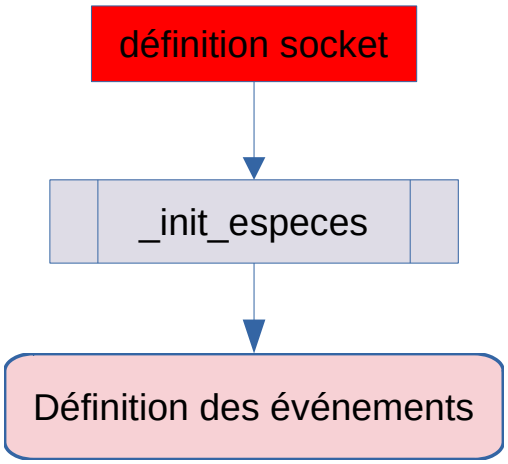
ESPECES_UI.JS



update_especes

init_especes

_valid_saisie_input

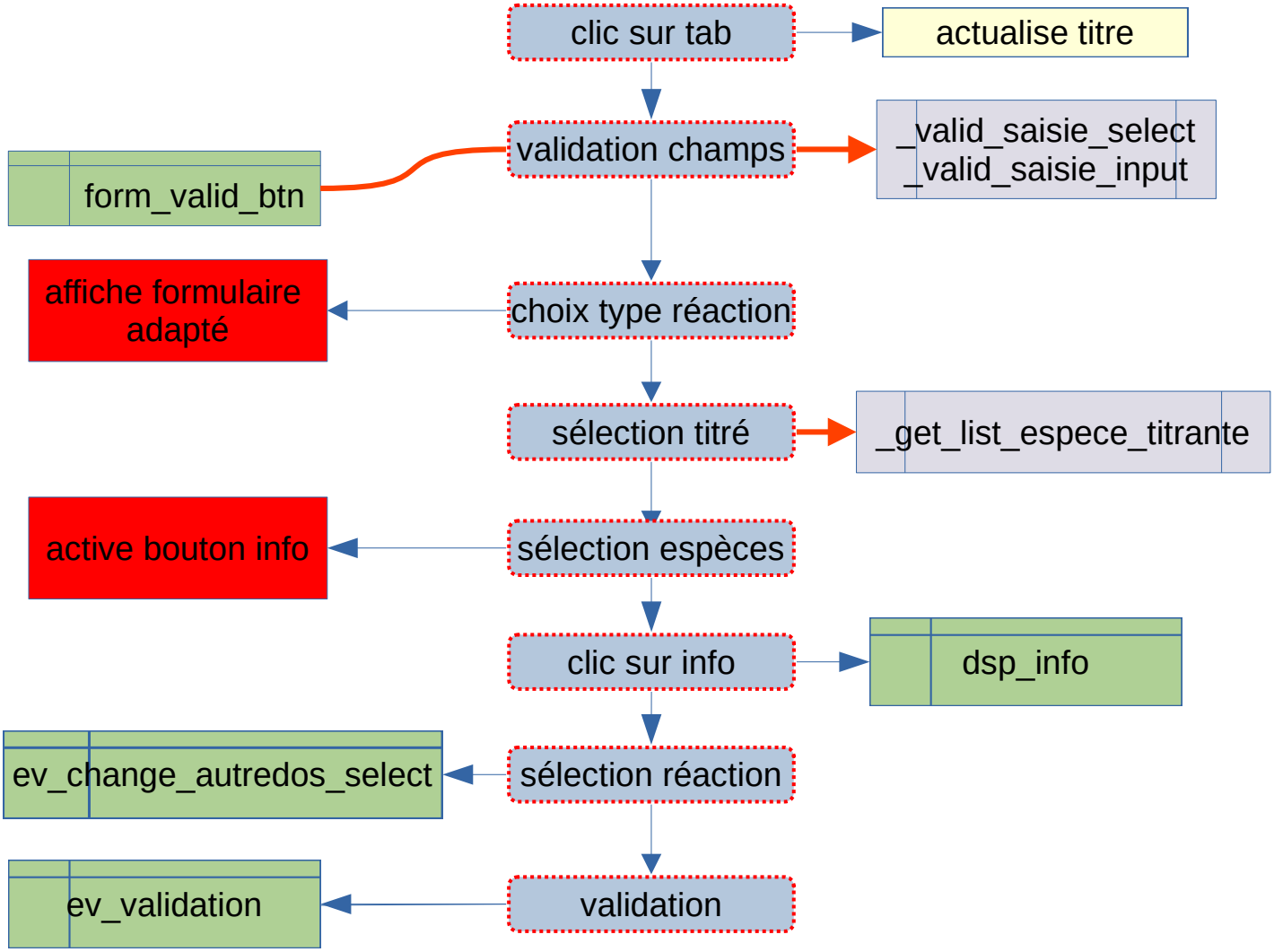
_valid_saisie_select

_set_list_acidebase

_get_lst_espece_titrante

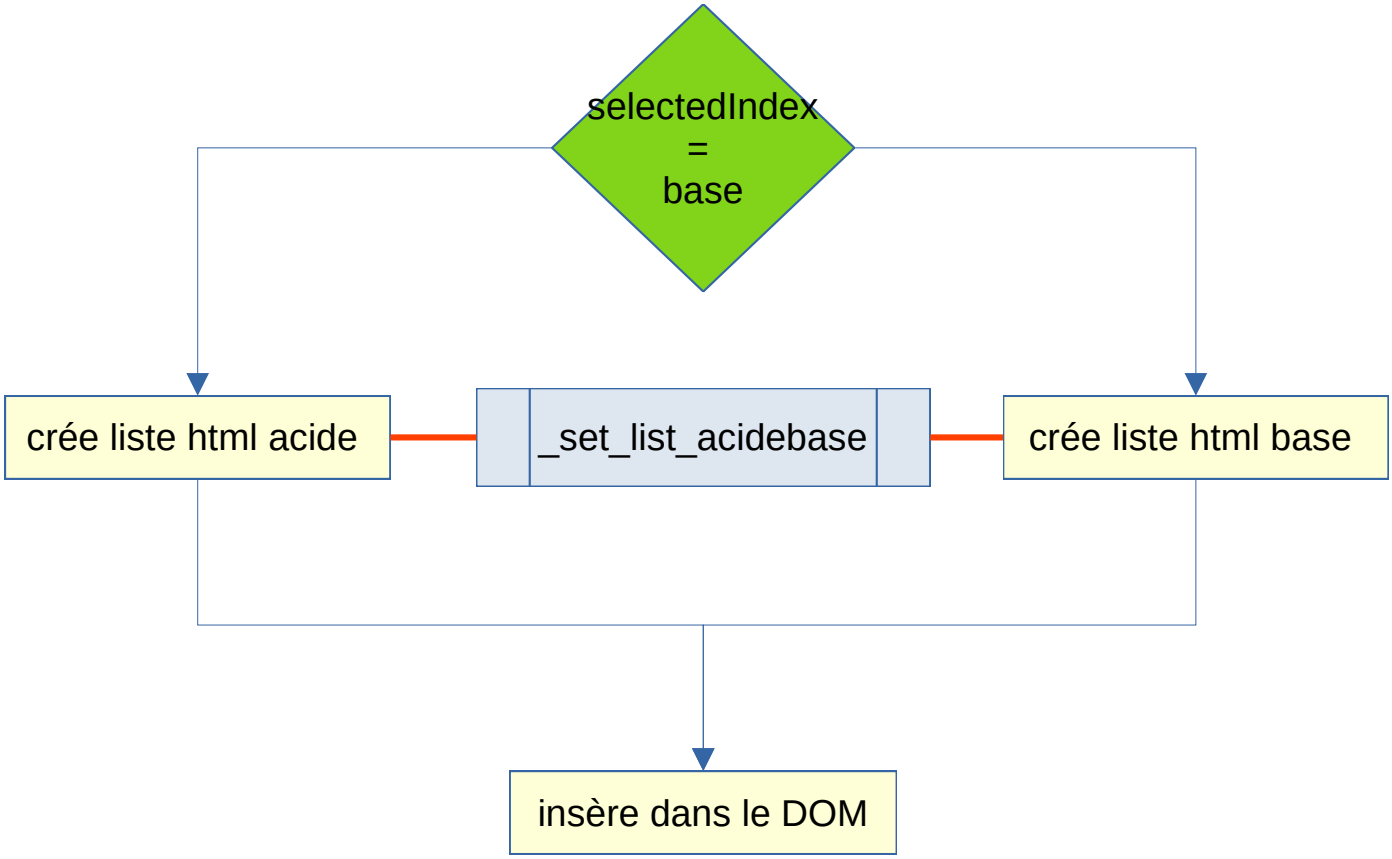
ESPECES_UI.JS

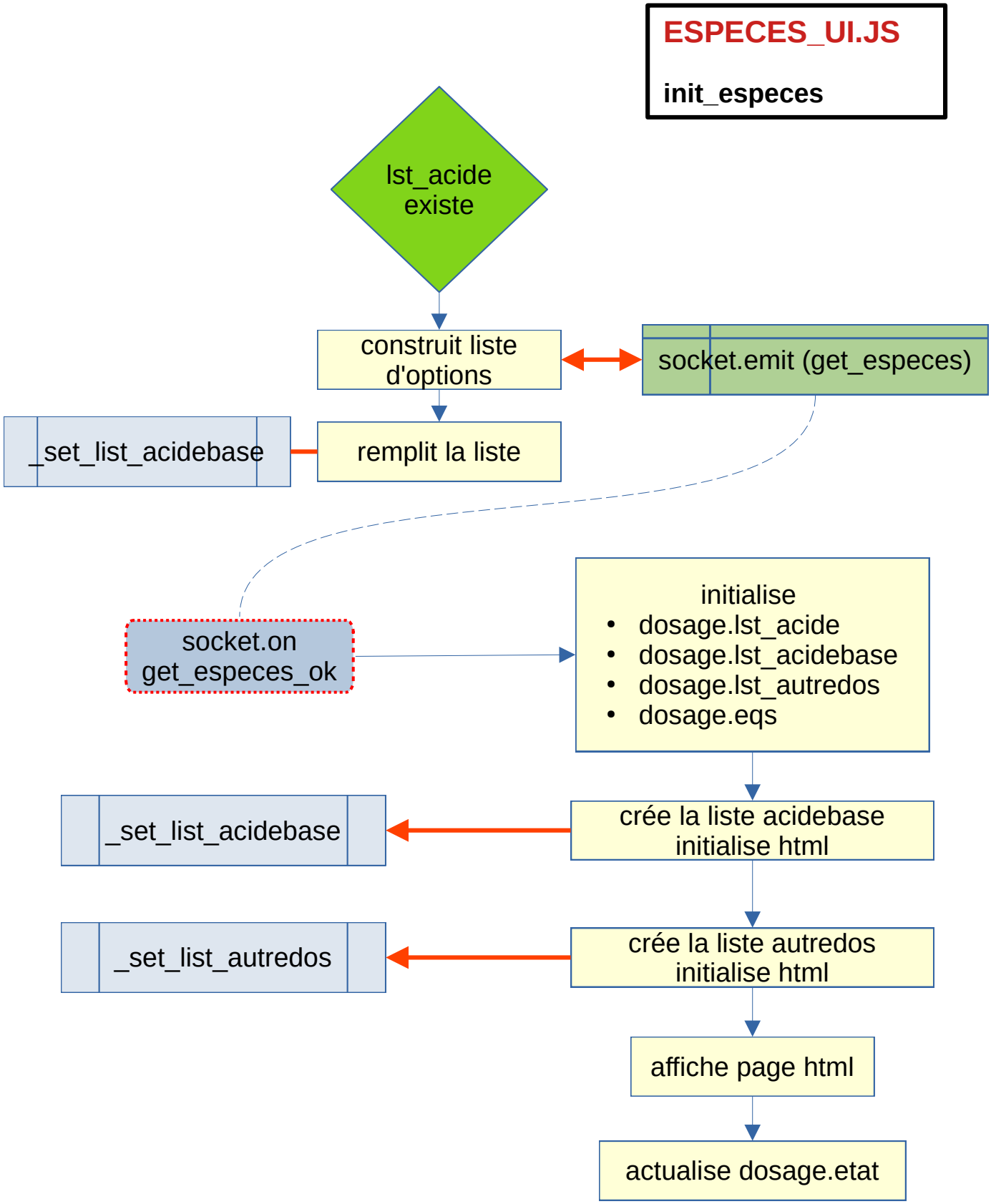
événements

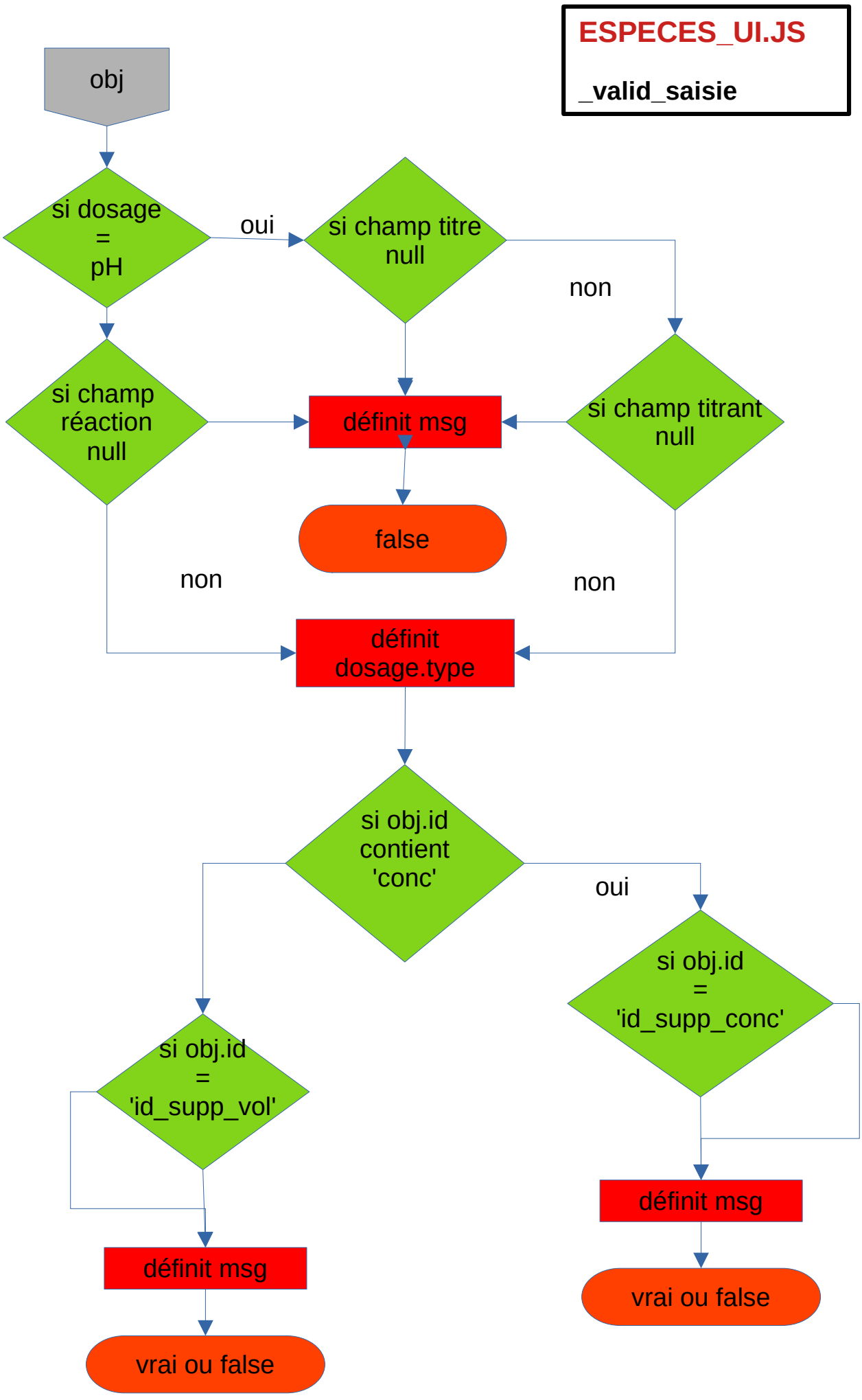


ESPECES_UI.JS

_get_list_espece_titrante

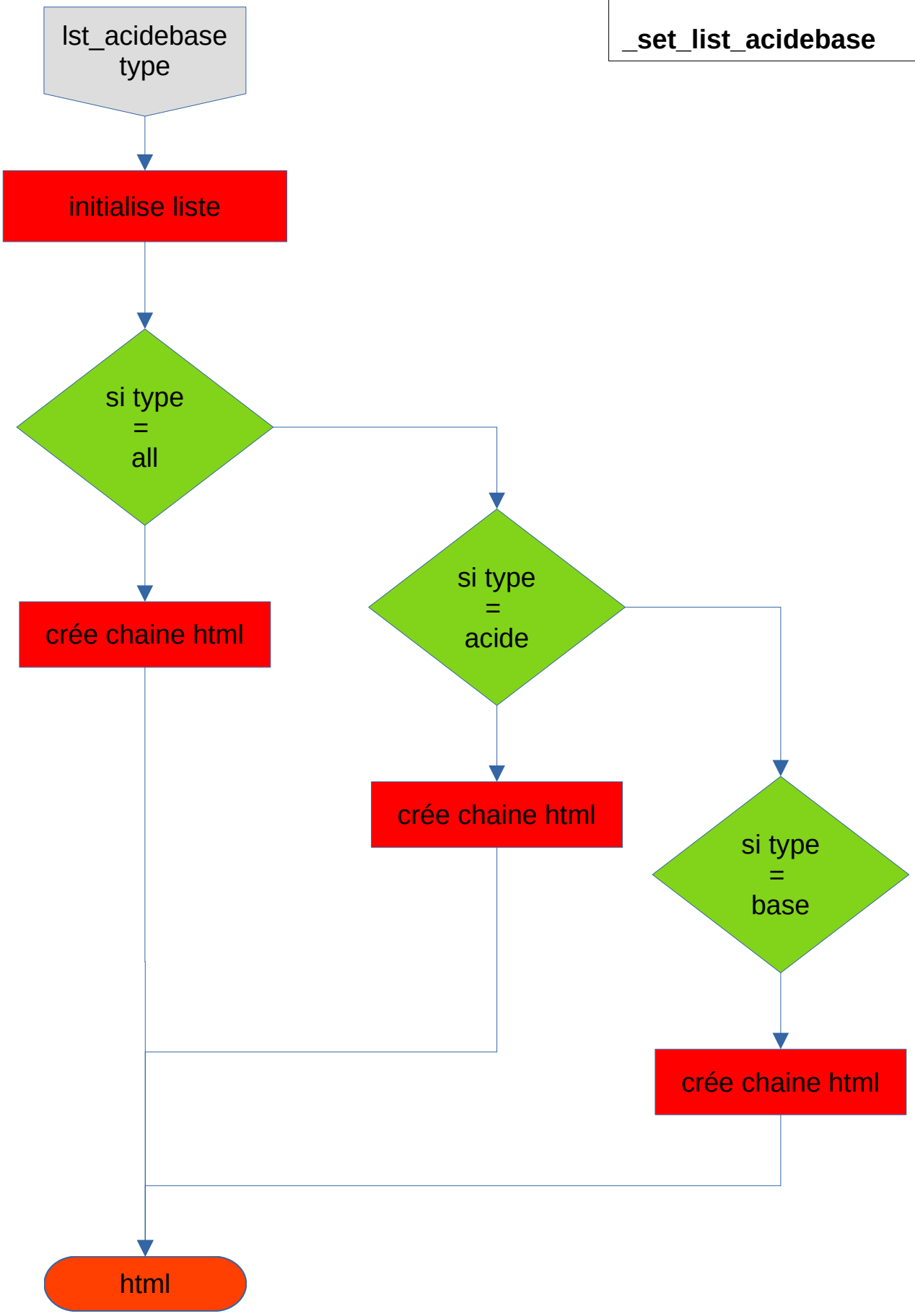



ESPECES_UI.JS
init_especes
lst_acide existe
construit liste d'options
socket.emit (get_especes)
_set_list_acidebase
remplit la liste
socket.on get_especes_ok
initialise
dosage.lst_acide
dosage.lst_acidebase
dosage.lst_autredos
dosage.eqs
_set_list_acidebase
crée la liste acidebase initialise html
_set_list_autredos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


ESPECES_UI.JS
_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

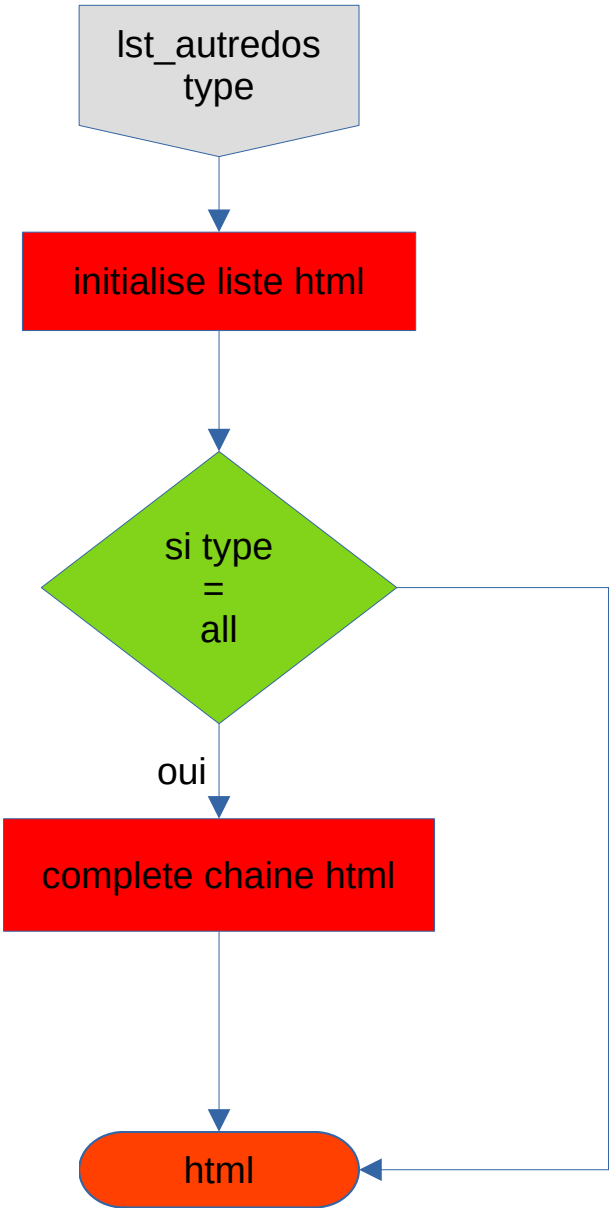
ESPECES_UI.JS

_set_list_acidebase



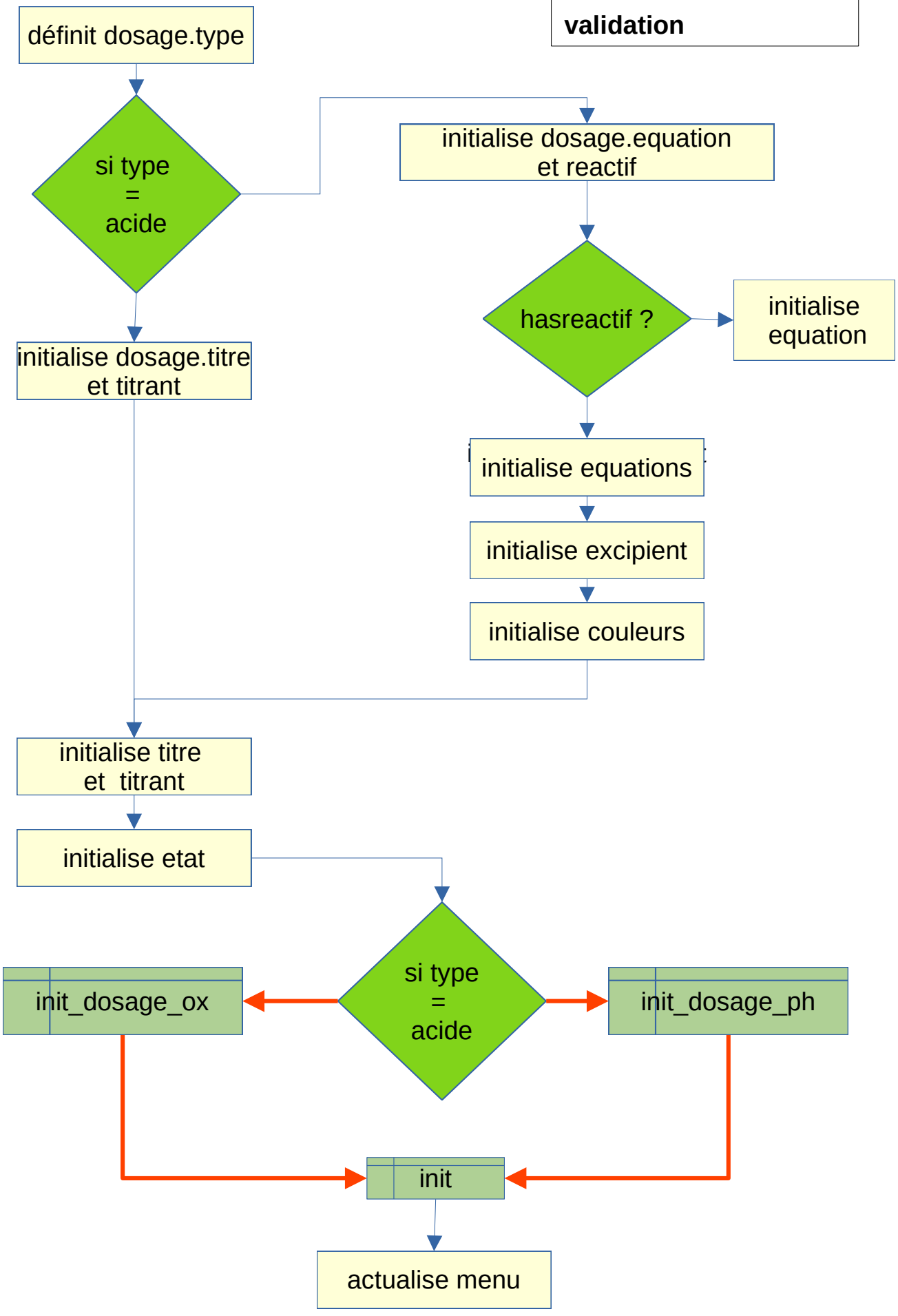
ESPECES_UI.JS

_set_list_autredos

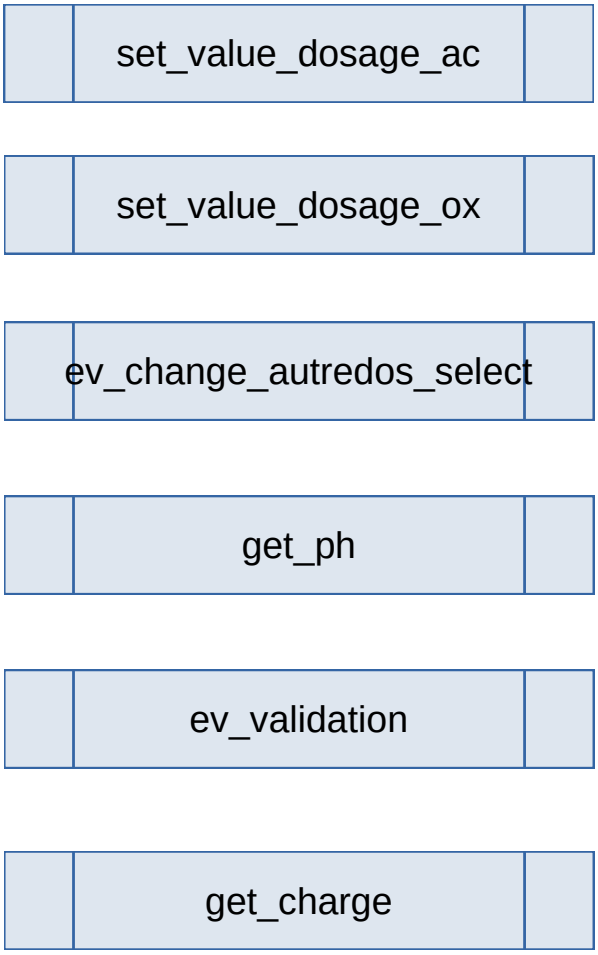


ESPECES_UI.JS

validation



ESPECES.JS


set_value_dosage_ac
set_value_dosage_ox
ev_change_autredos_select
get_ph
ev_validation
get_charge

