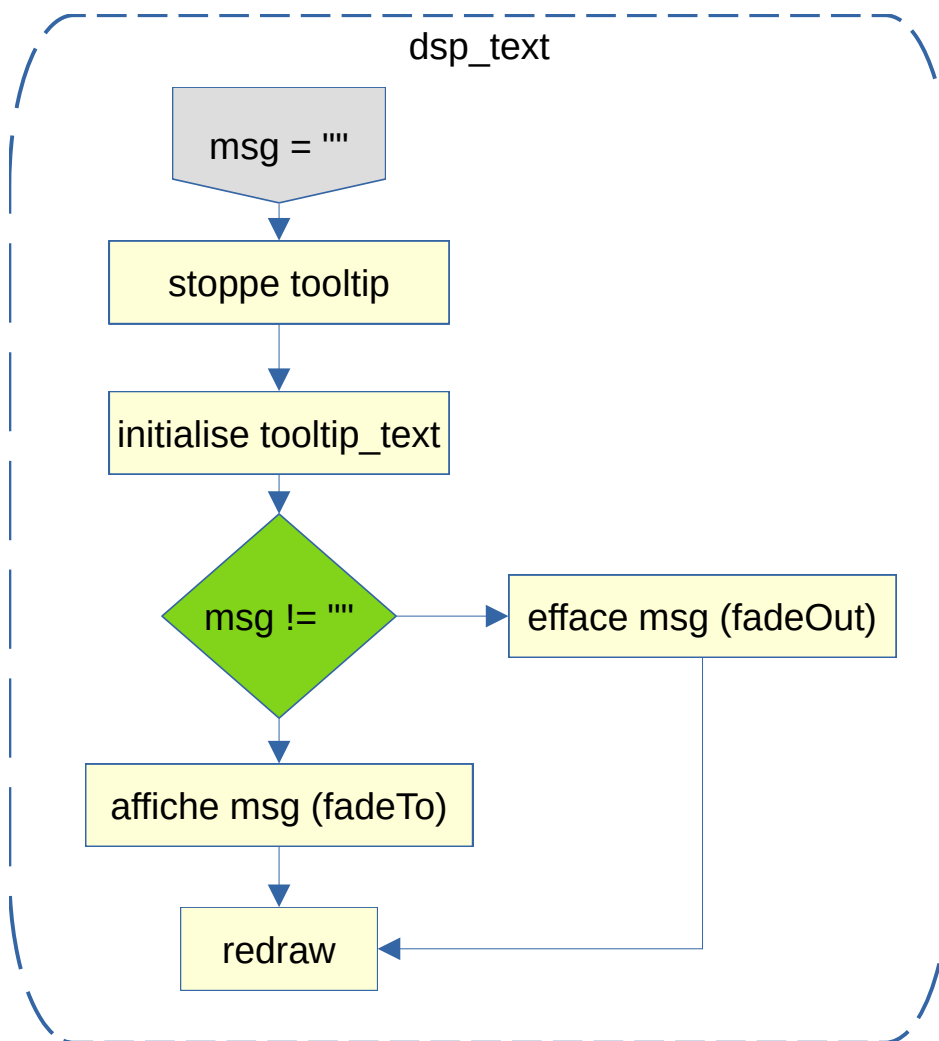
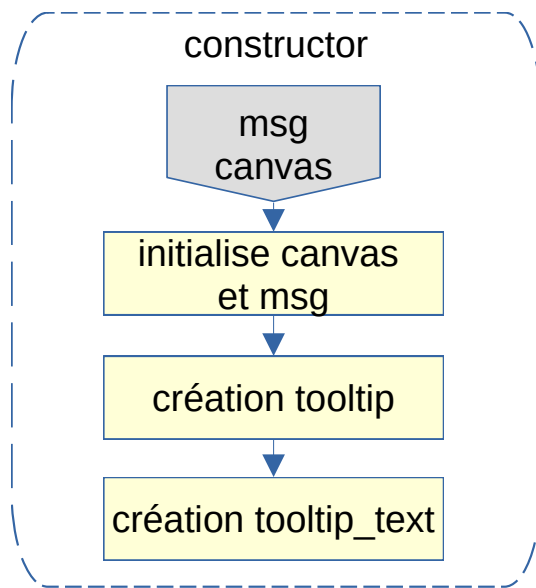
show_detail