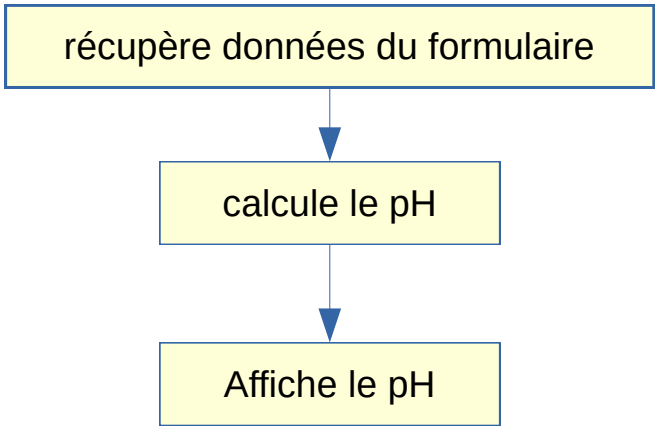
ESPECES.JS

set_value_dosage_ac/ox
get_ph

set_value_dosage_ac/ox

Initialise g.dosage
avec les informations du formulaire

get_ph

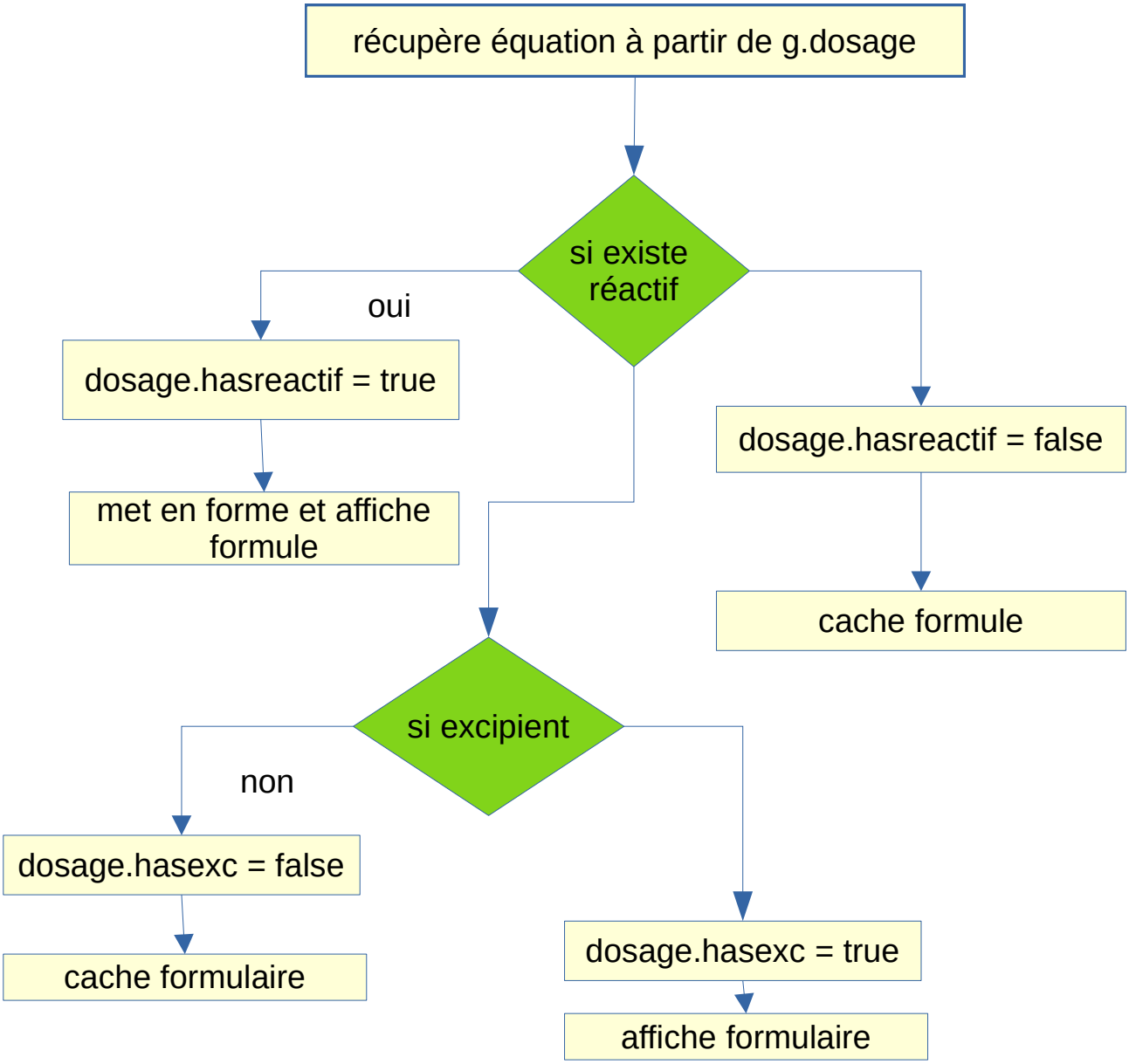


get_charge

Extrait le charge électrique
à partir de la formule

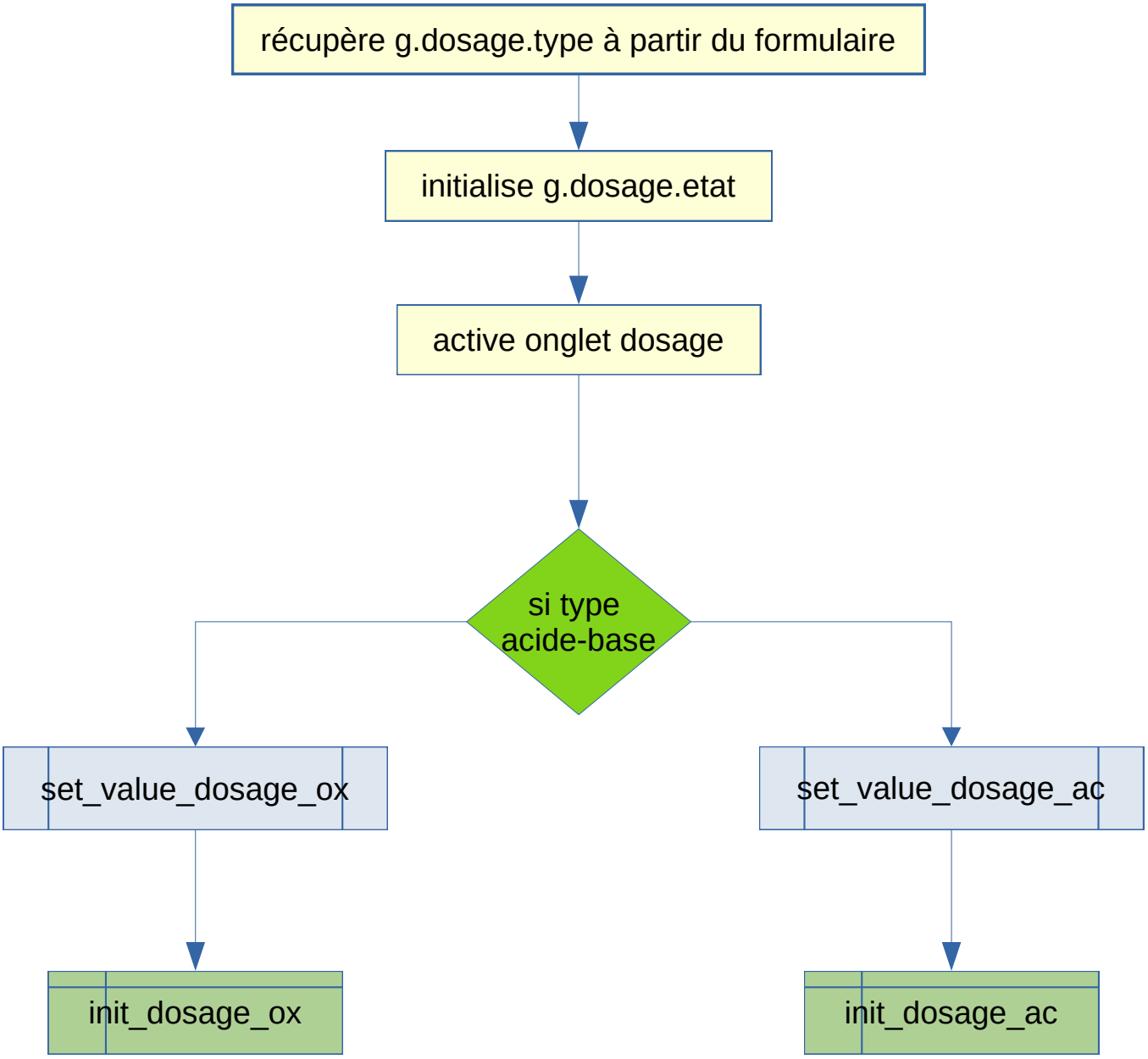
ESPECES.JS

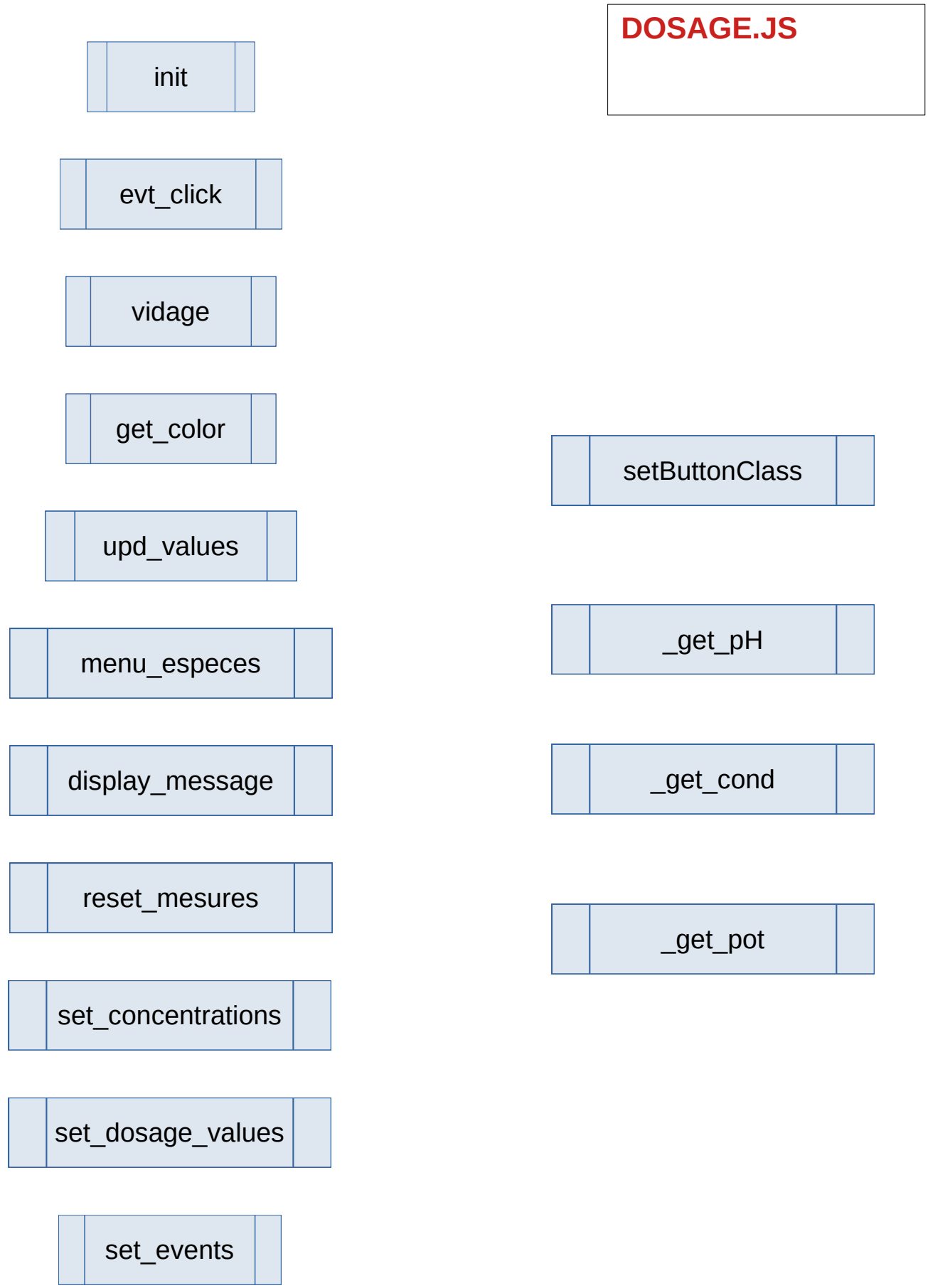
ev_change_autredos_select



ESPECES.JS

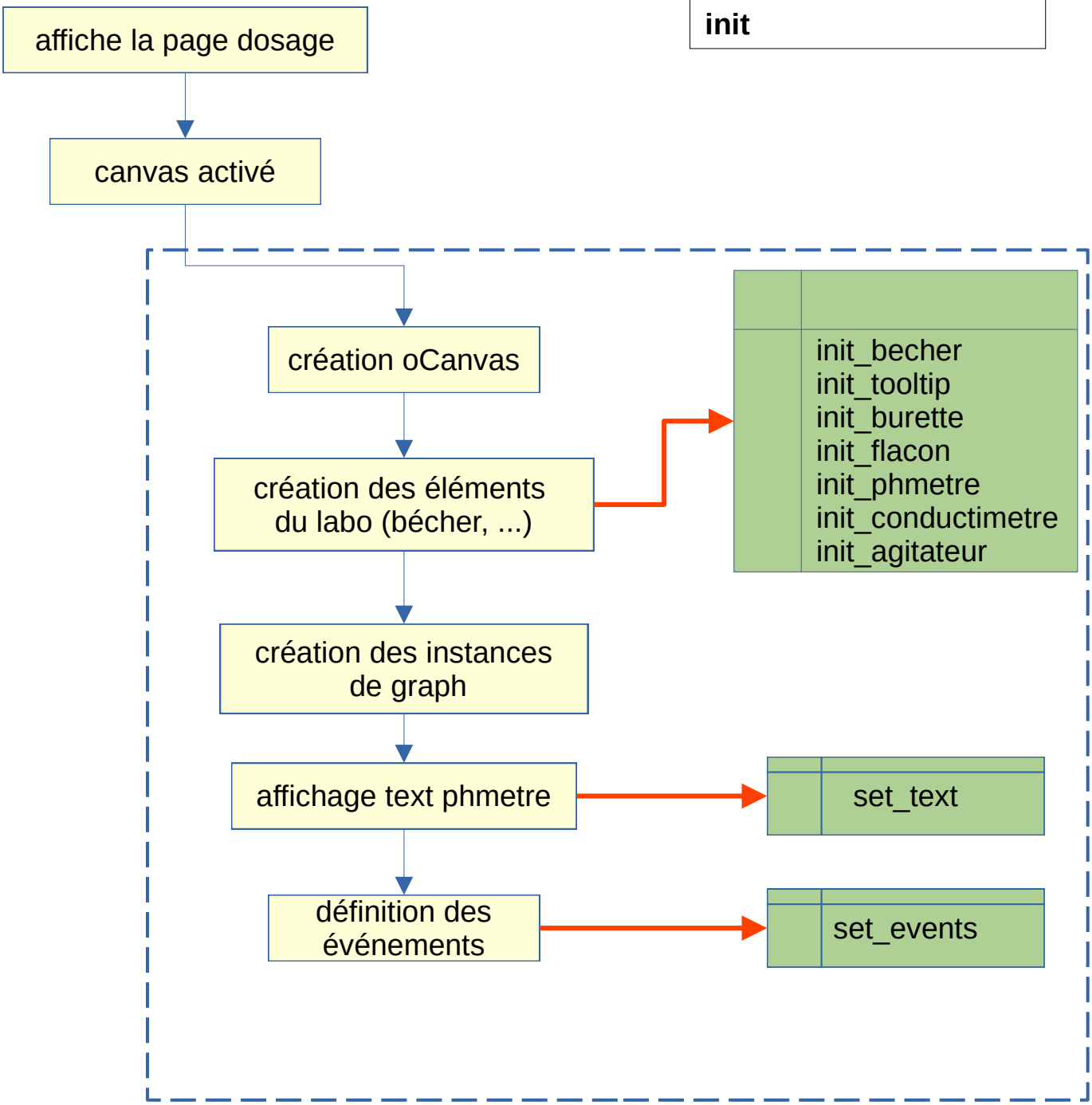
ev_validation

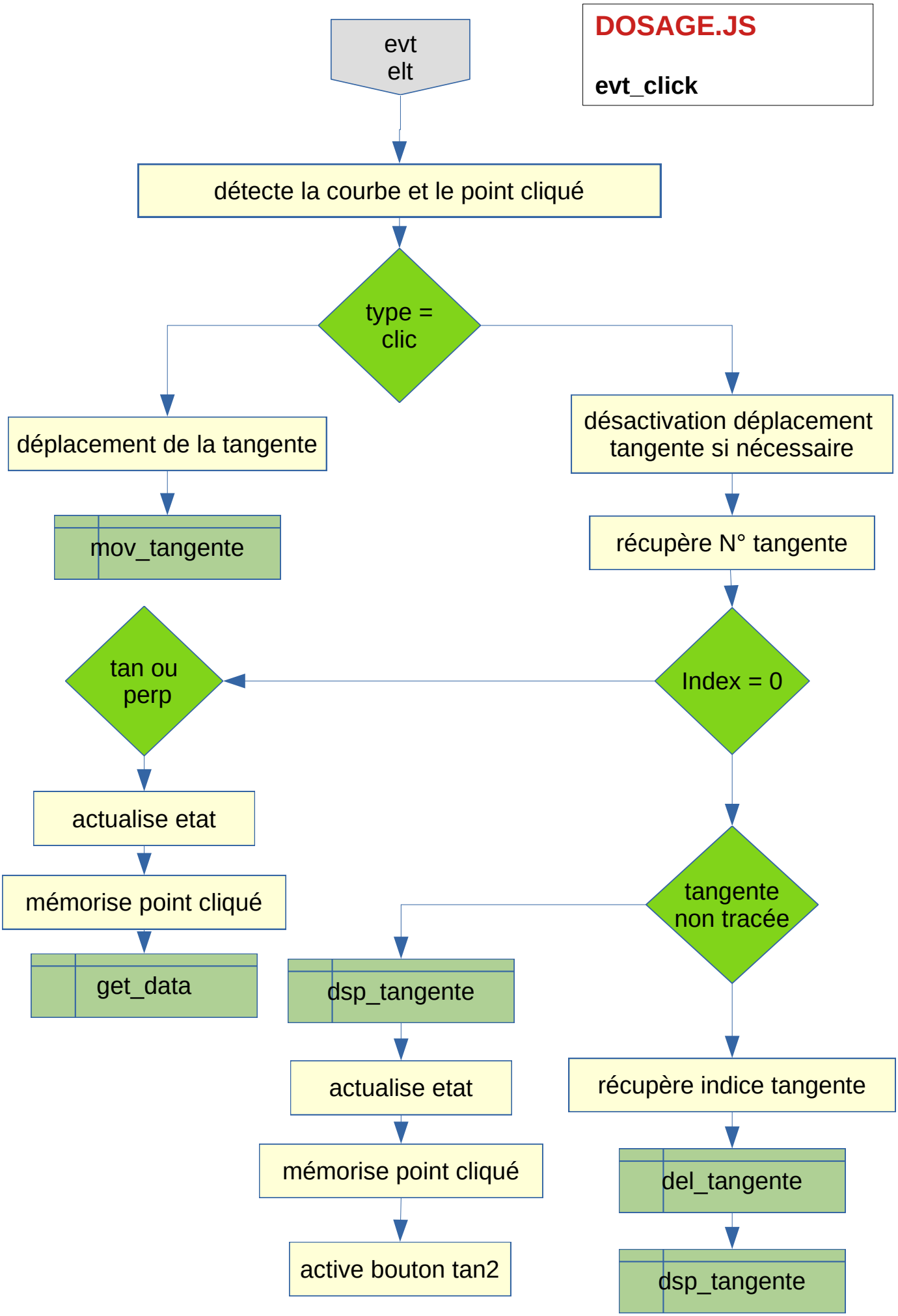



DOSAGE.JS
init
evt_click
vidage
get_color
upd_values
menu_especes
display_message
reset_mesures
set_concentrations
set_dosage_values
set_events
setButtonClass
_get_pH
_get_cond
_get_pot

DOSAGE.JS

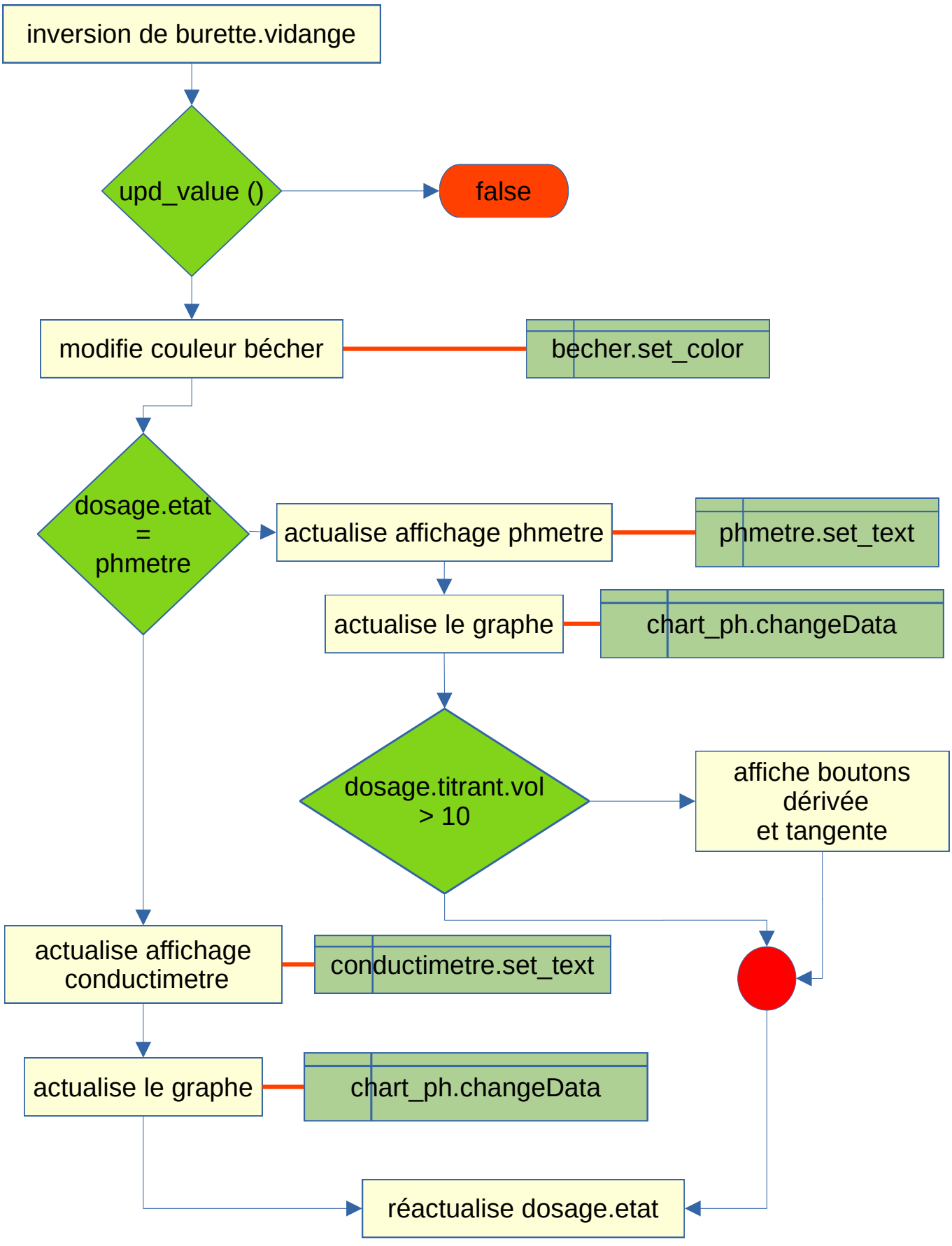
init

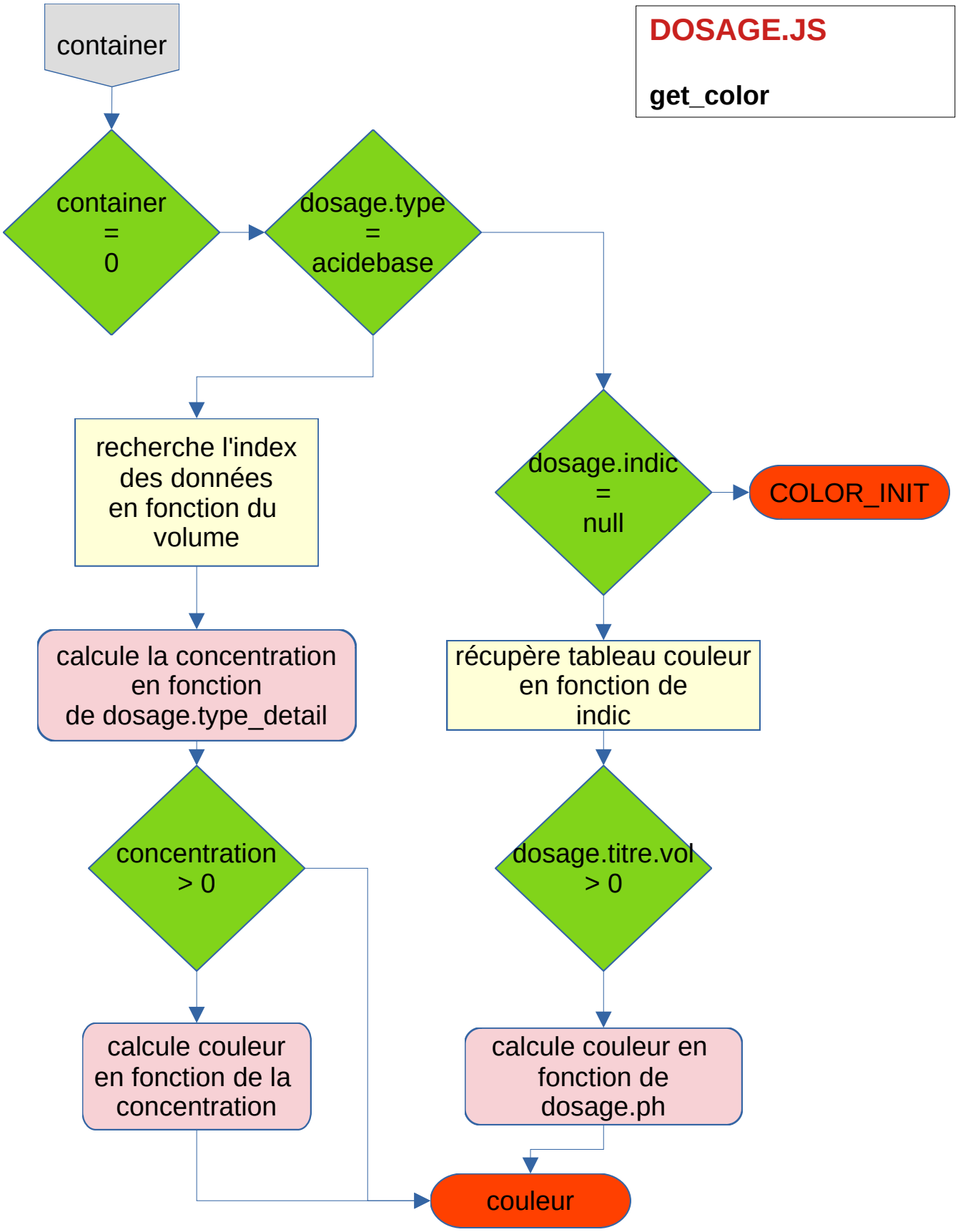



DOSAGE.JS
evt_click
evt elt
détecte la courbe et le point cliqué
type = clic
déplacement de la tangente
mov_tangente
désactivation déplacement tangente si nécessaire
récupère N° tangente
Index = 0
tan ou perp
actualise etat
mémorise point cliqué
get_data
tangente non tracée
dsp_tangente
actualise etat
mémorise point cliqué
active bouton tan2
récupère indice tangente
del_tangente
dsp_tangente

DOSAGE.JS

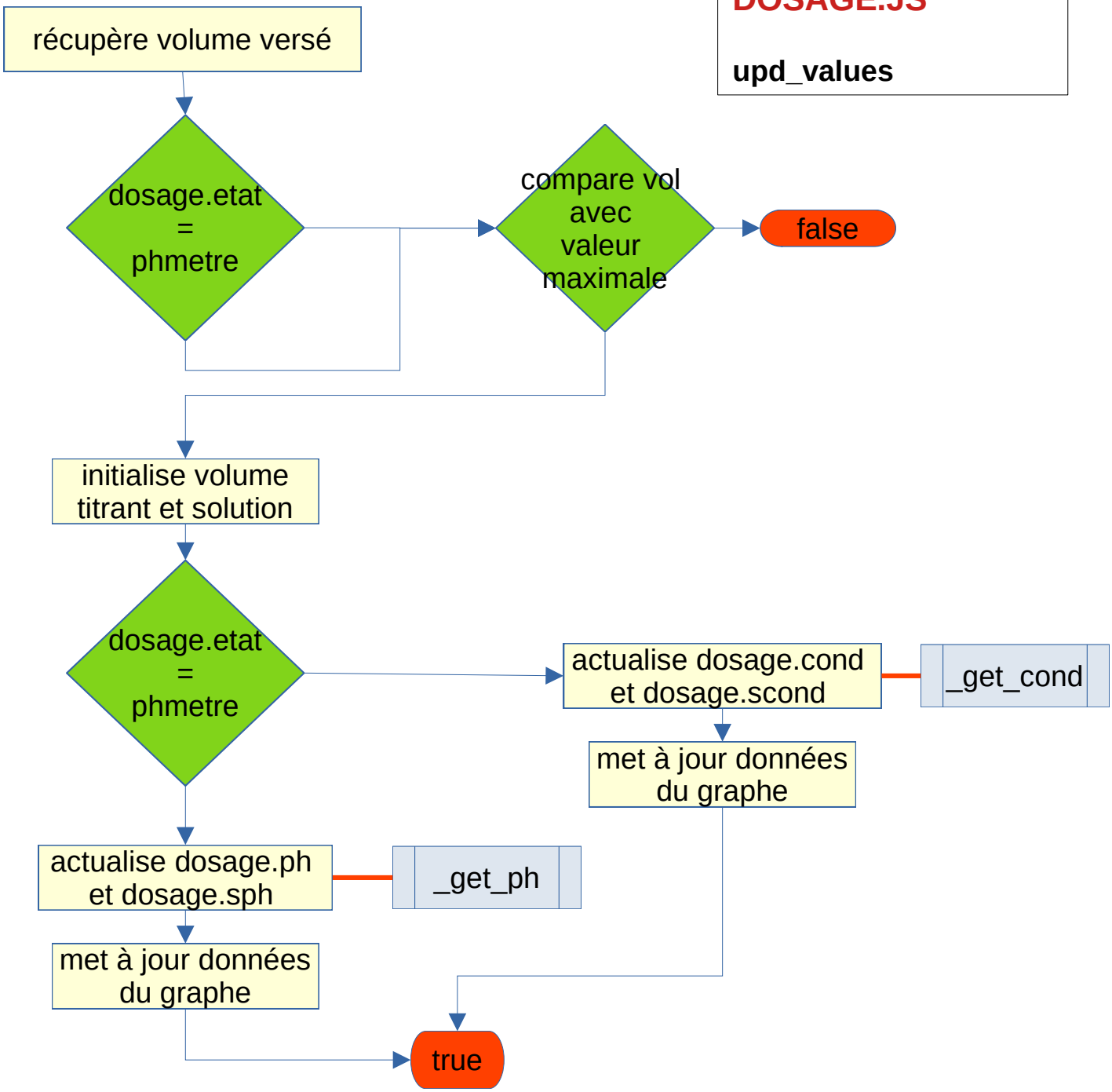
vidage




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

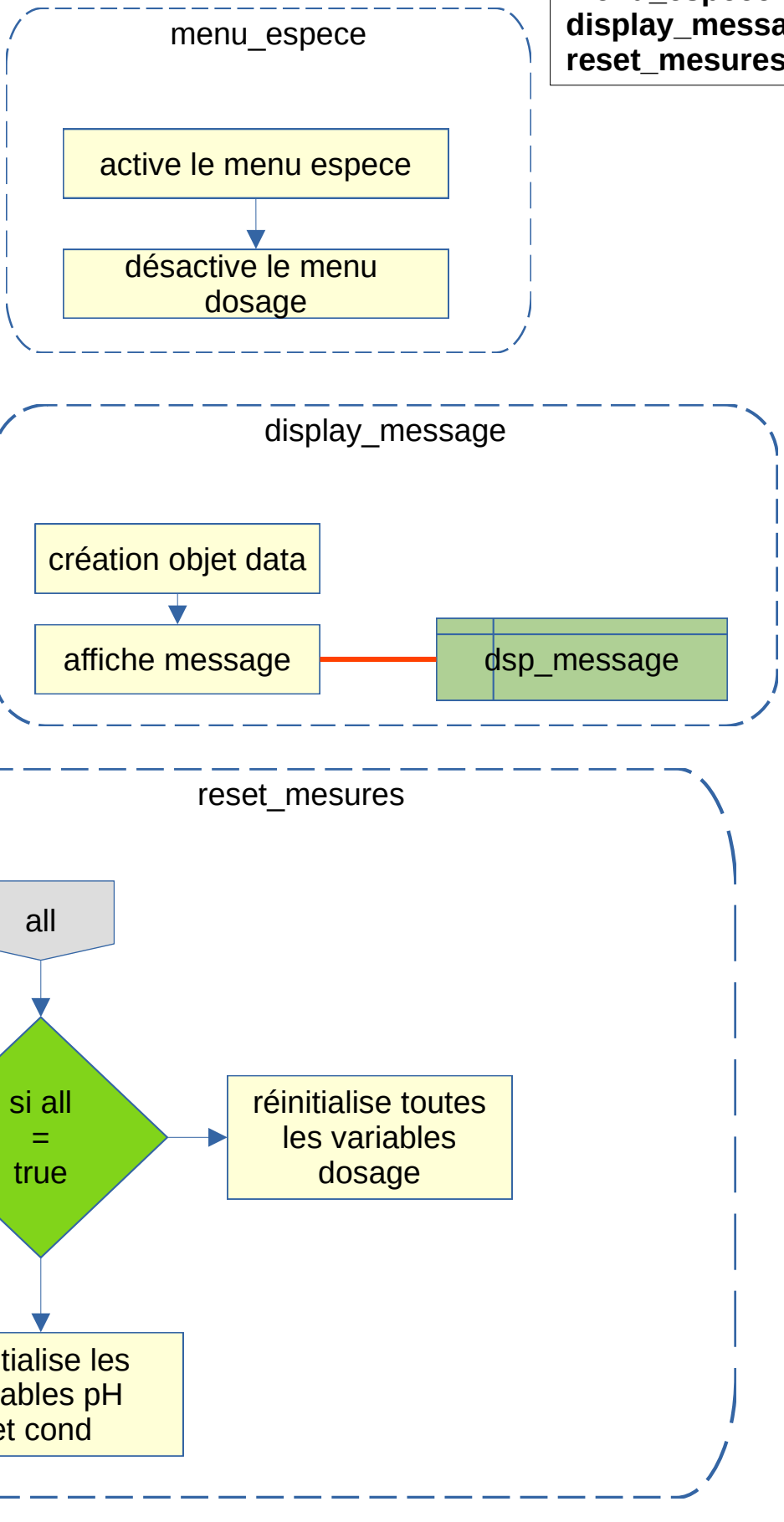
DOSAGE.JS

upd_values



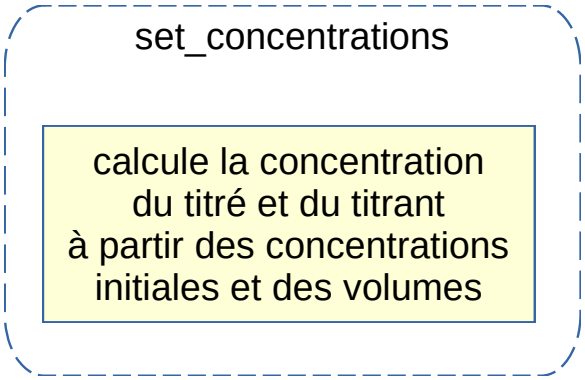
DOSAGE.JS

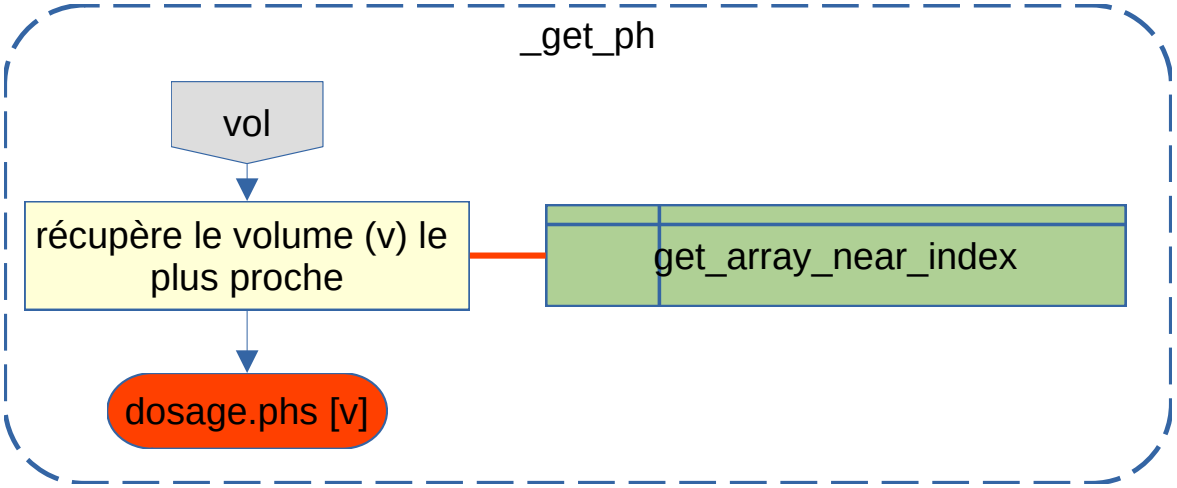
menu_espece
display_message
reset_mesures

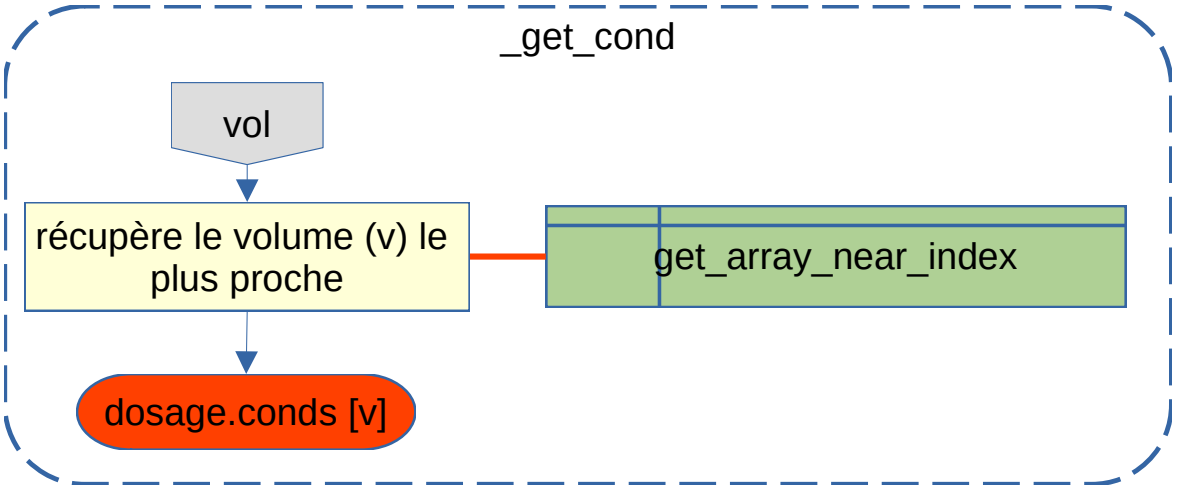


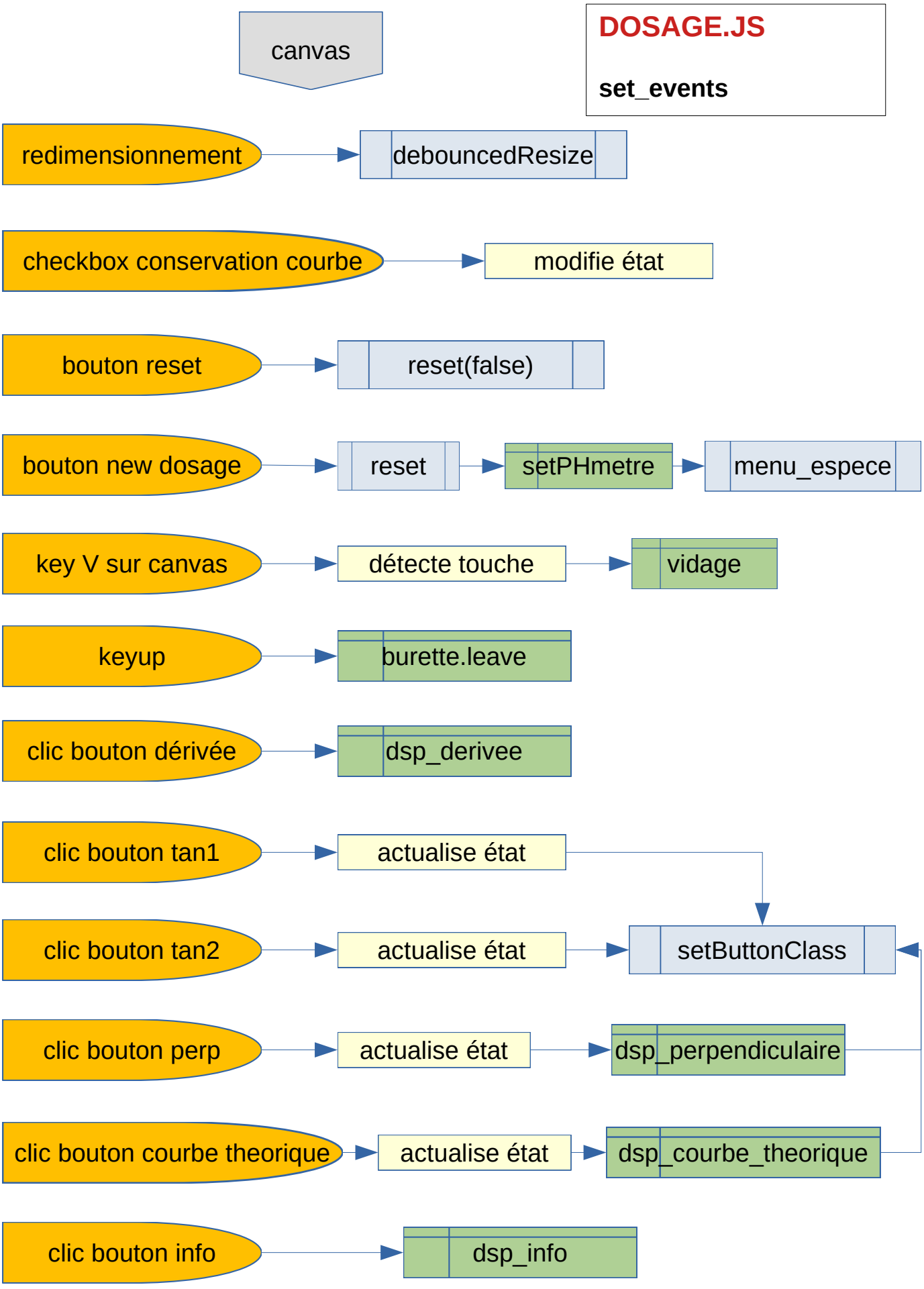
DOSAGE.JS

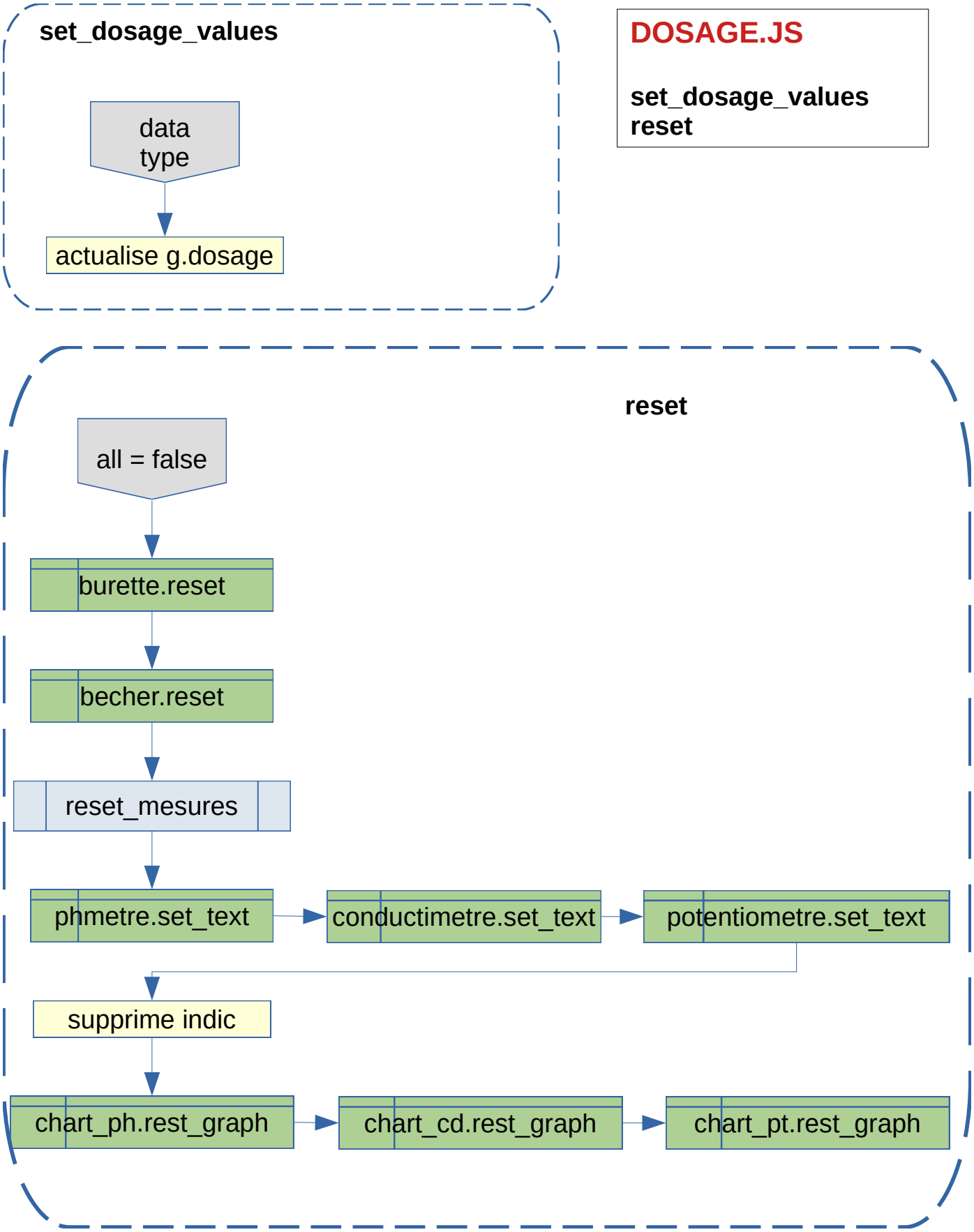
set_concentrations
_get_pH
_get_cond





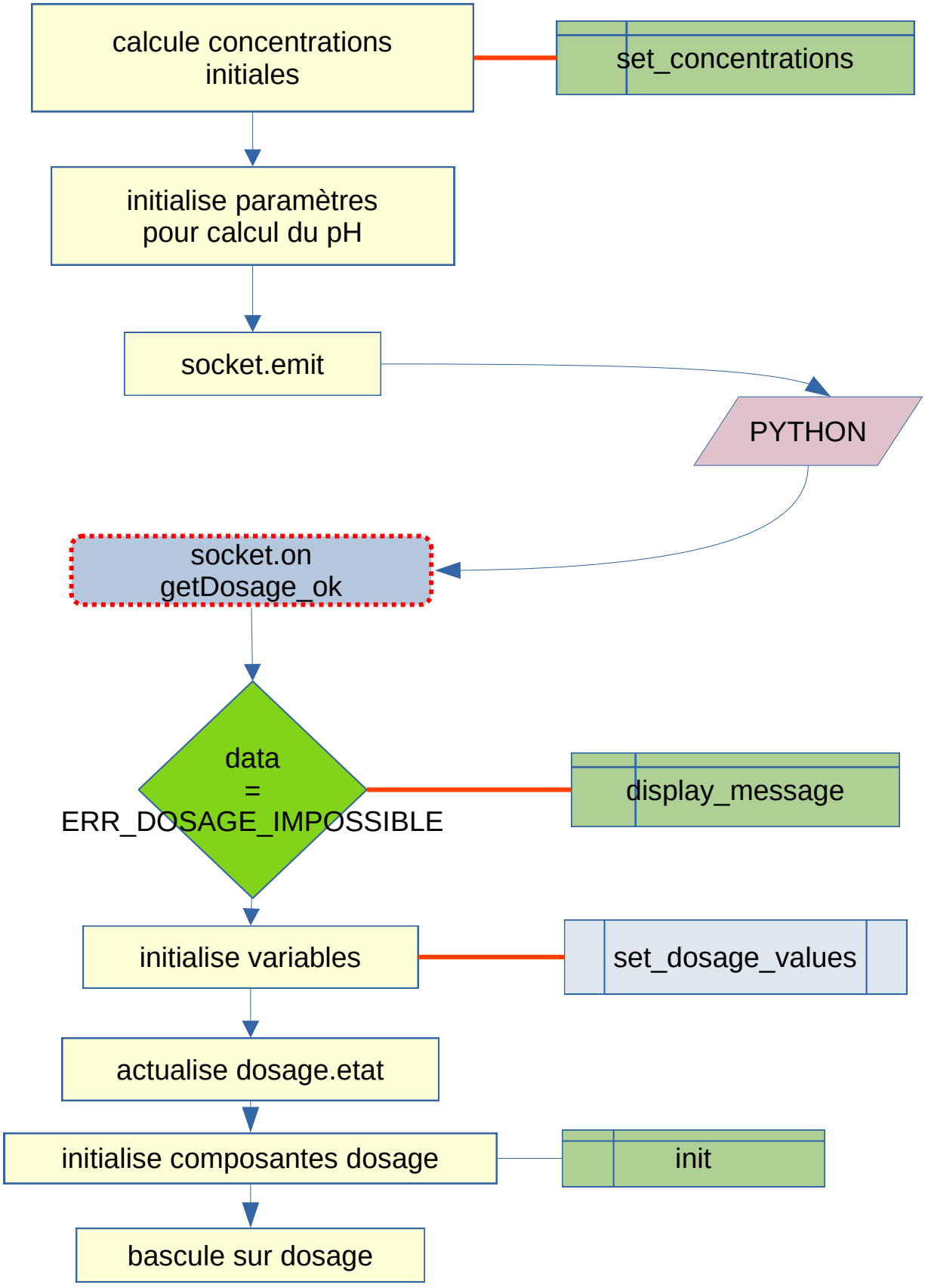



canvas
DOSAGE.JS
set_events
redimensionnement
debouncedResize
checkbox conservation courbe
modifie état
bouton reset
reset(false)
bouton new dosage
reset
setPHmetre
menu_espece
key V sur canvas
détecte touche
vidage
keyup
burette.leave
clic bouton dérivée
dsp_derivee
clic bouton tan1
actualise état
clic bouton tan2
actualise état
setButtonClass
clic bouton perp
actualise état
dsp_perpendiculaire
clic bouton courbe theorique
actualise état
dsp_courbe_theorique
clic bouton info
dsp_info


set_dosage_values
data type
actualise g.dosage
DOSAGE.JS
set_dosage_values
reset
reset
all = false
burette.reset
becher.reset
reset_mesures
phmetre.set_text
conductimetre.set_text
potentiometre.set_text
supprime indic
chart_ph.rest_graph
chart_cd.rest_graph
chart_pt.rest_graph