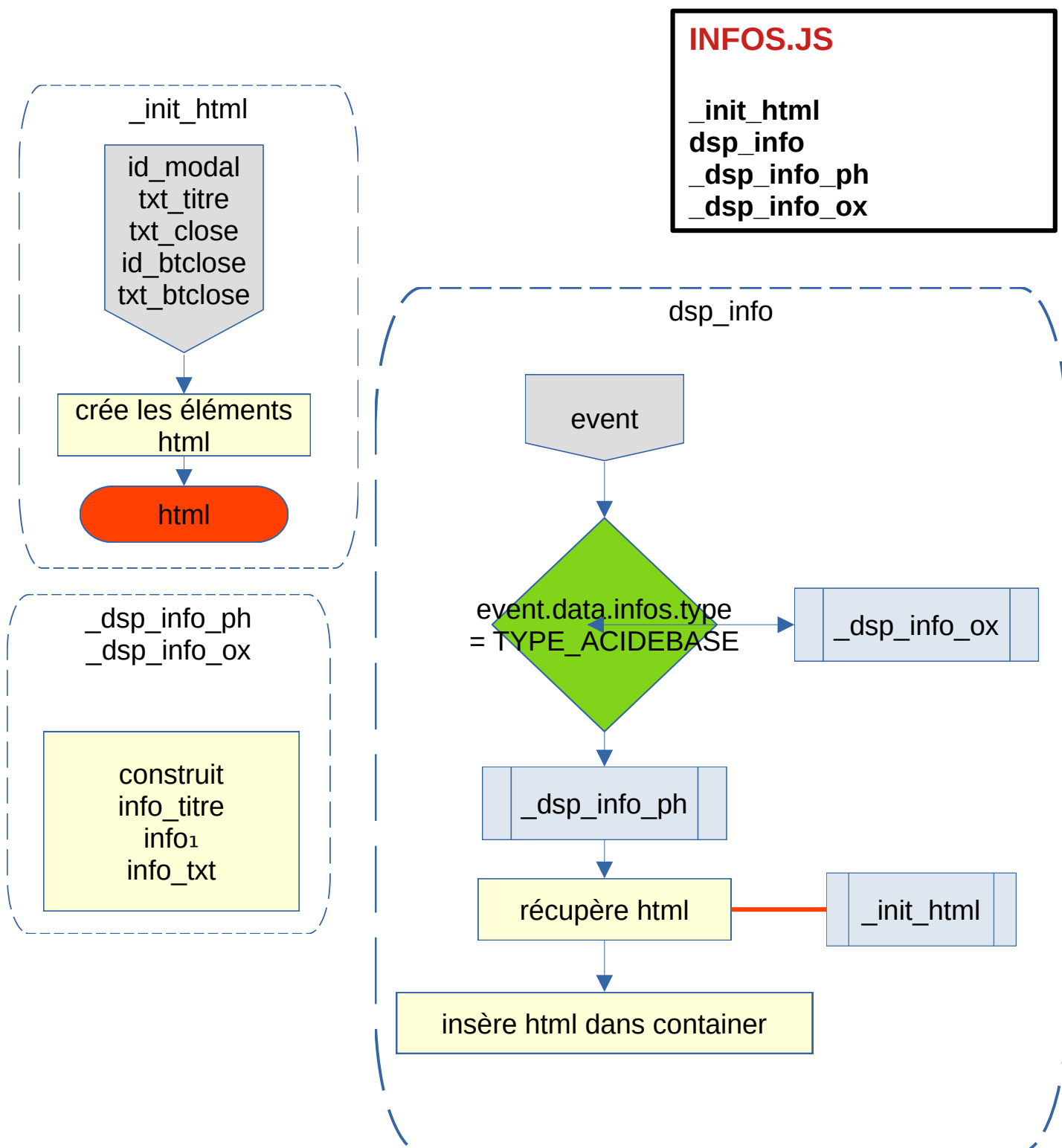


conductimetre.constructor phmetre.constructor...