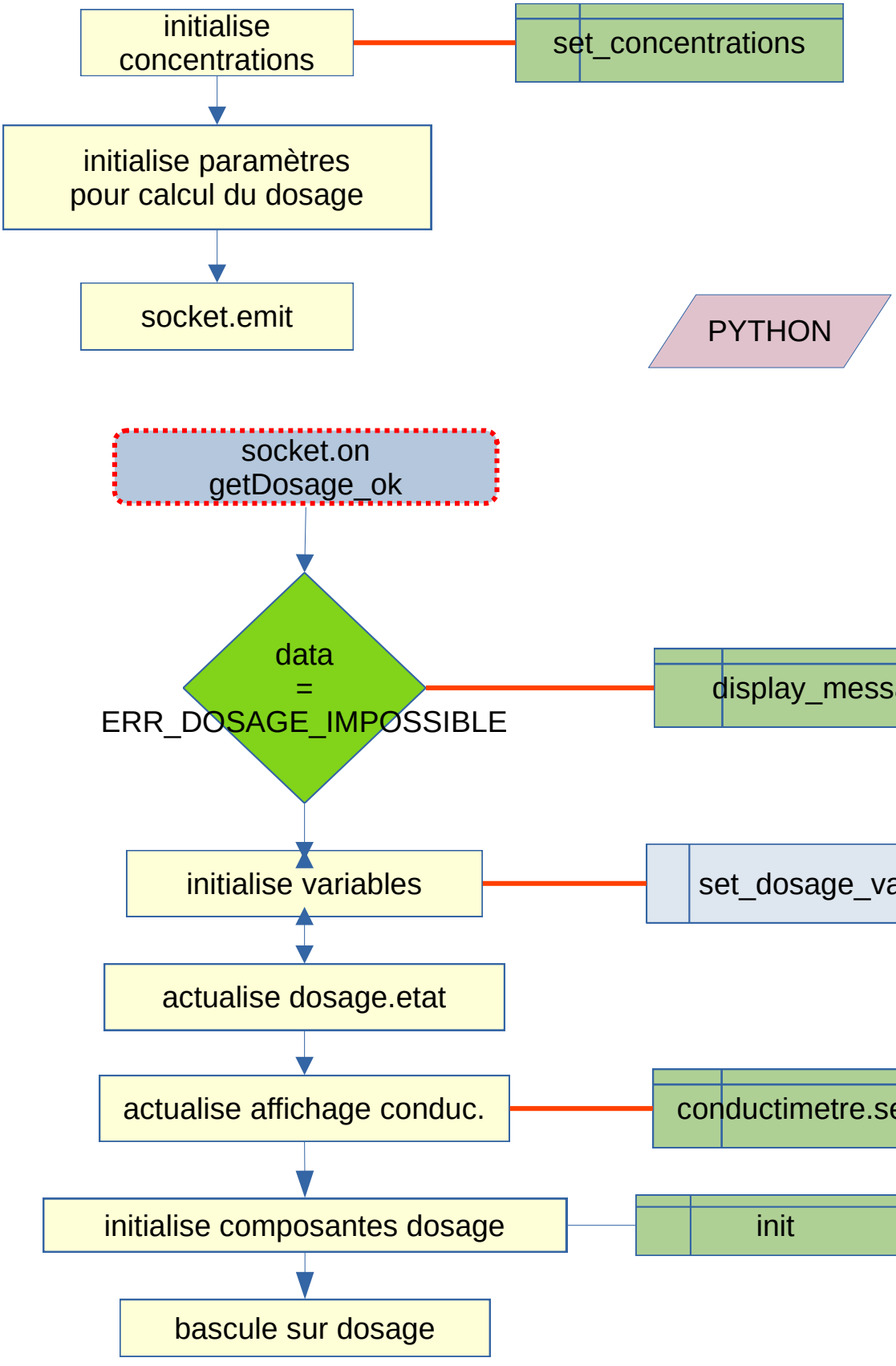
DOSAGE_PH.JS

_init_dosage_ph



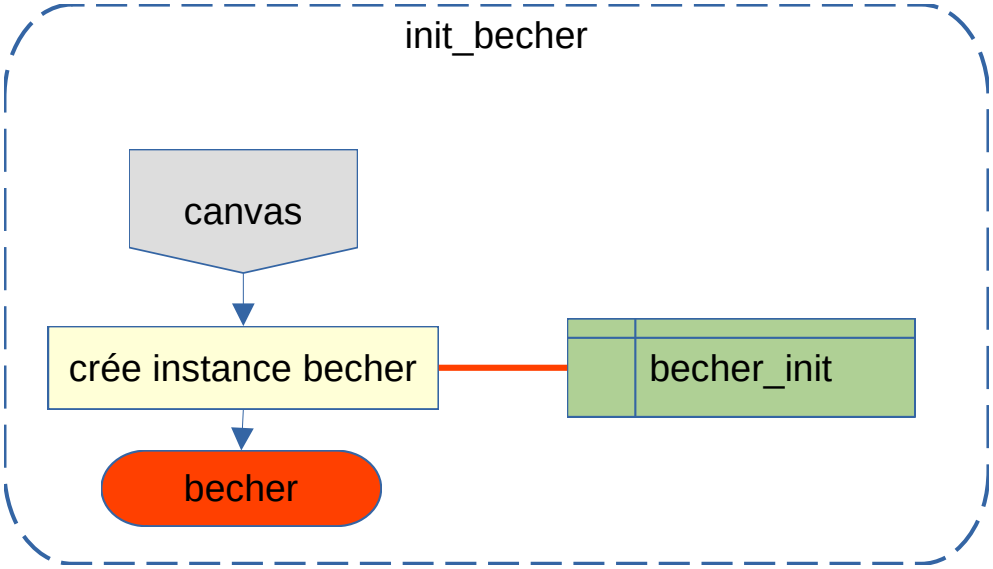
DOSAGE_OX.JS

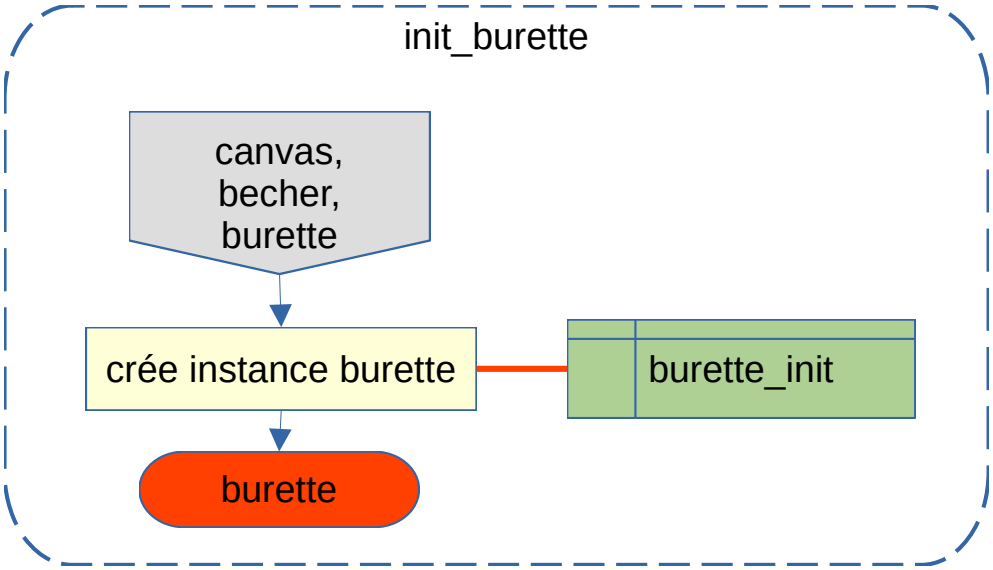
_init_dosage_ox

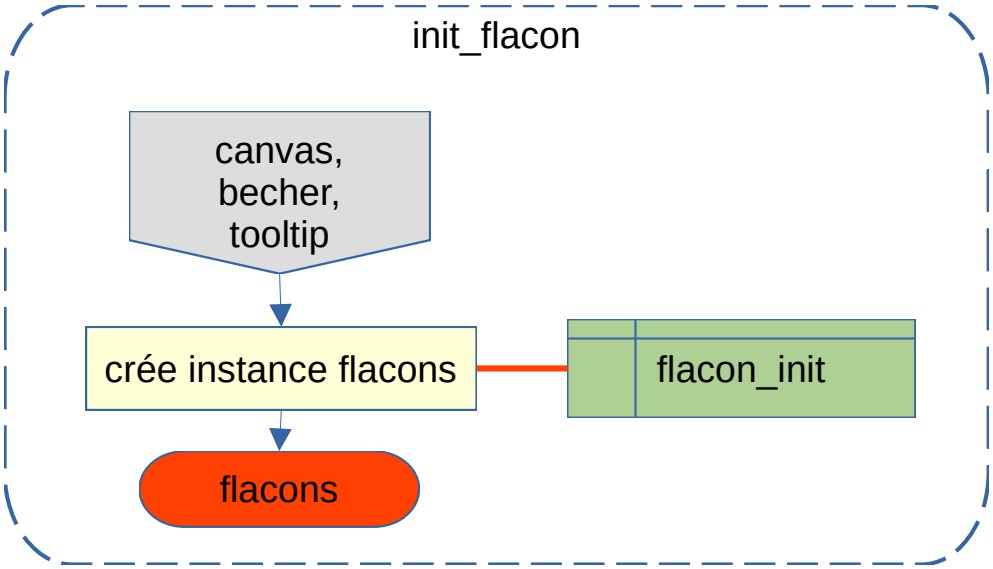


DOSAGE_UI.JS

init_becher
init_burette
init_flacon

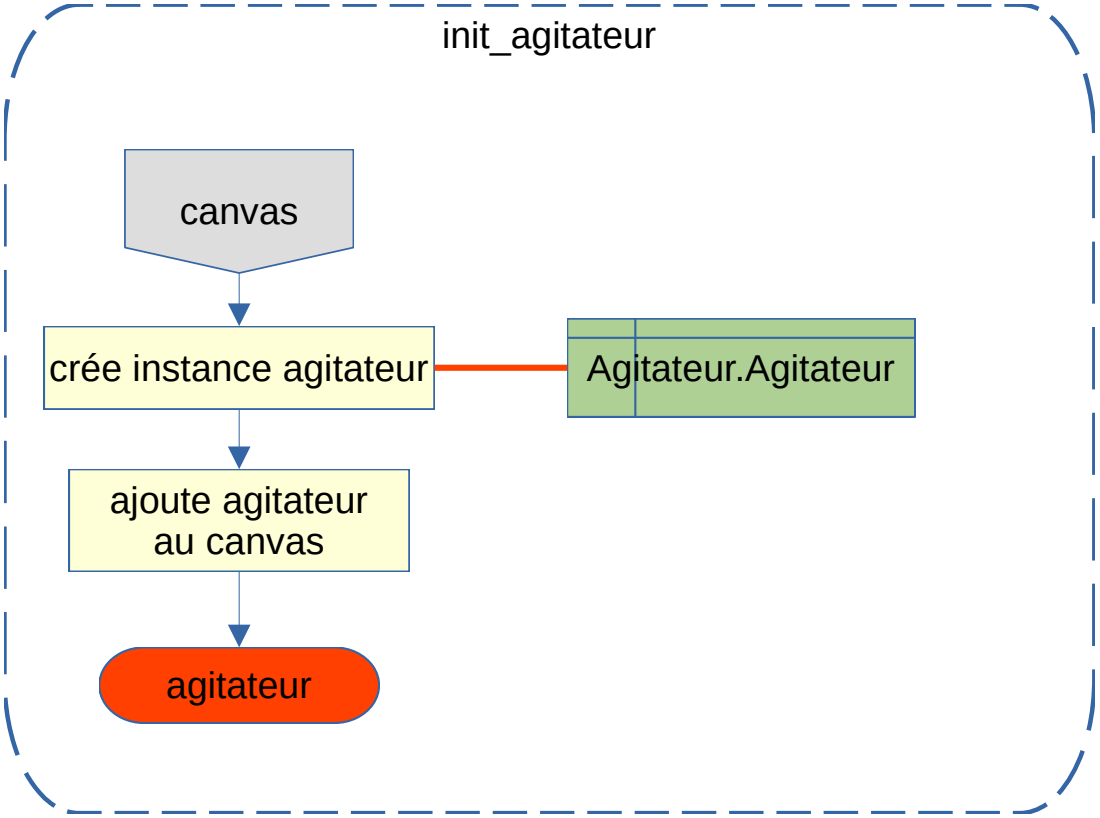


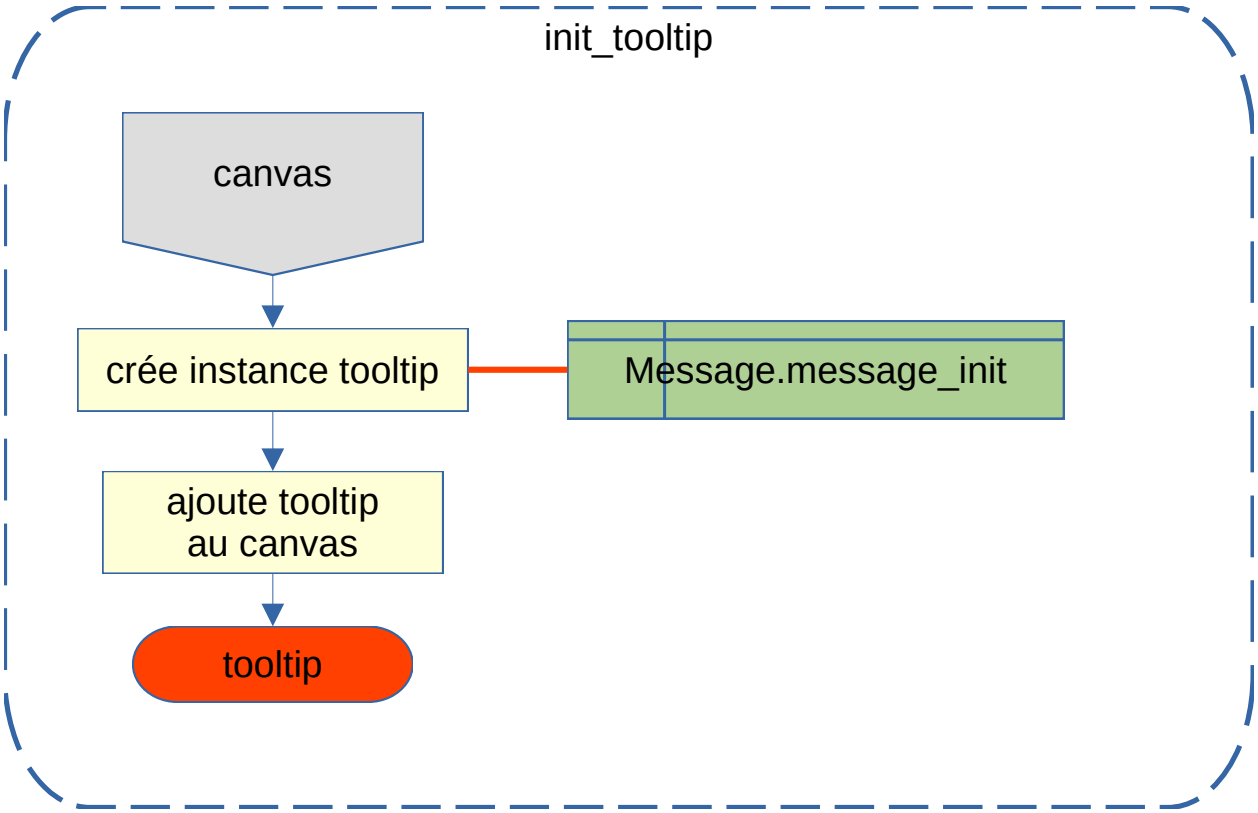




DOSAGE_UI.JS

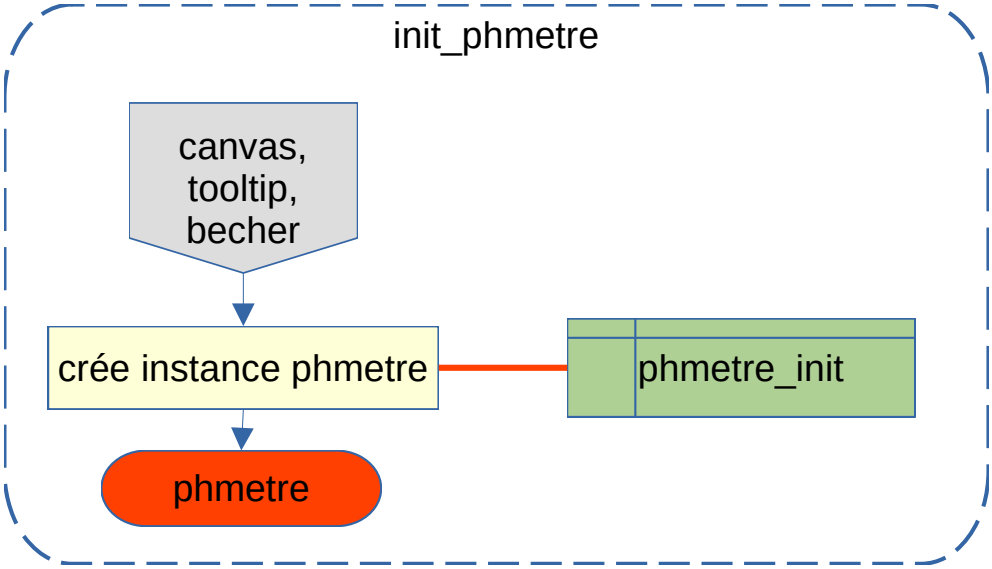
init_agitateur
init_tooltip
init_flacon

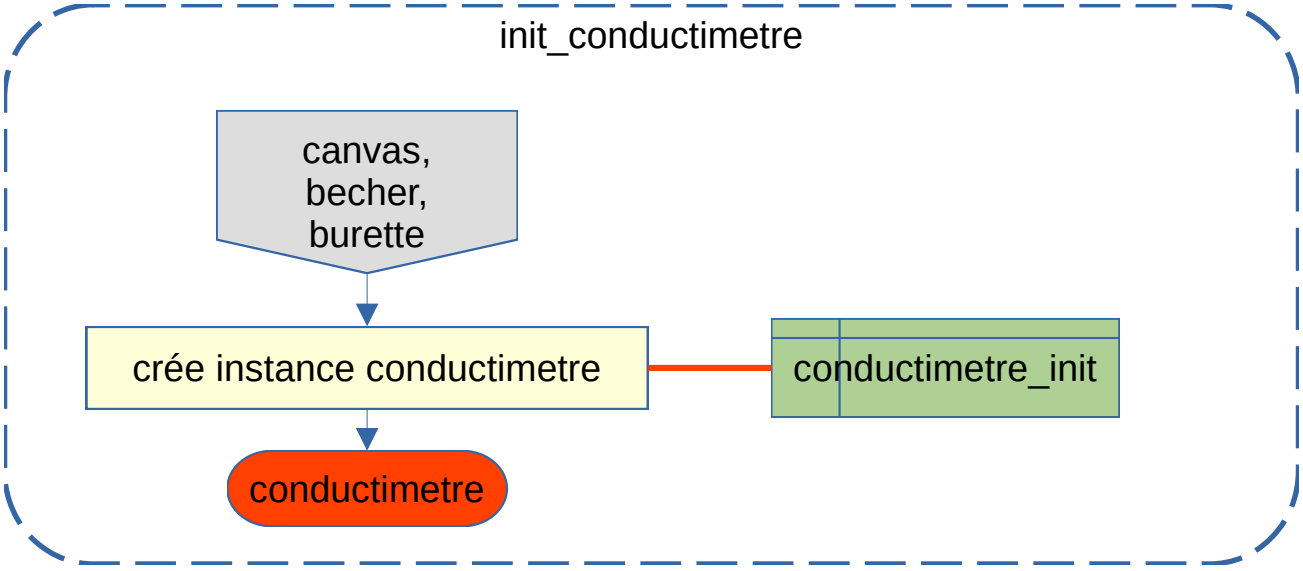




DOSAGE_UI.JS

init_phmetre
init_conductimetre
init_flacon





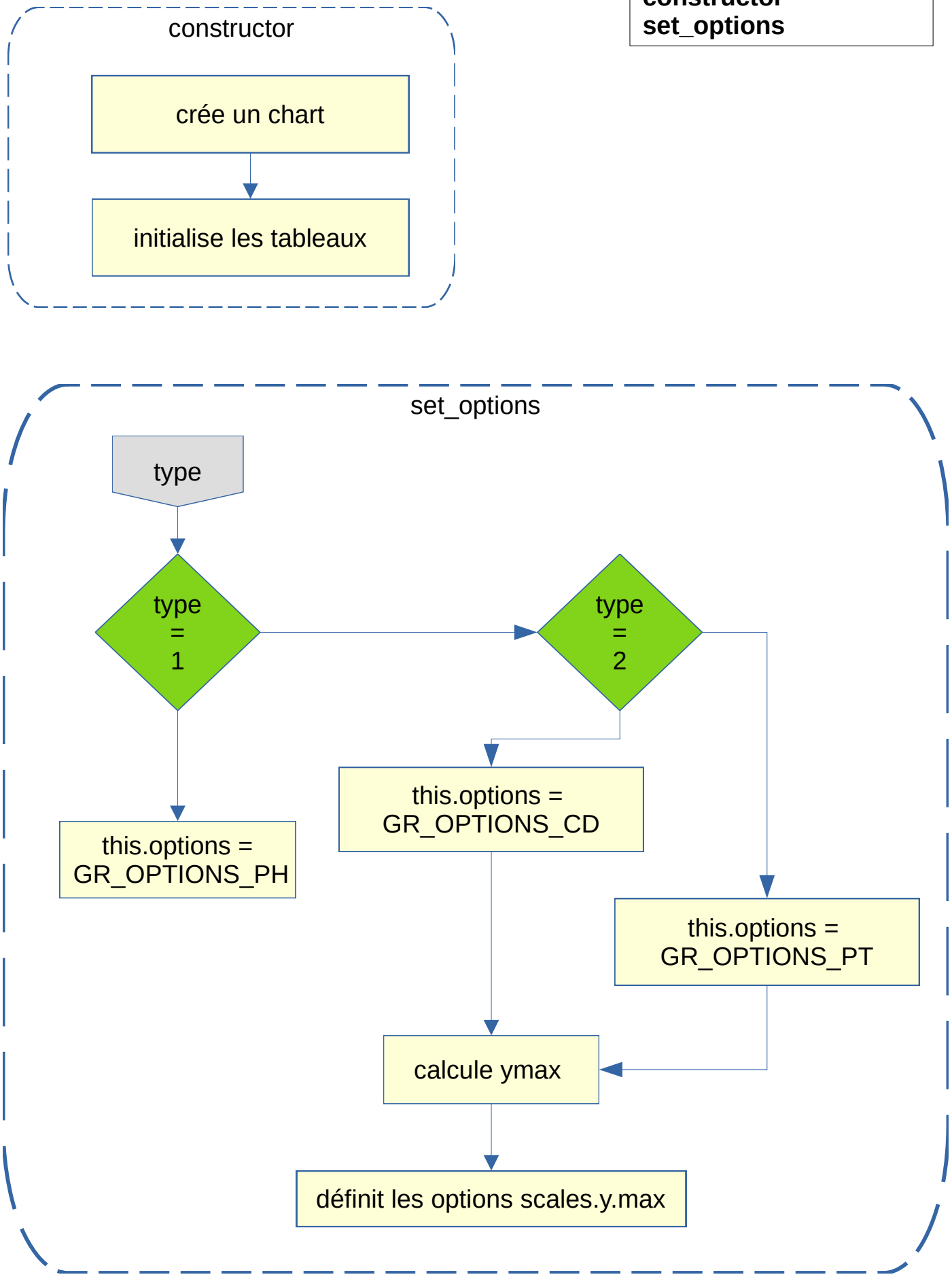
GRAPHX.JS

- constructor
- set_options
- set_datas
- init_data_theorique
- display
- dsp_tangente
- add_tangente
- del_tangente
- mov_tangente
- dsp_derivee
- dsp_courbe_theorique
- dsp_perpendiculaire
- reset_graph
- set_info