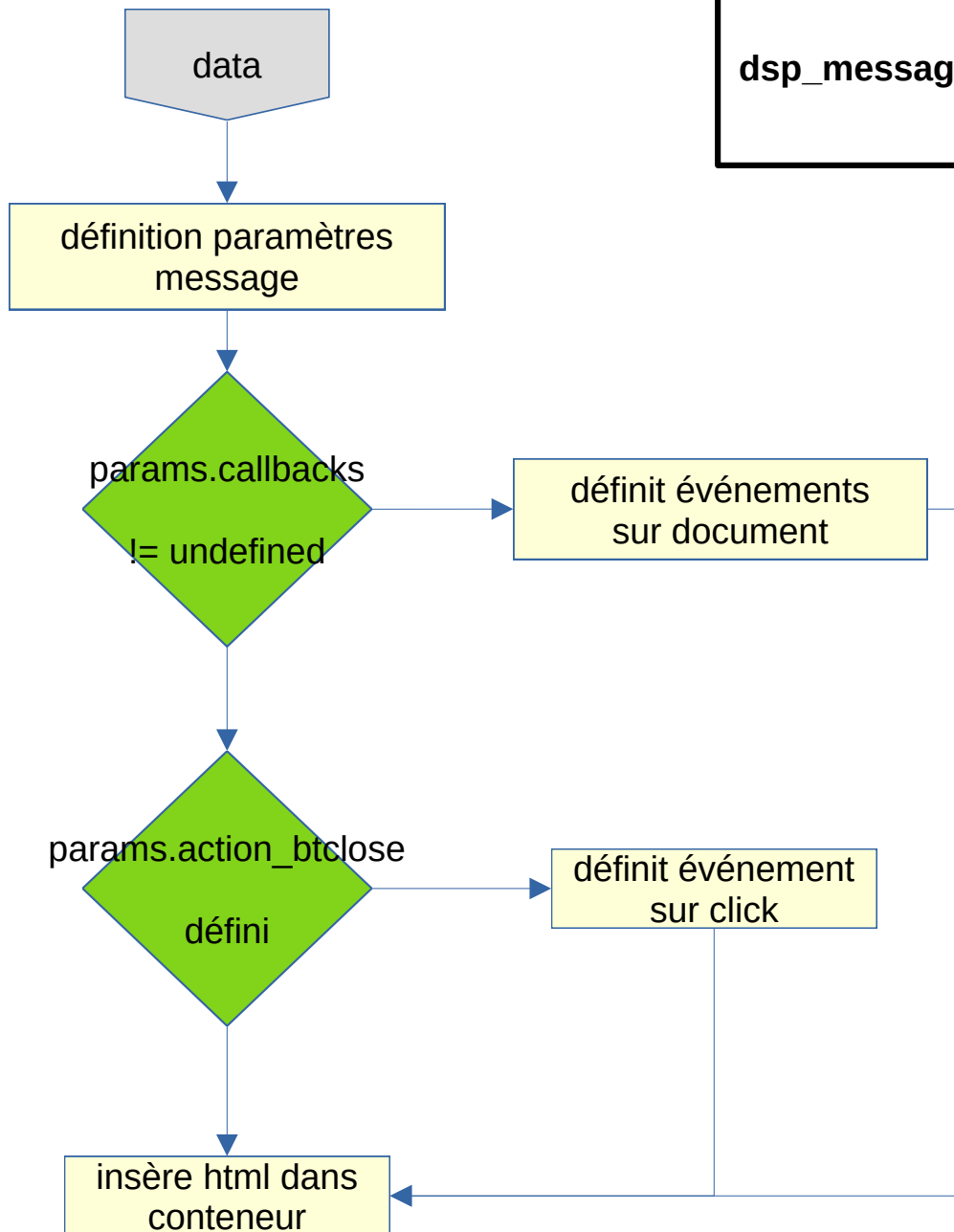
tooltip.constructor tooltip.dsp_text...