- _get_perp
- _calc_pente

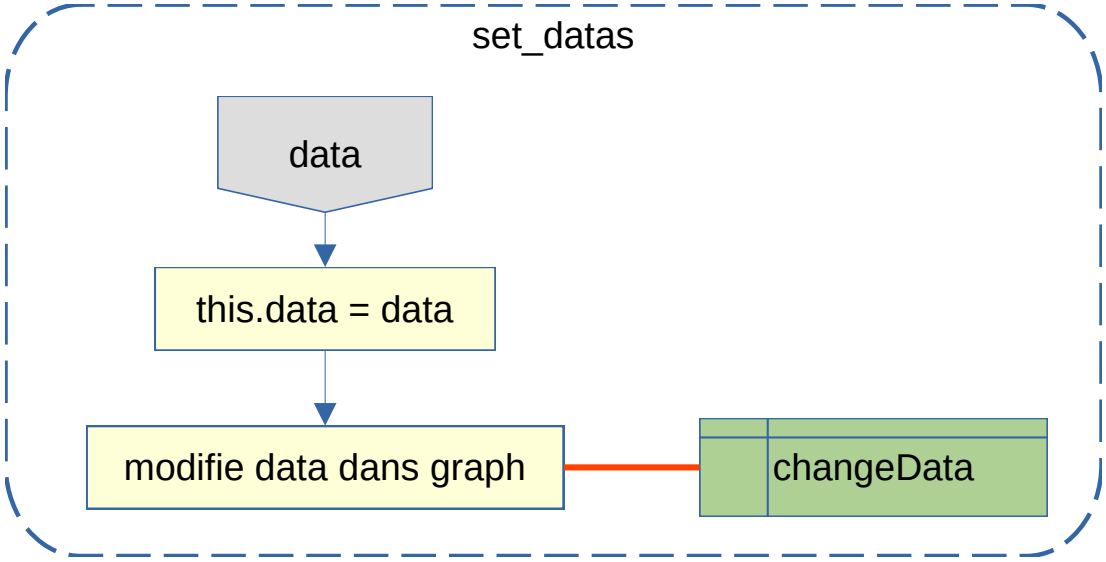
GRAPHX.JS

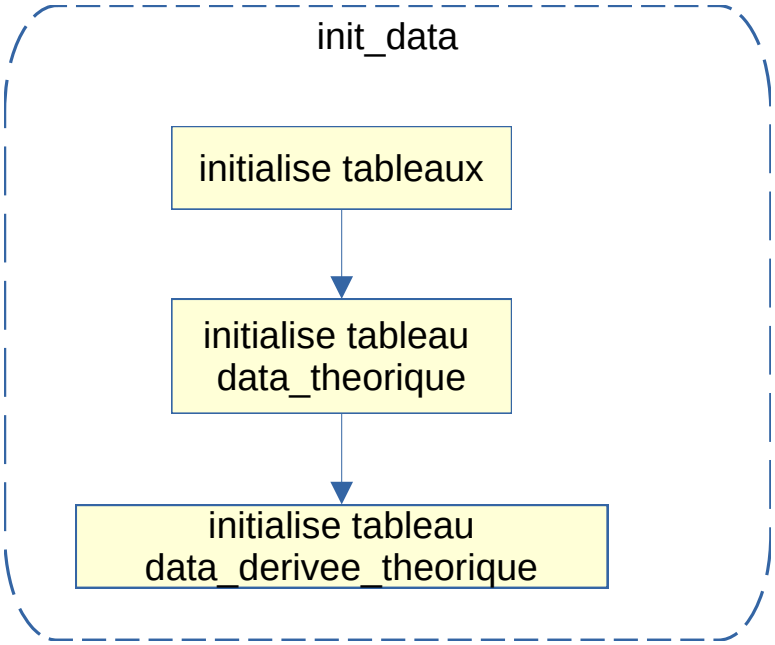
constructor
set_options



GRAPHX.JS

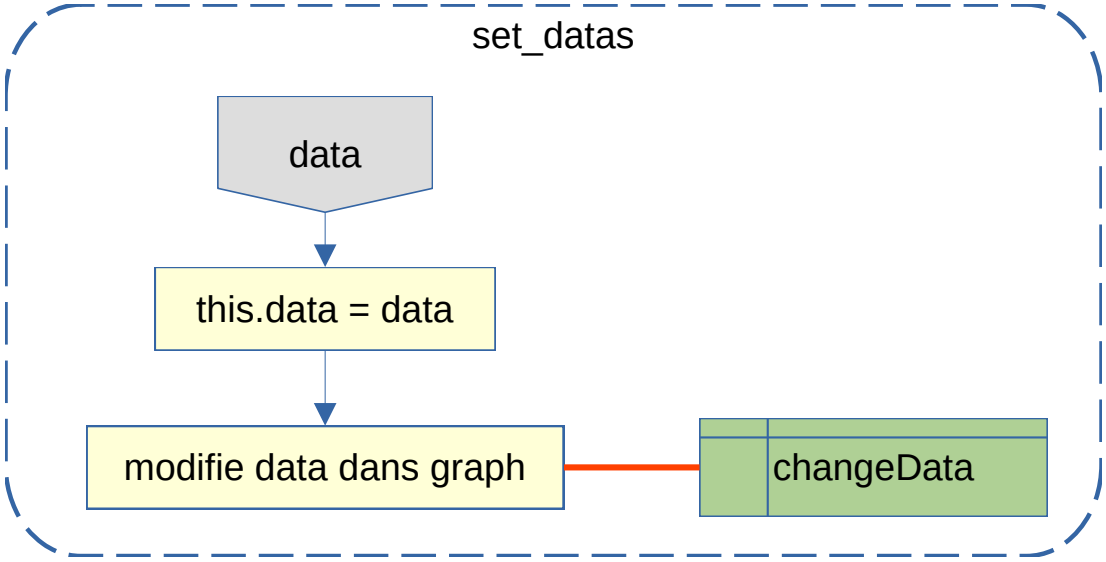
set_datas
init_data

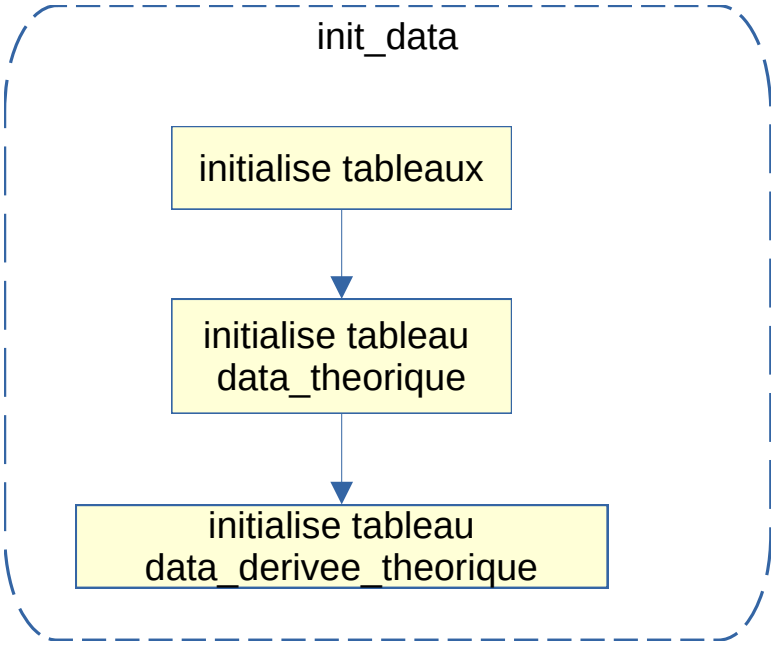




GRAPHX.JS

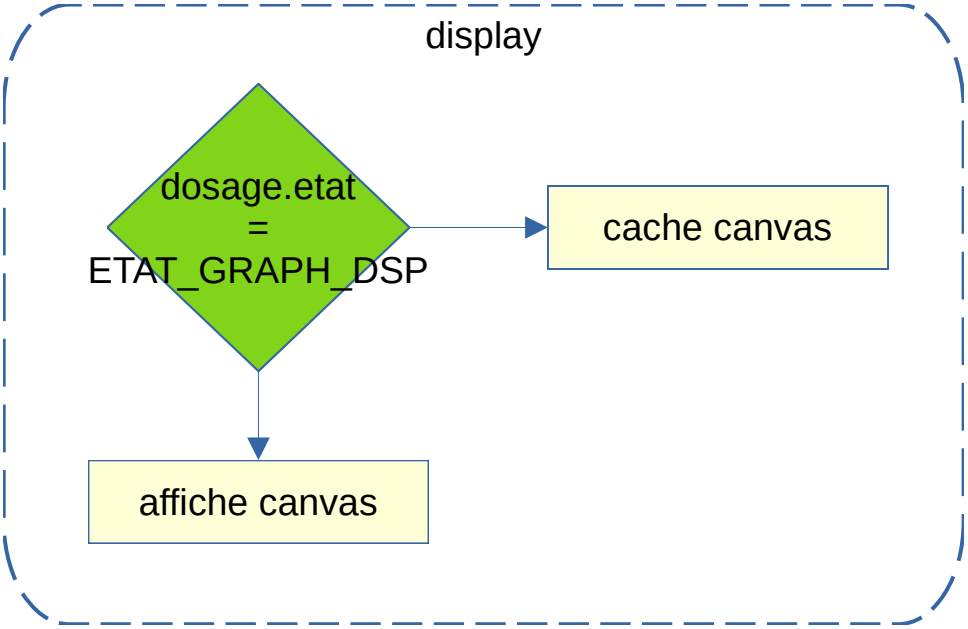
set_datas
init_data

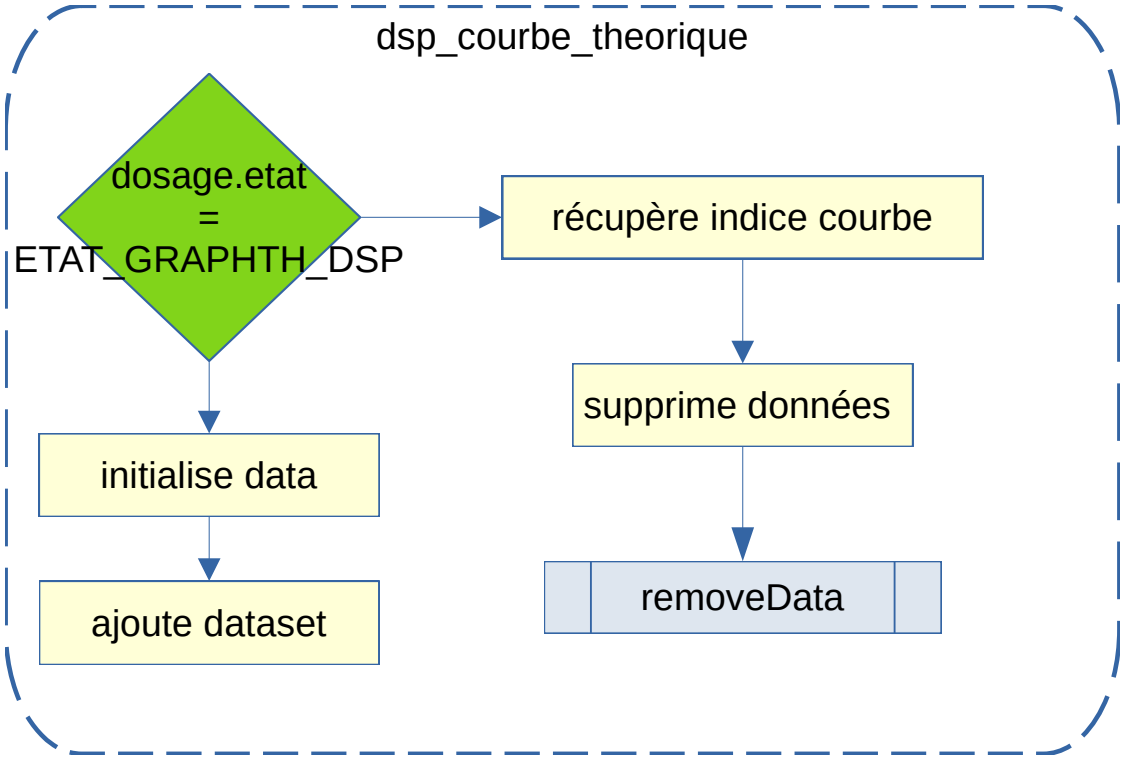




GRAPHX.JS

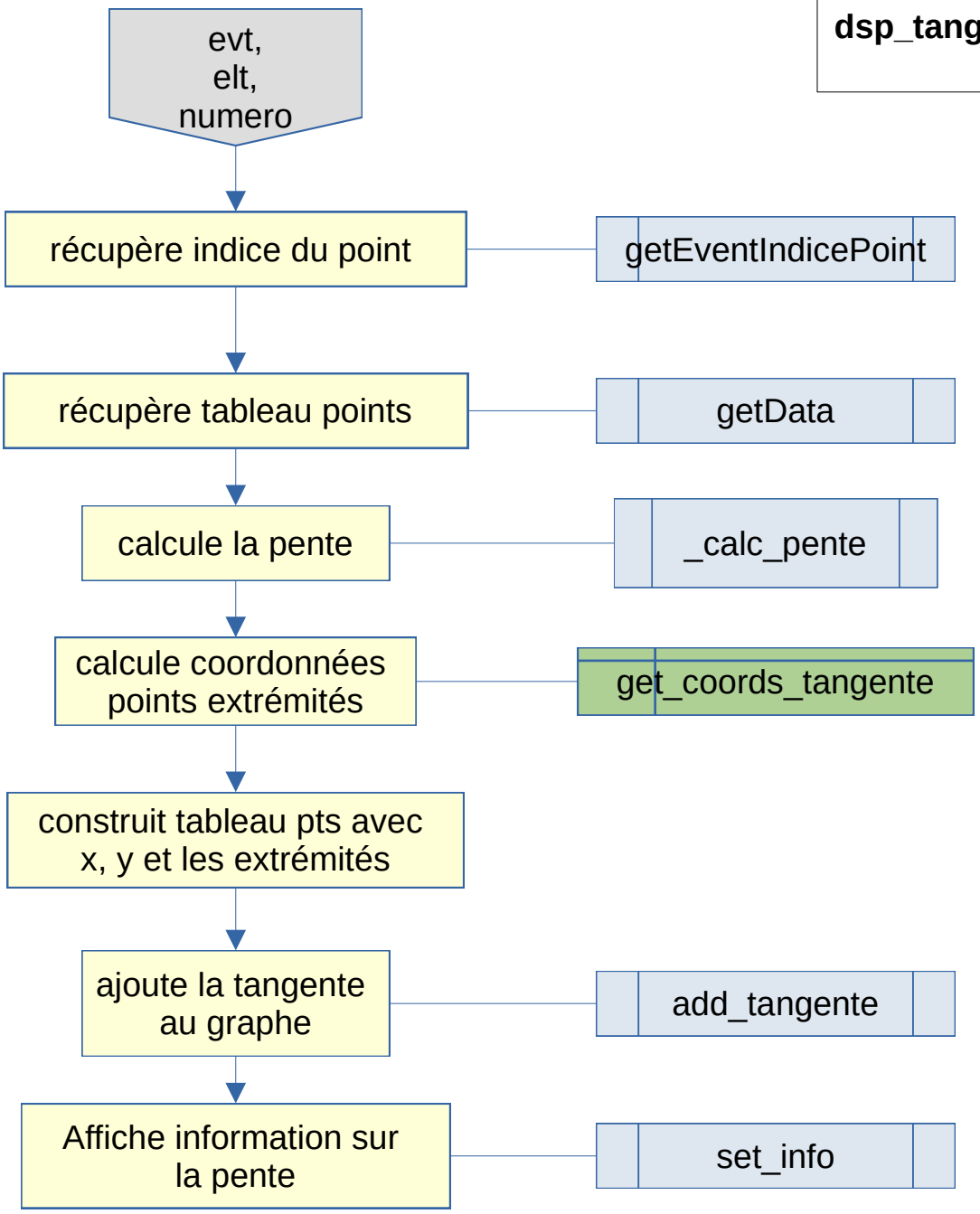
display
dsp_courbe_theorique





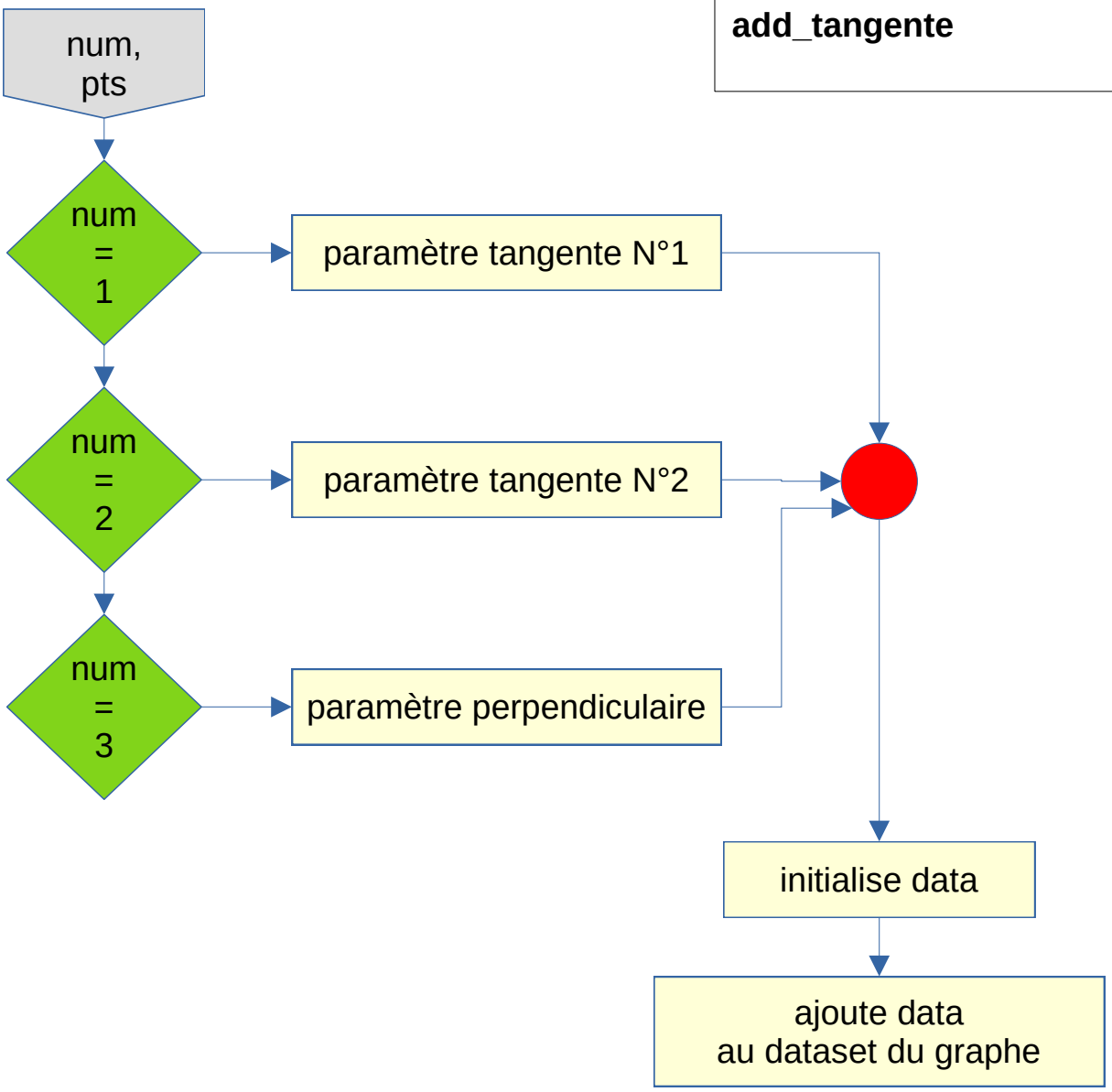
GRAPHX.JS

dsp_tangente



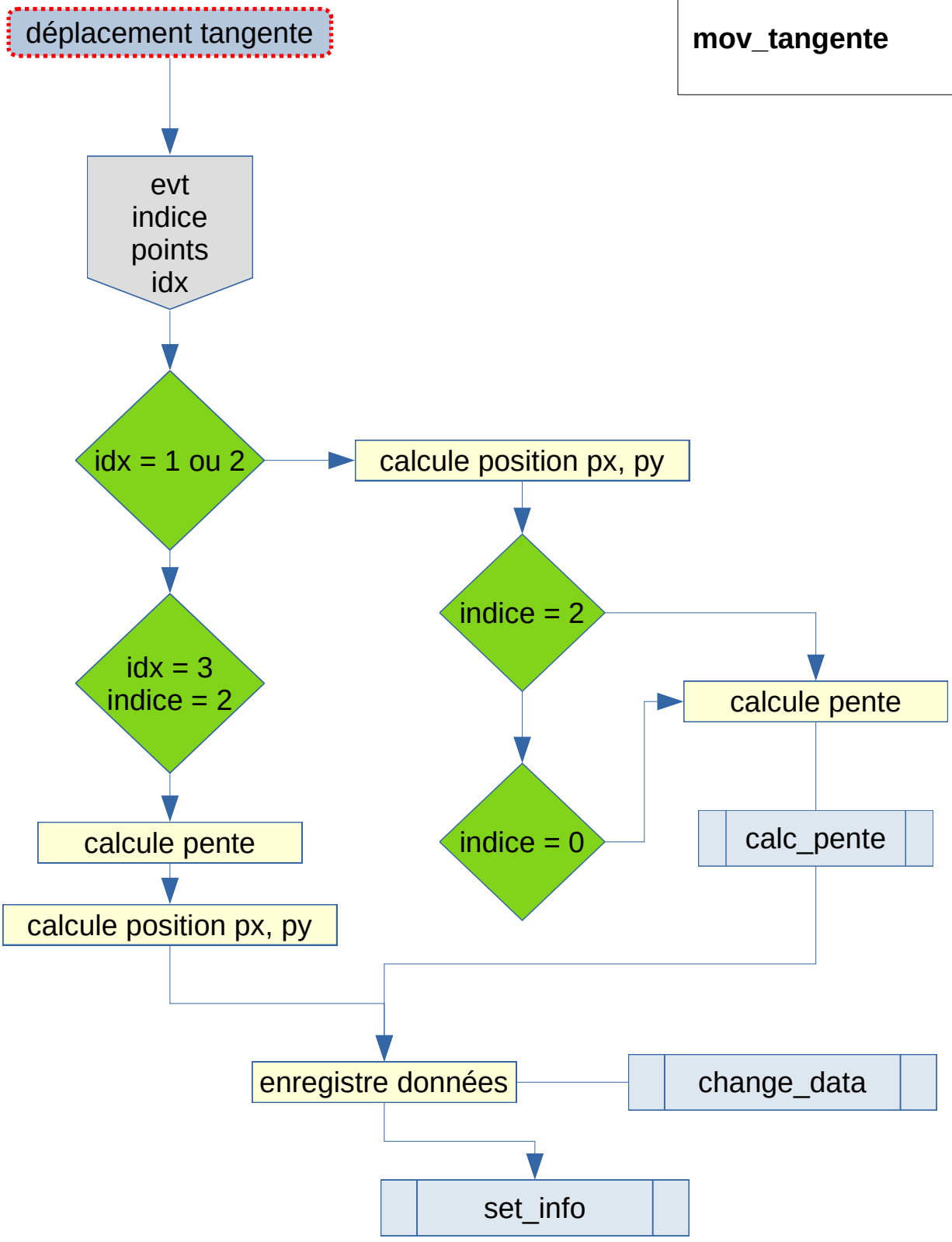
GRAPHX.JS

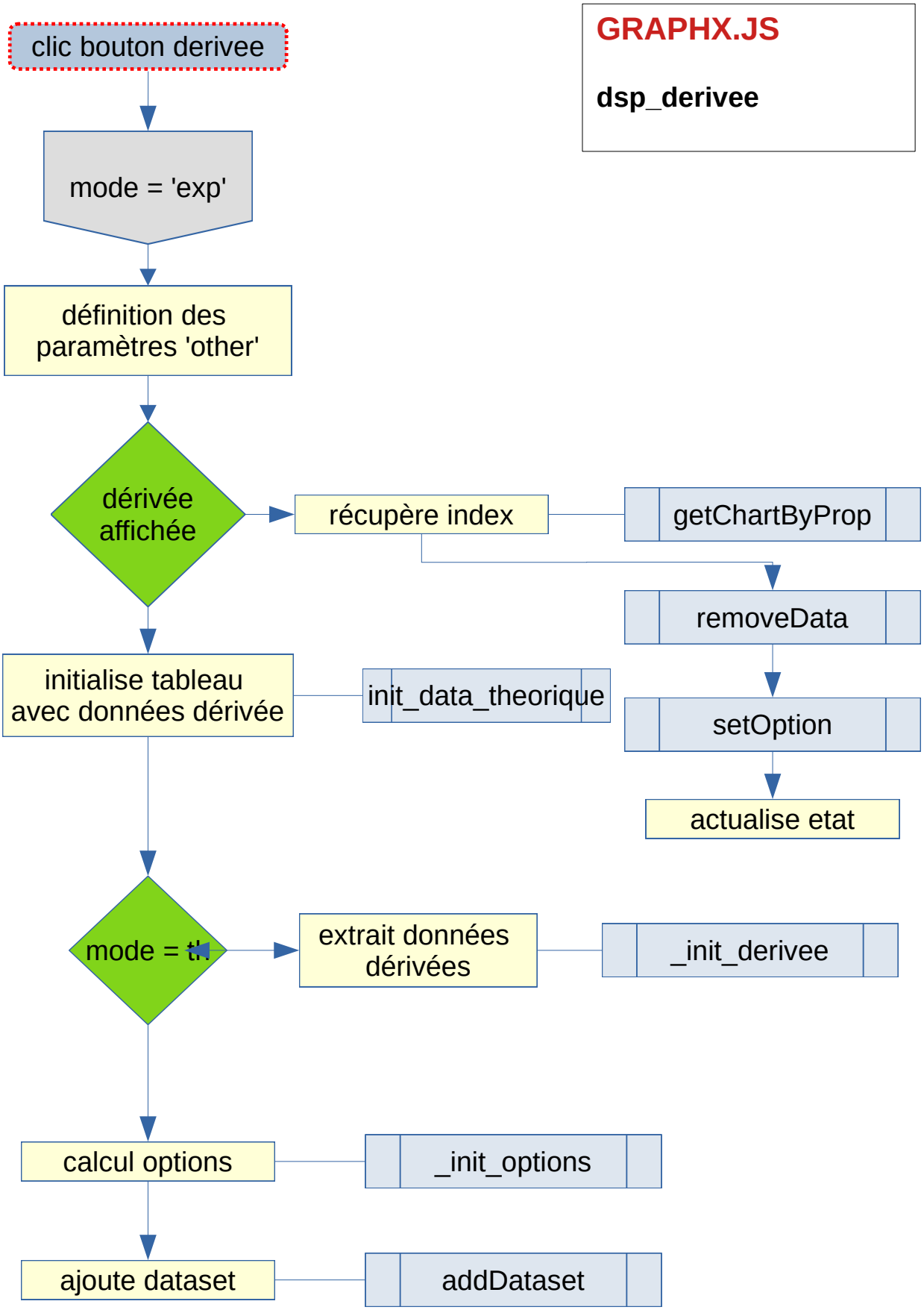
add_tangente

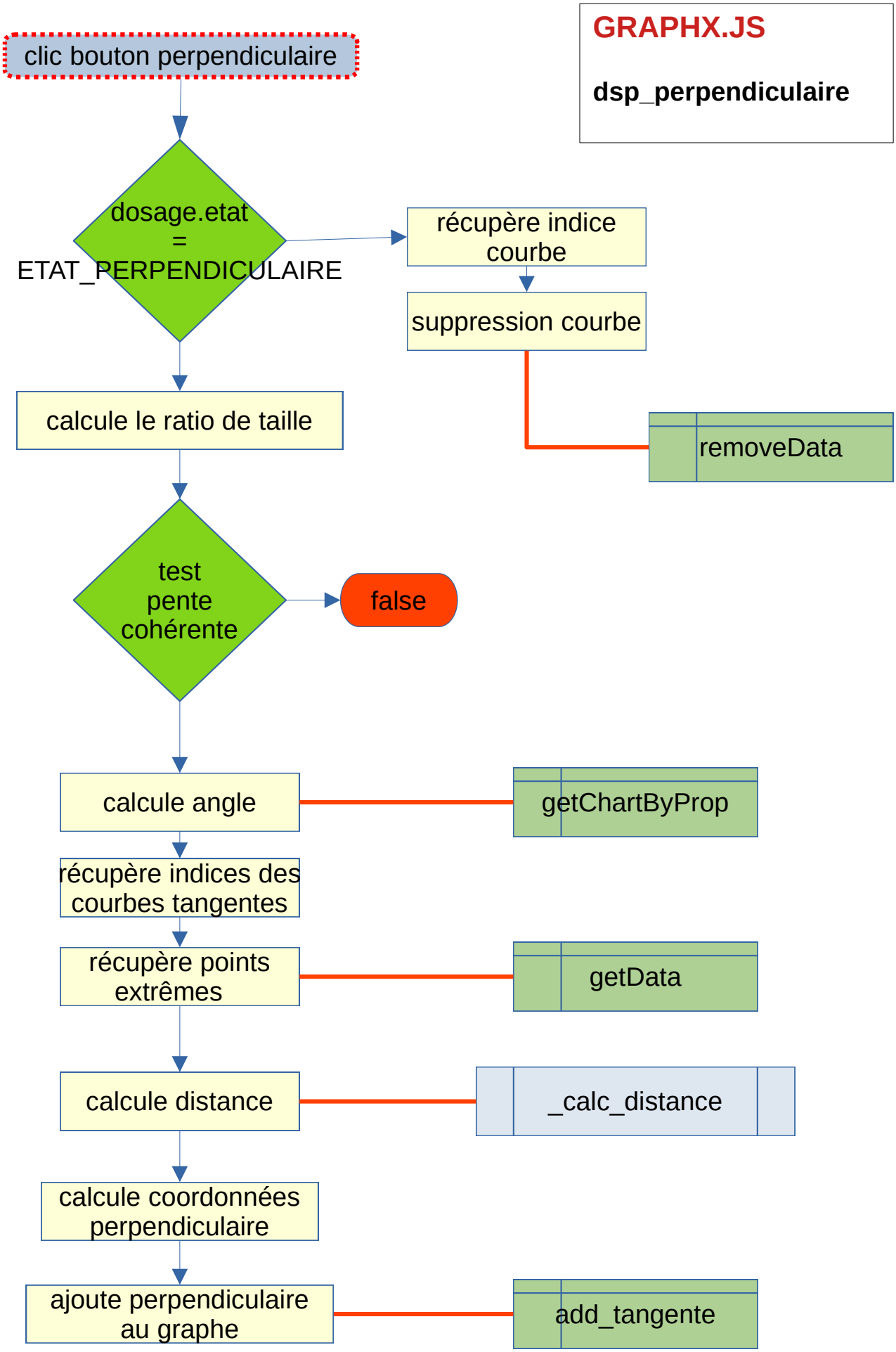


GRAPHX.JS

mov_tangente

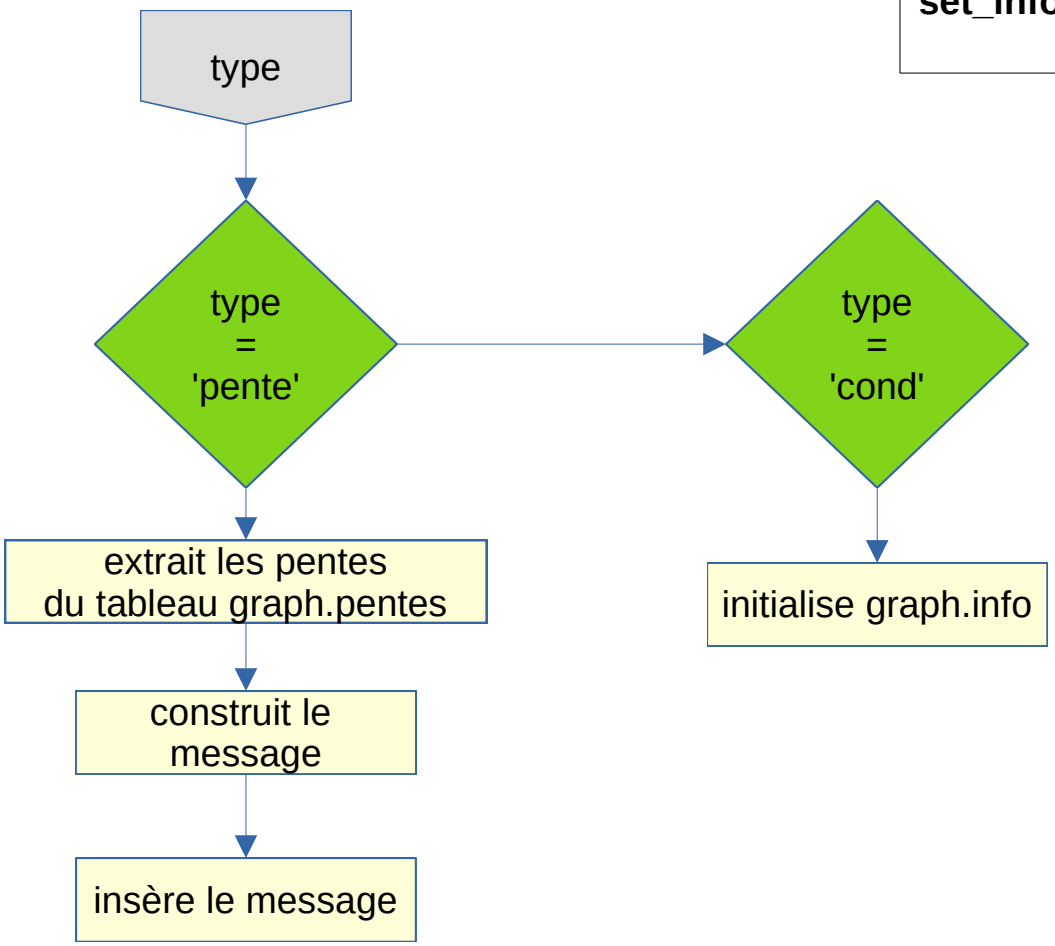


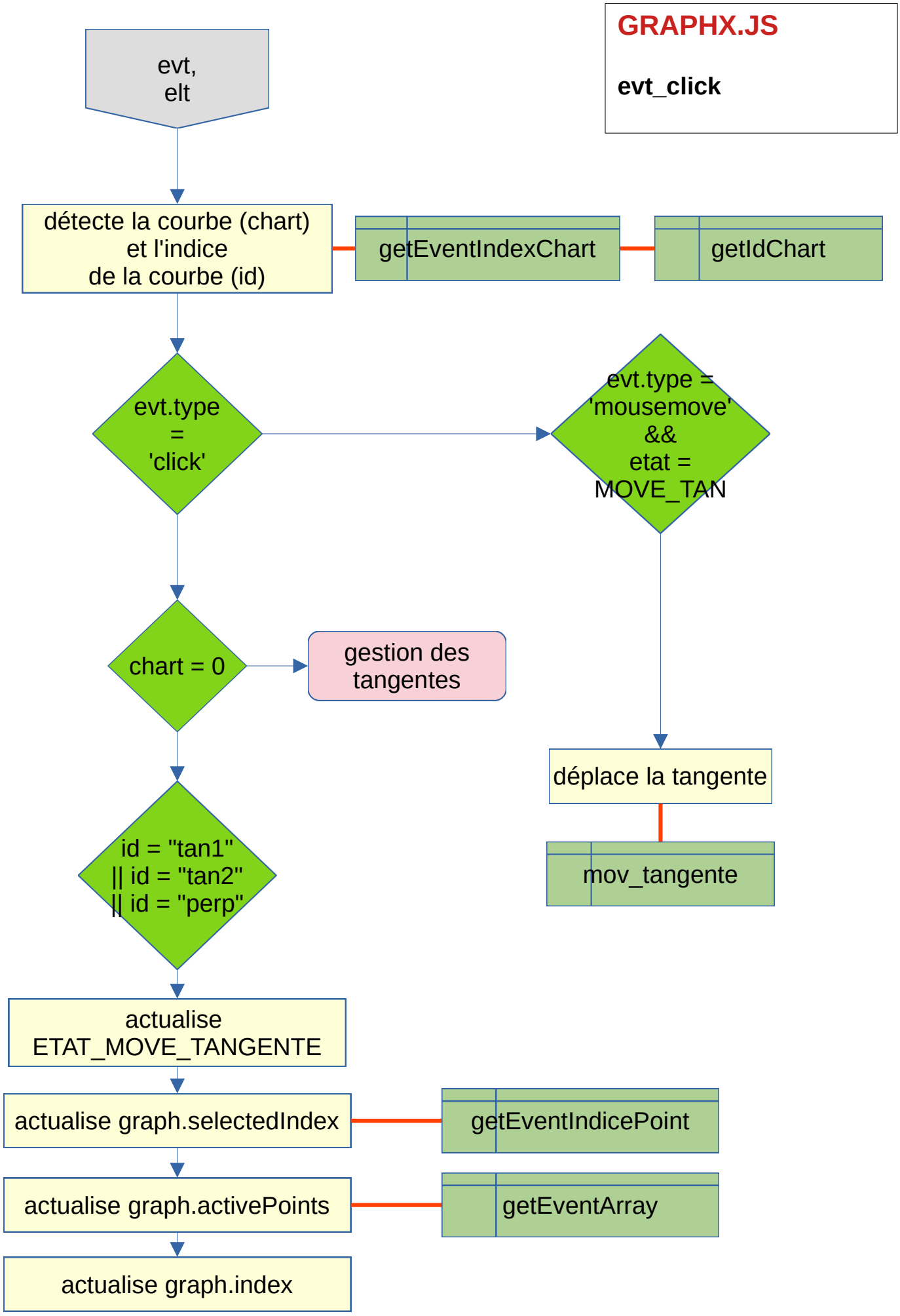

GRAPHX.JS
dsp_derivee
clic bouton derivee
mode = 'exp'
définition des paramètres 'other'
dérivée affichée
récupère index
getChartByProp
removeData
initialise tableau avec données dérivée
init_data_theorique
setOption
actualise etat
mode = t
extrait données dérivées
_init_derivee
calcul options
_init_options
ajoute dataset
addDataset


GRAPHX.JS
dsp_perpendiculaire
clic bouton perpendiculaire
dosage.etat = ETAT_PERPENDICULAIRE
récupère indice courbe
suppression courbe
removeData
calcule le ratio de taille
test pente cohérente
false
calcule angle
getChartByProp
récupère indices des courbes tangentes
récupère points extrêmes
getData
calcule distance
_calc_distance
calcule coordonnées perpendiculaire
ajoute perpendiculaire au graphe
add_tangente

GRAPHX.JS

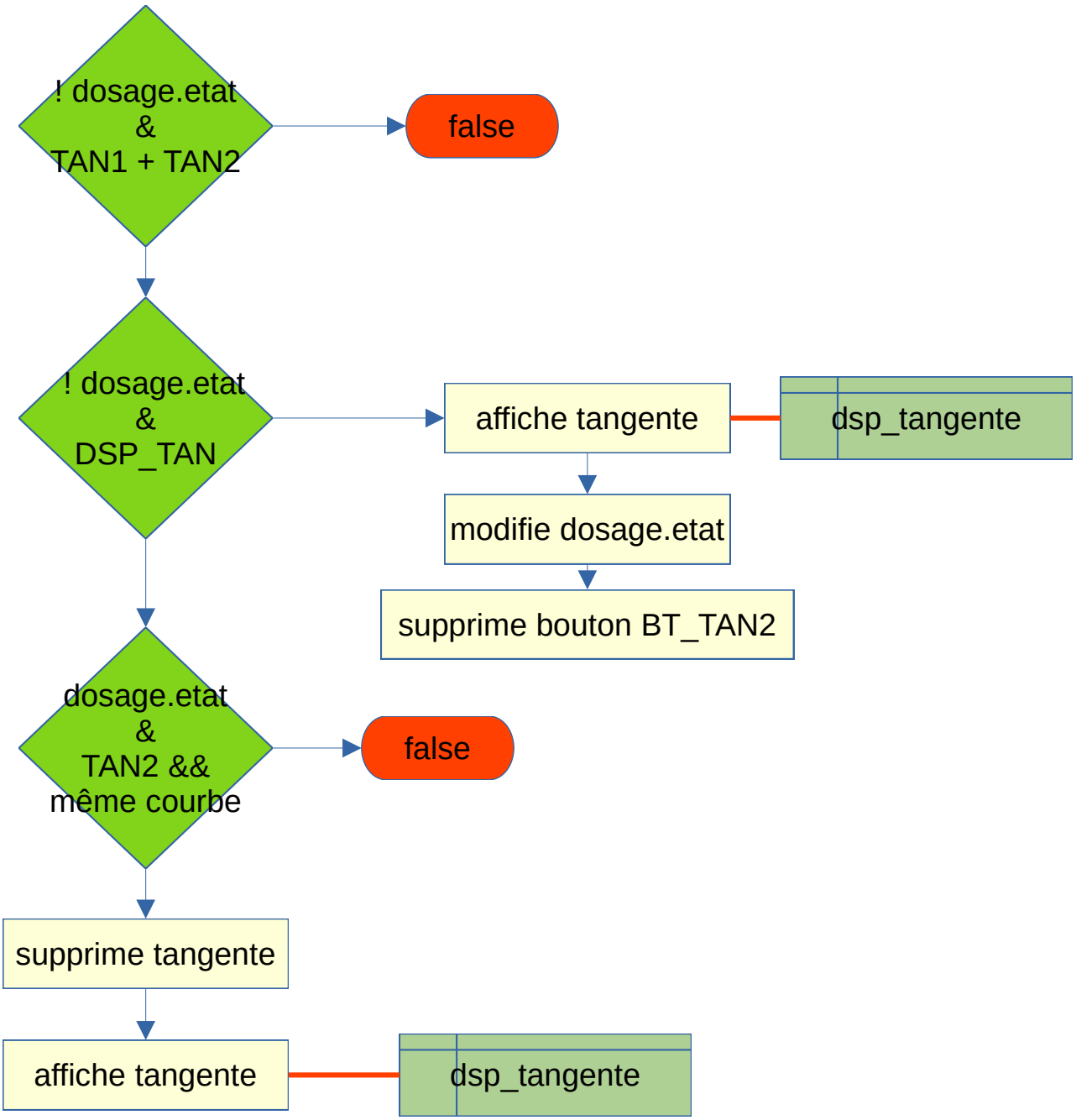
set_info




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

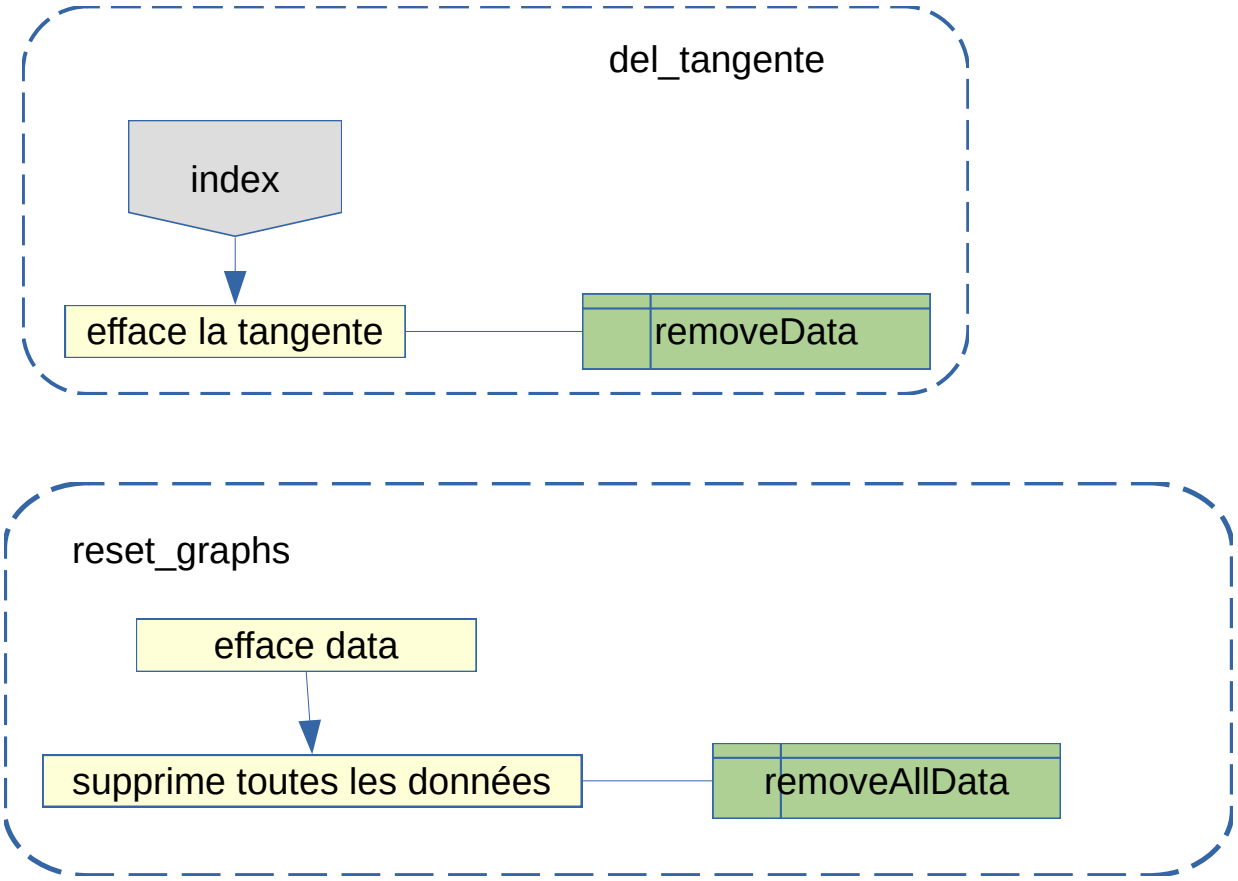
GRAPHX.JS

evt_click (détail)



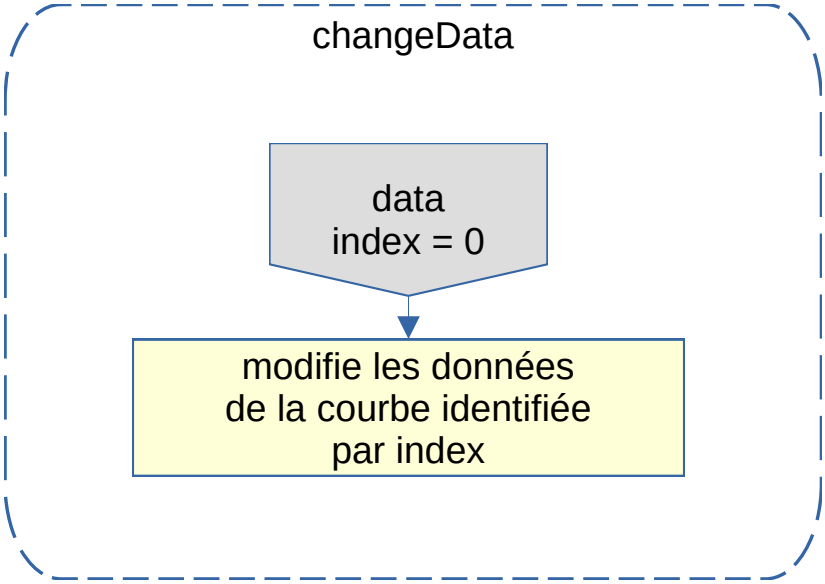
GRAPHX.JS

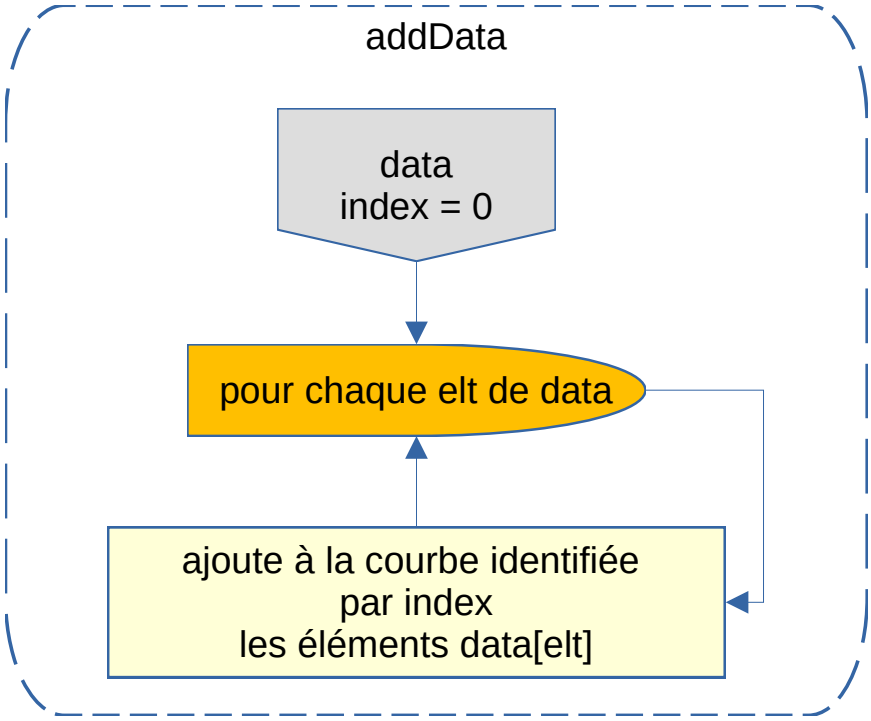
del_tangente
reset_graphs



GRAPH.JS

changeData
addData



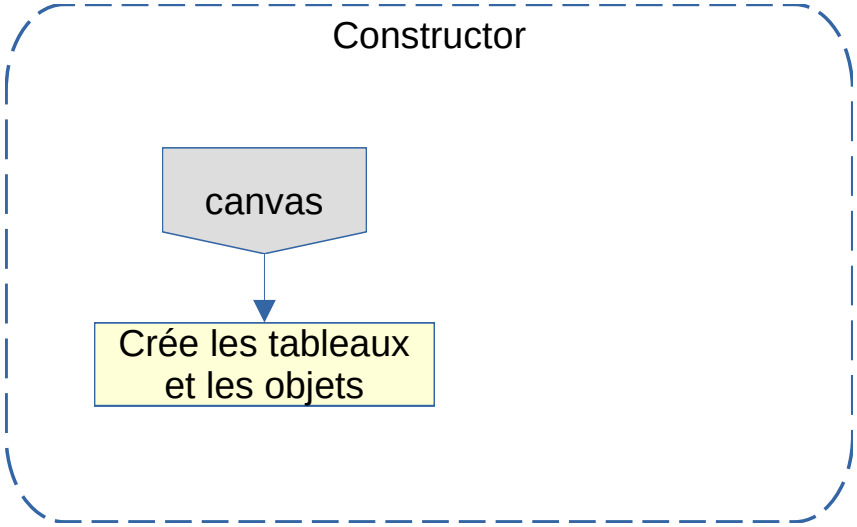


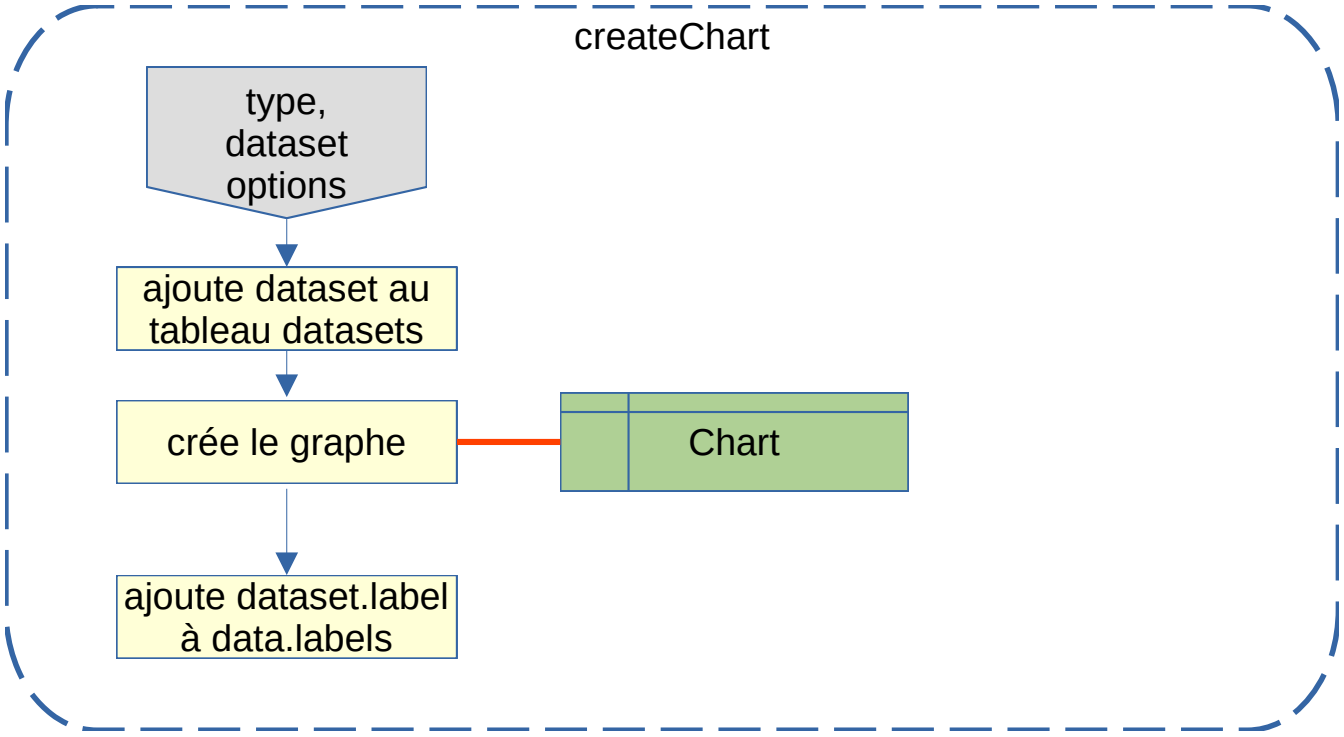
GRAPH.JS

- constructor
- createChart
- setDataset
- addDataset
- removeAllData
- removeData
- removeOption
- setEvent
- getEventArray
- getEventIndicePoint
- getEventCoordPixel
- getEventCoord
- changeData
- addData
- getChartByProp
- getIdChart
- getData
- setOption