INFOS.JS

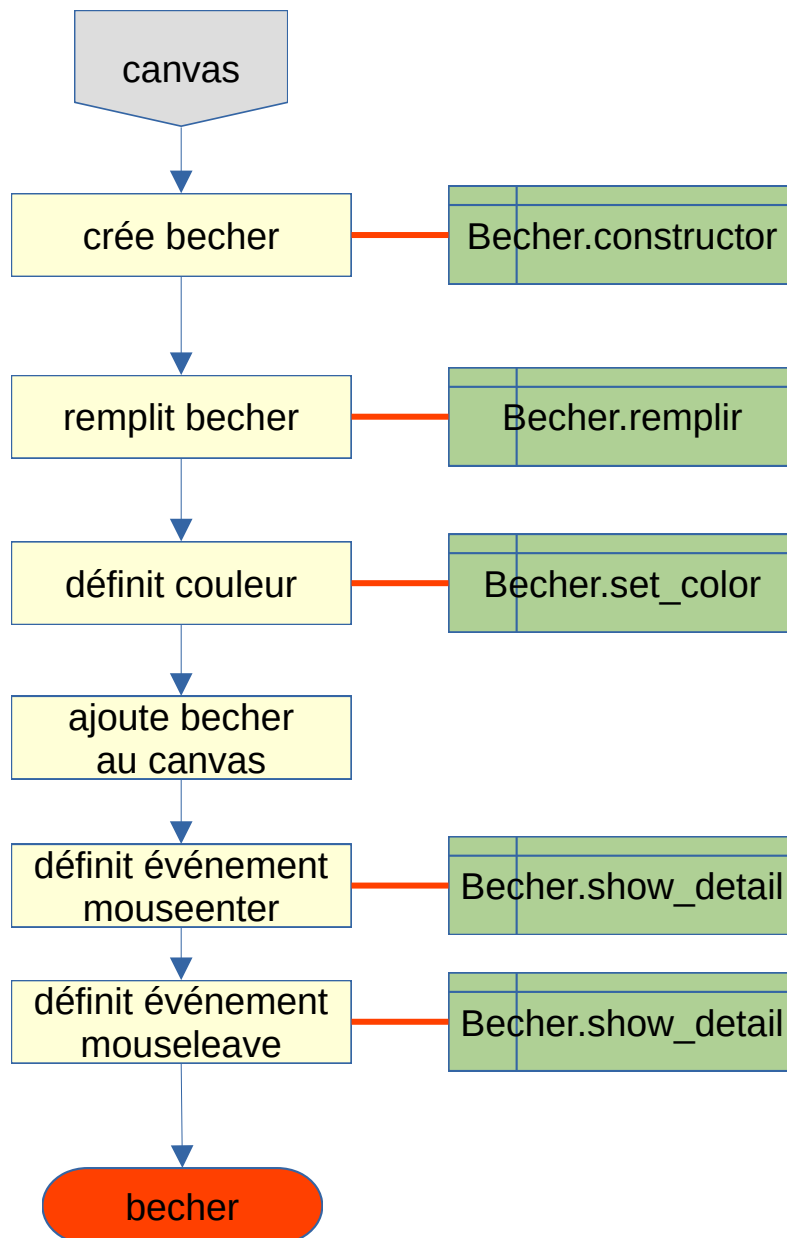
dsp_message



becher_init...

INIT_BECHER.JS

becher_init



burette_init...