GRAPH.JS

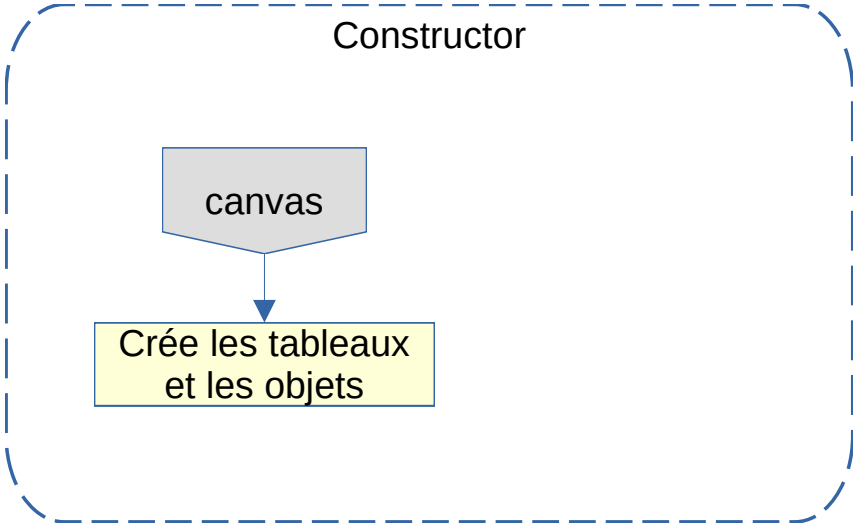
constructeur
createChart

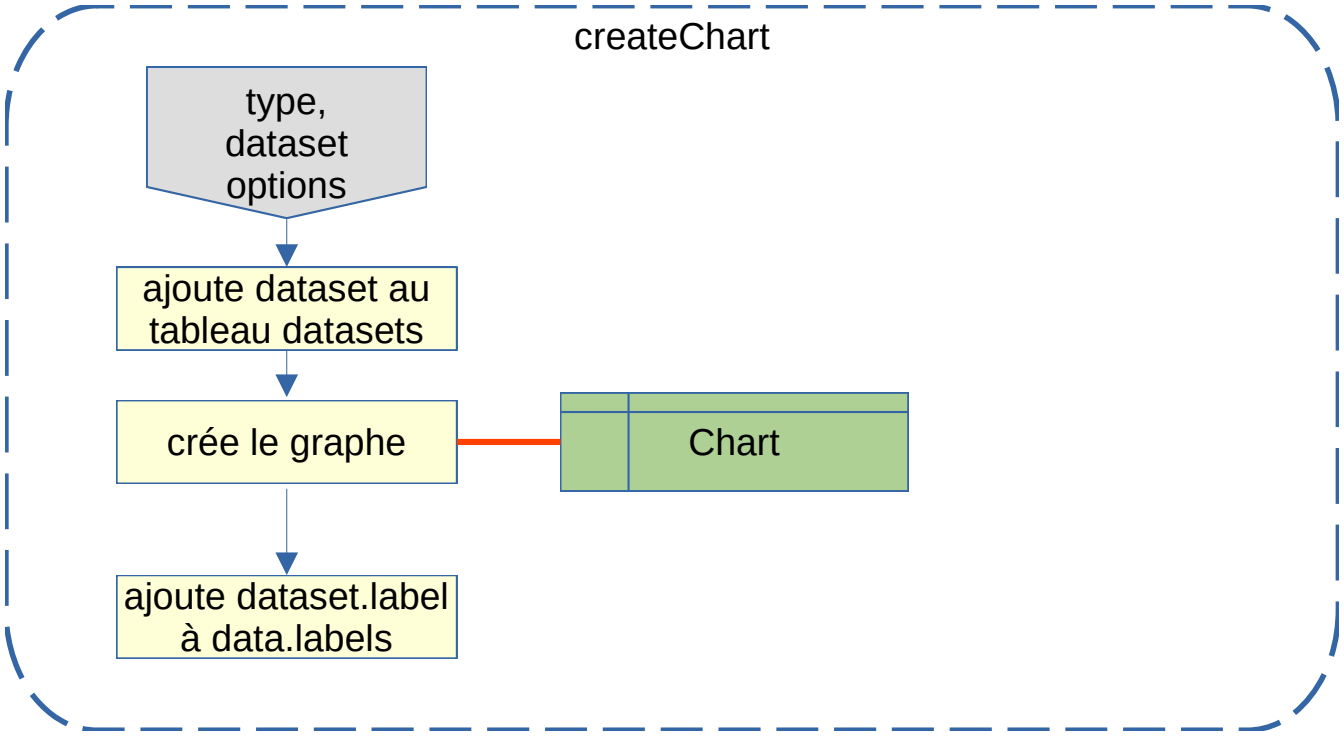




GRAPH.JS

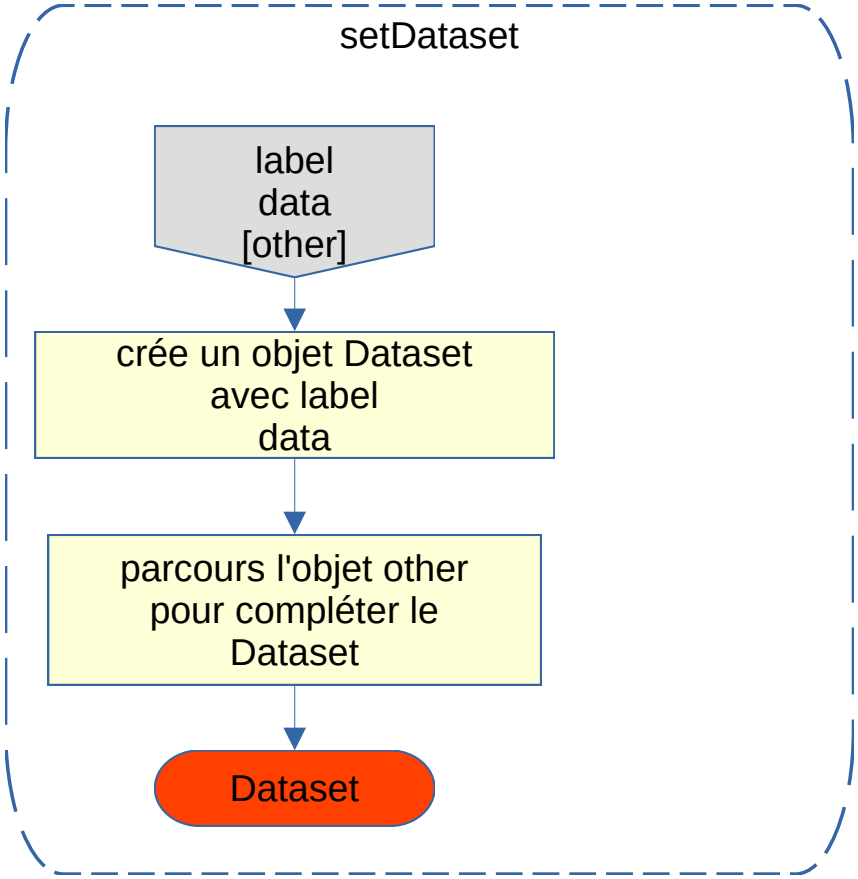
constructeur
createChart

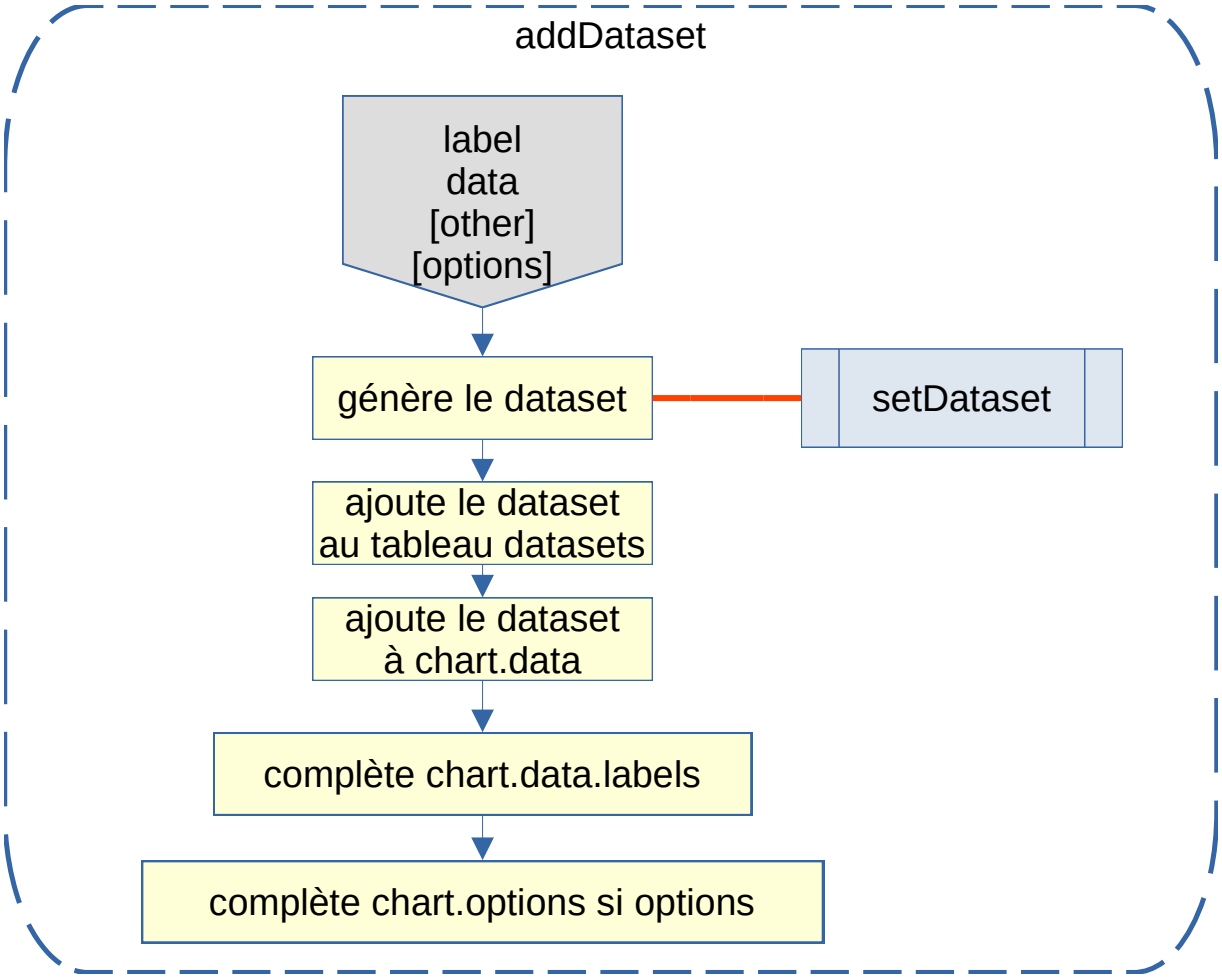




GRAPH.JS

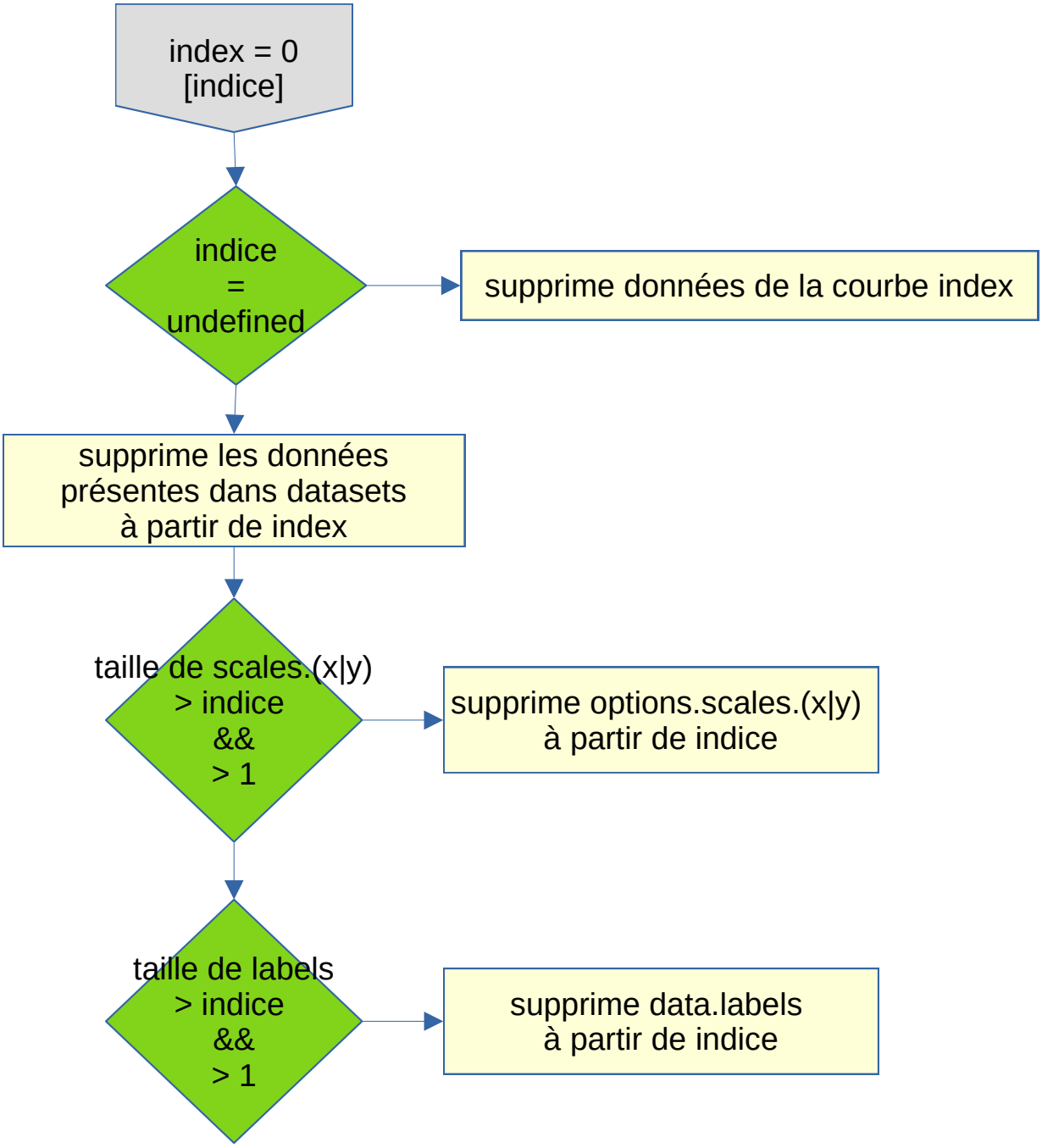
setDataset
addDataset





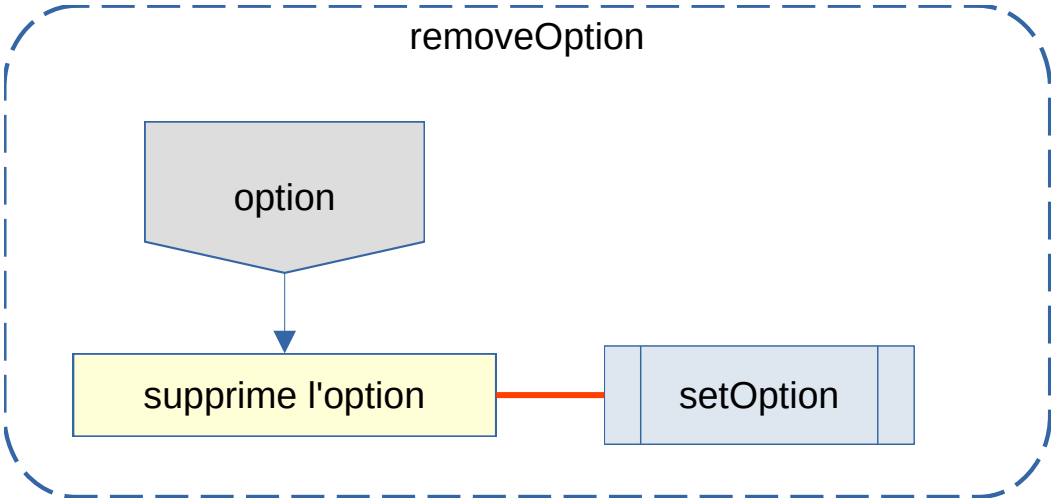
GRAPH.JS

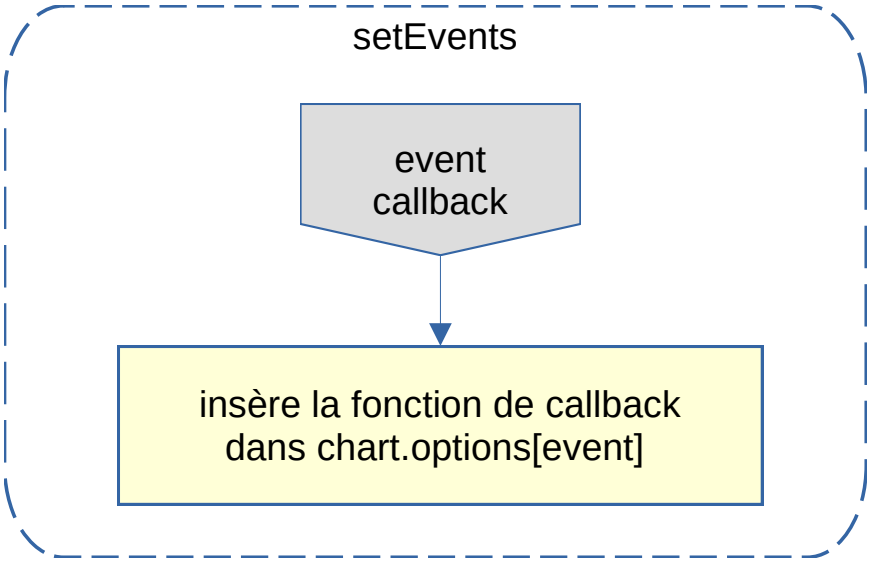
removeData

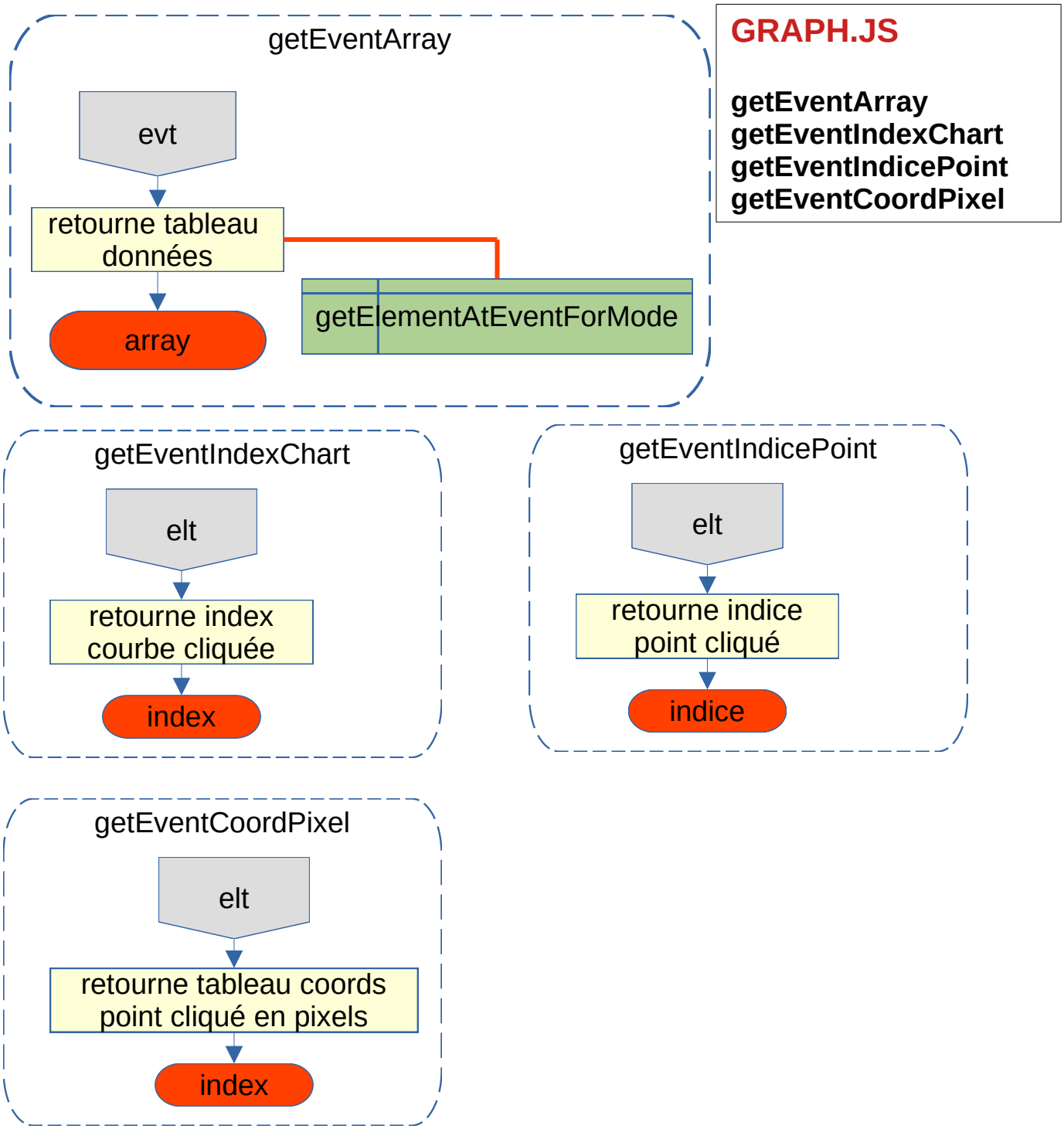


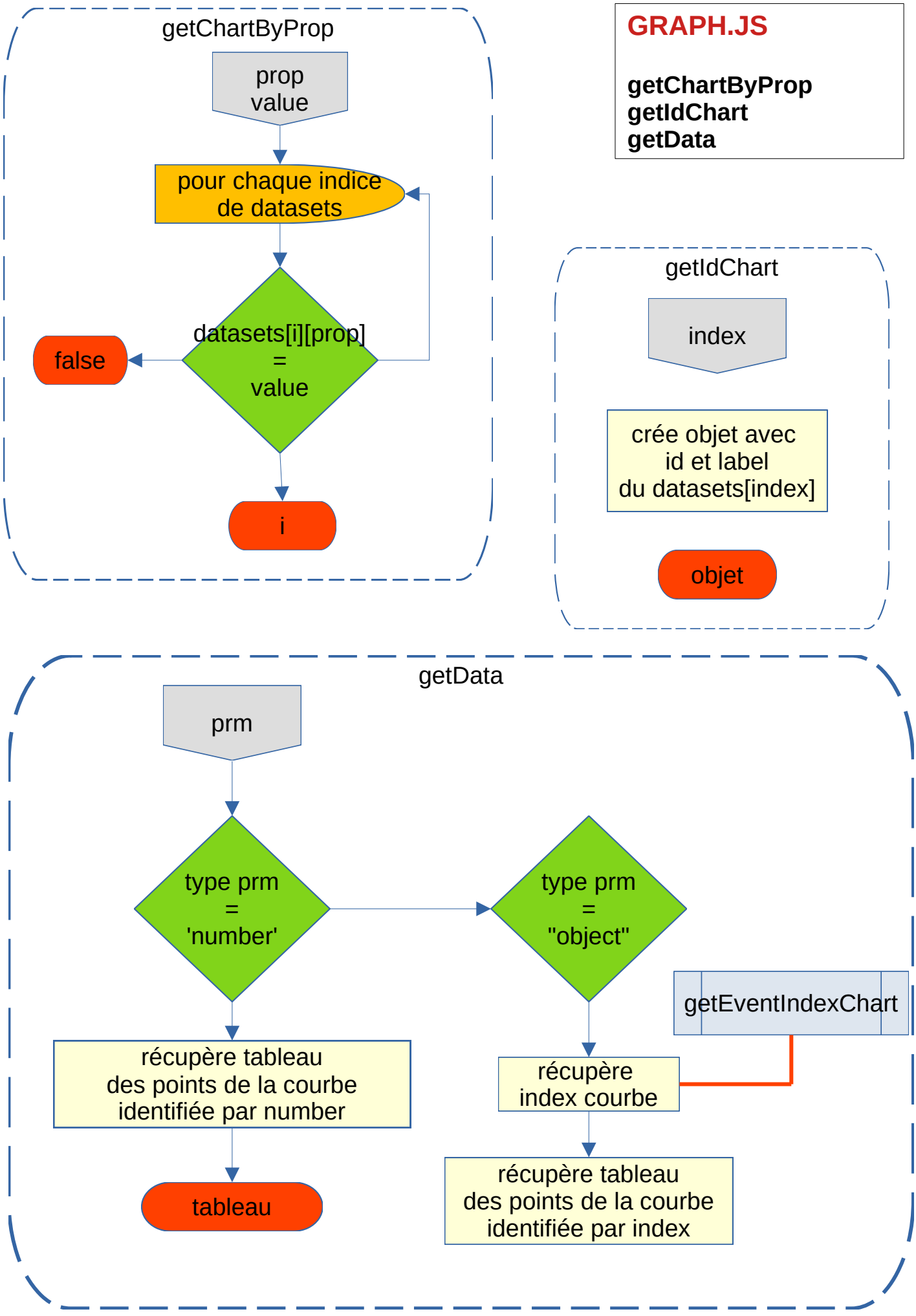
GRAPH.JS

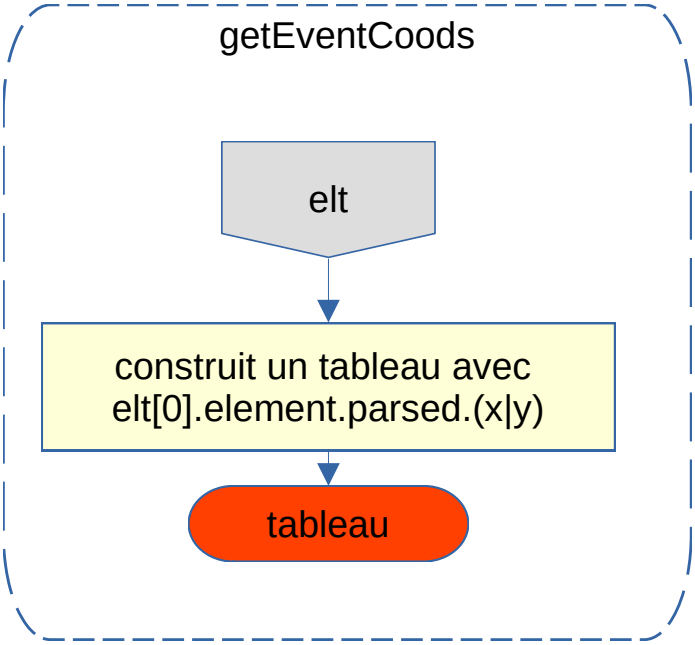
removeOption
setEvent





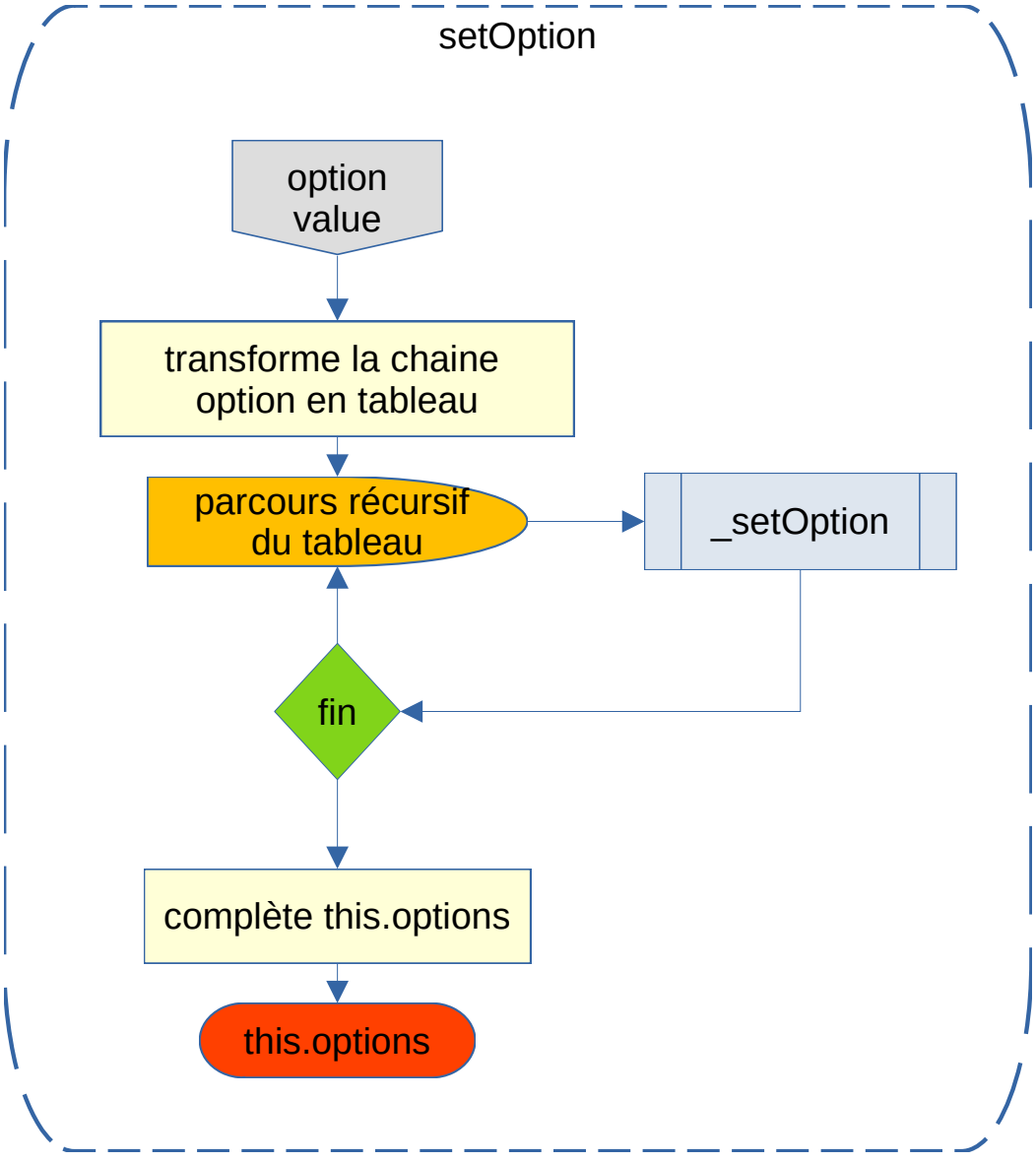

GRAPH.JS
getEventArray
getEventIndexChart
getEventIndicePoint
getEventCoordPixel
getEventArray
evt
retourne tableau données
array
getElementAtEventForMode
getEventIndexChart
elt
retourne index courbe cliquée
index
getEventIndicePoint
elt
retourne indice point cliqué
indice
getEventCoordPixel
elt
retourne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



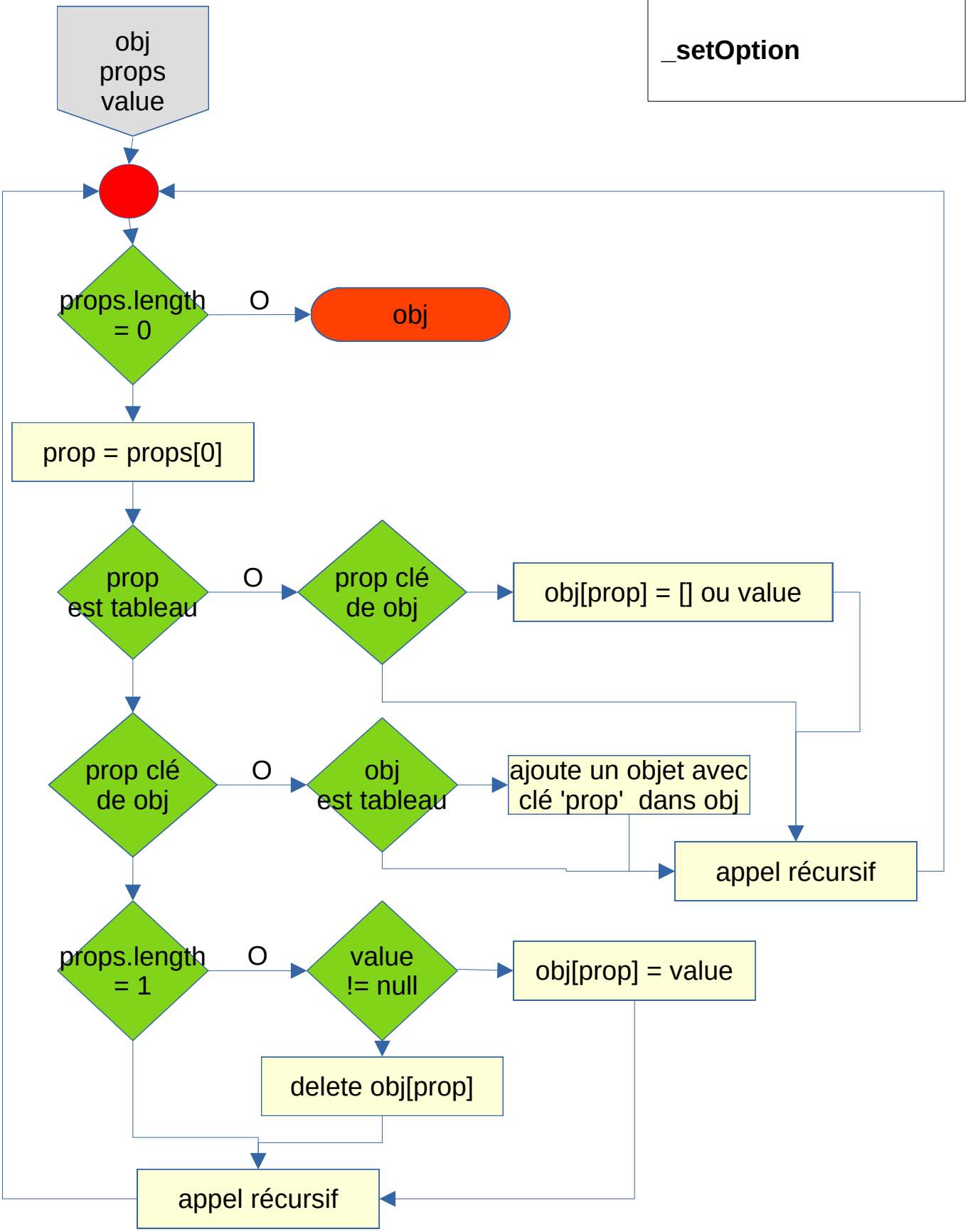
GRAPH.JS

getEventCoords
setOption



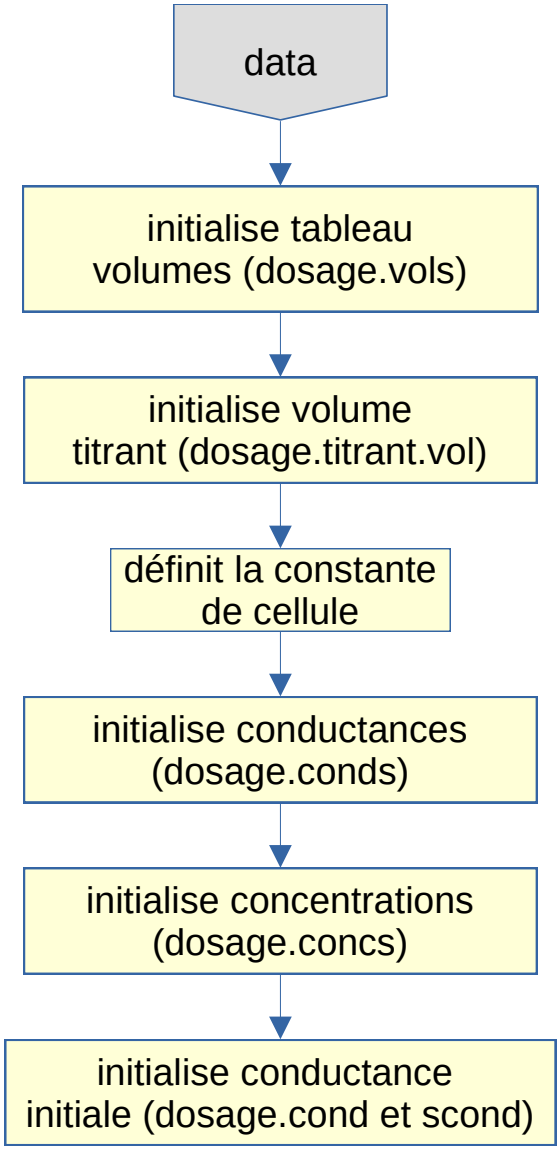
GRAPH.JS

_setOption



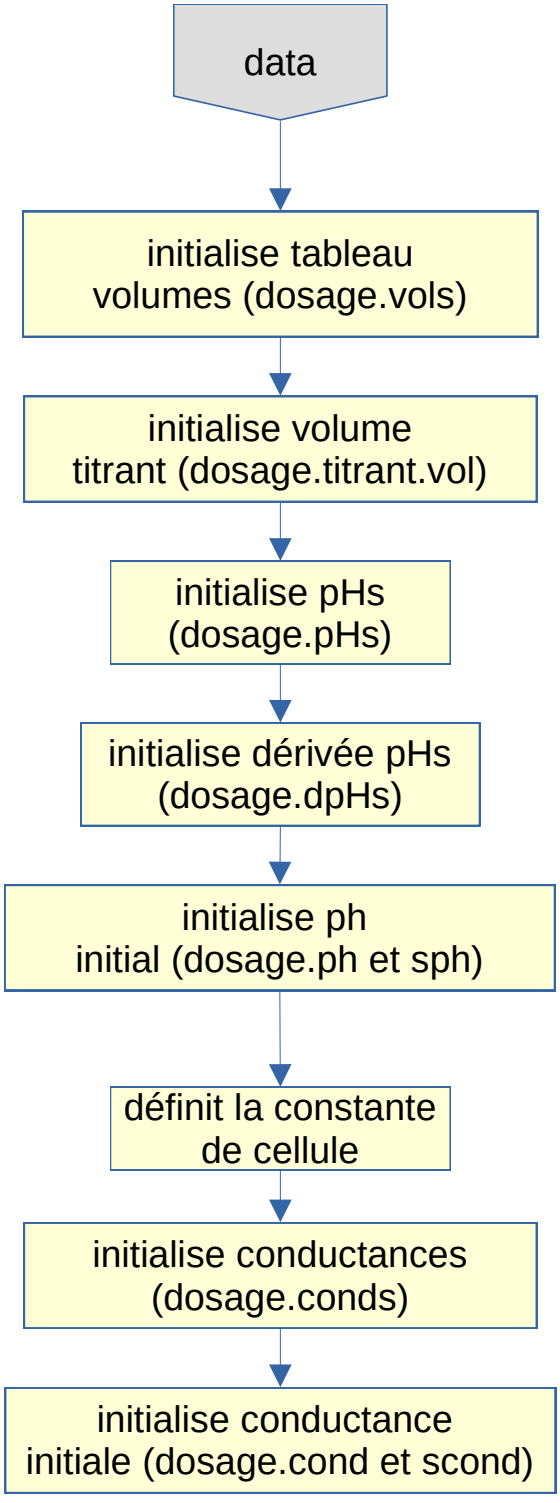
DOSAGE_OX.JS

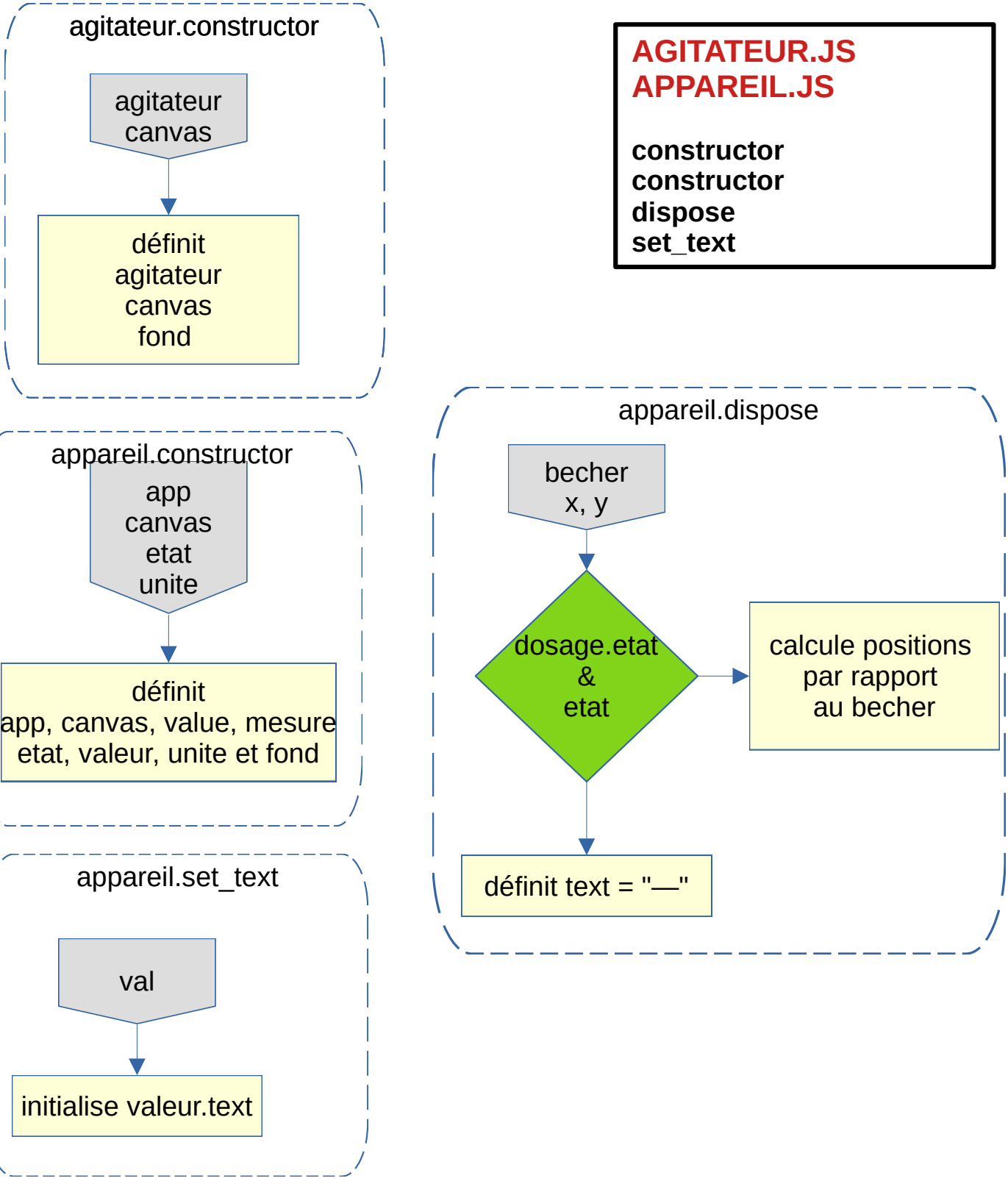
_init_dosage_values

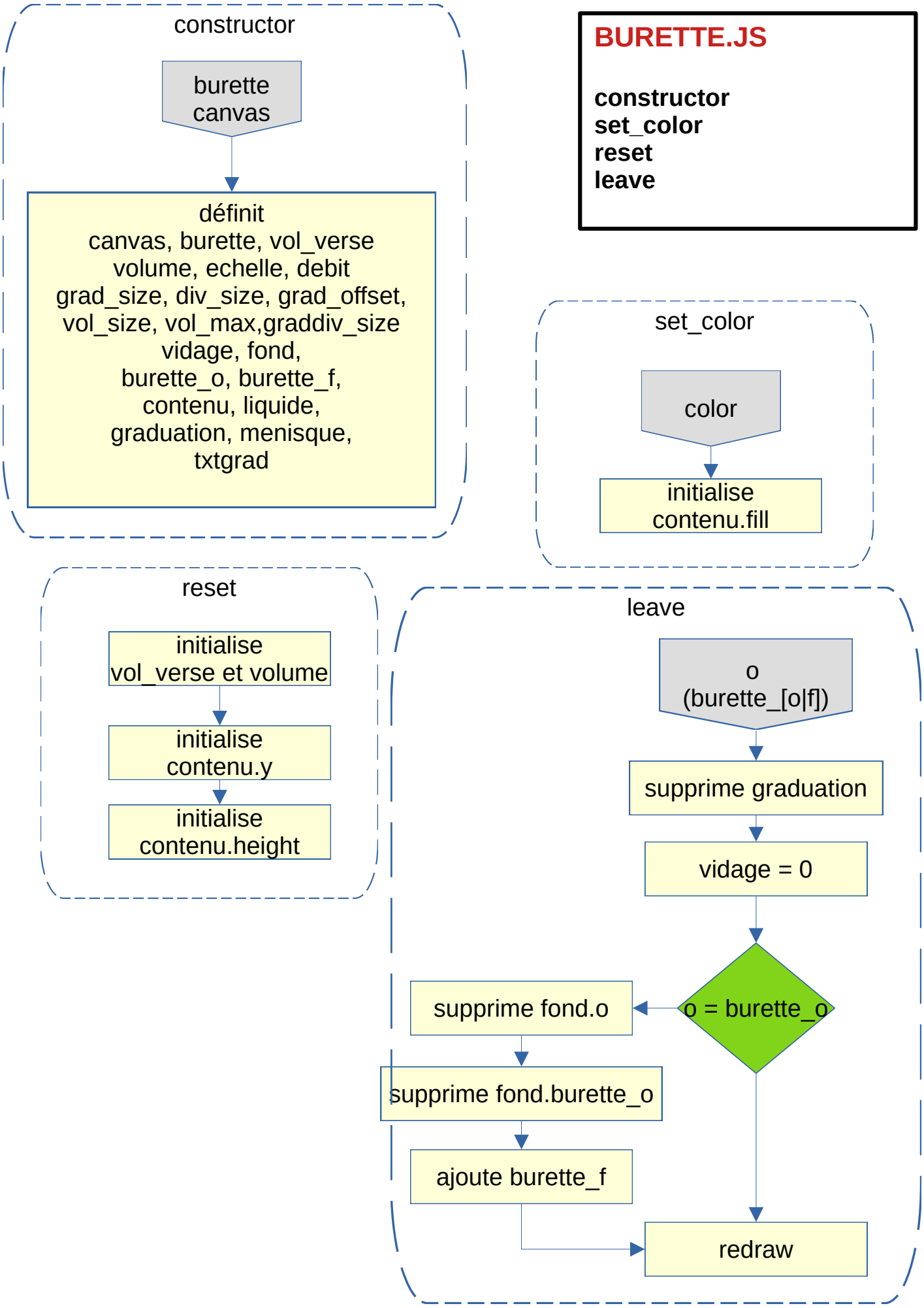


DOSAGE_PH.JS

_init_dosage_values

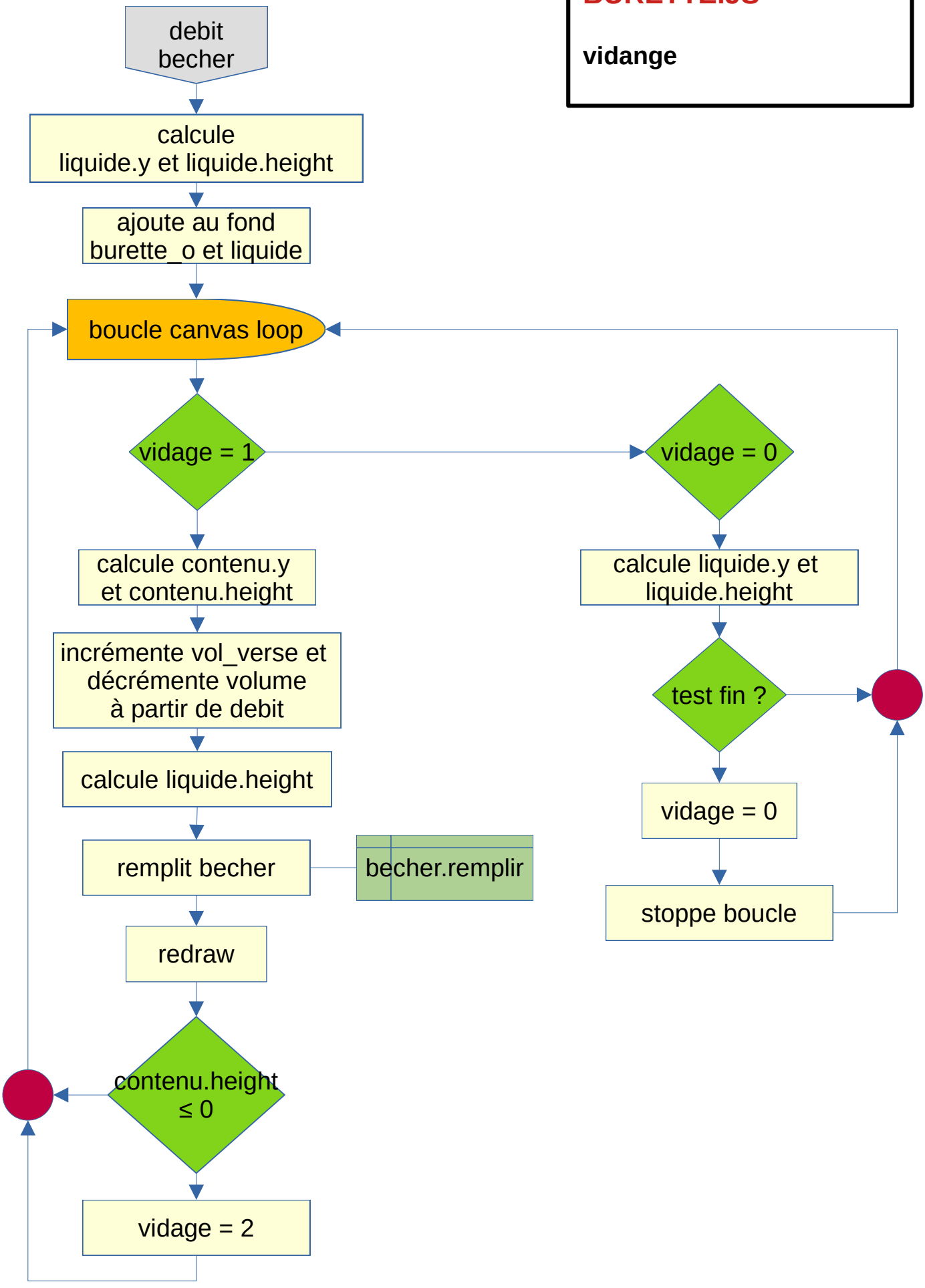



agitateur.constructor
agitateur
canvas
définit
agitateur
canvas
fond
AGITATEUR.JS
APPAREIL.JS
constructor
constructor
dispose
set_text
appareil.dispose
becher
x, y
dosage.etat
&
etat
calcule positions
par rapport
au becher
définit text = "—"
appareil.constructor
app
canvas
etat
unite
définit
app, canvas,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

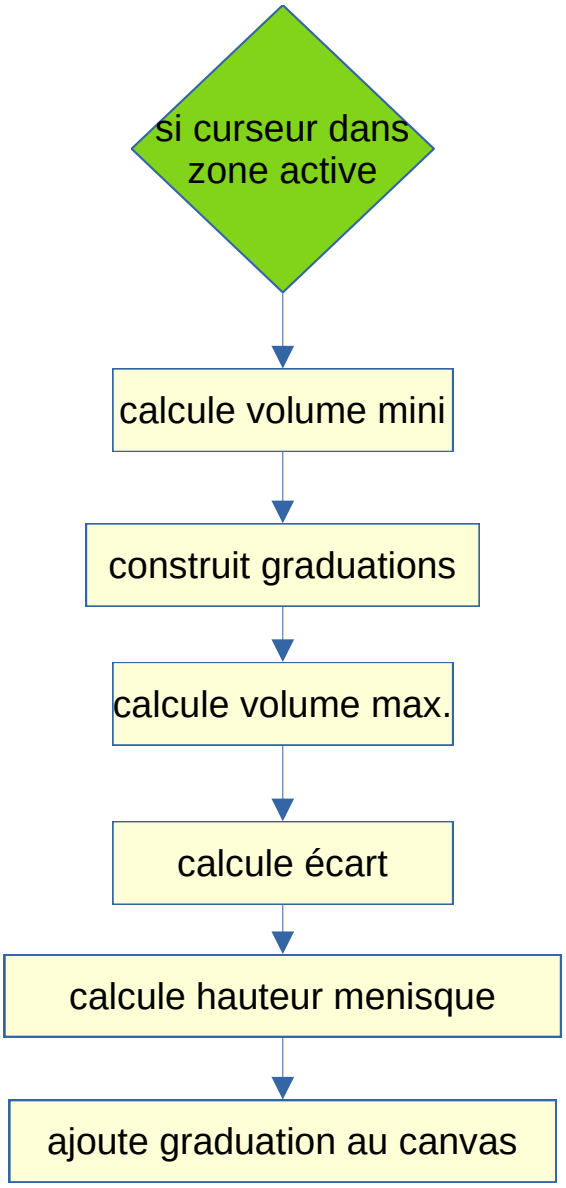
BURETTE.JS

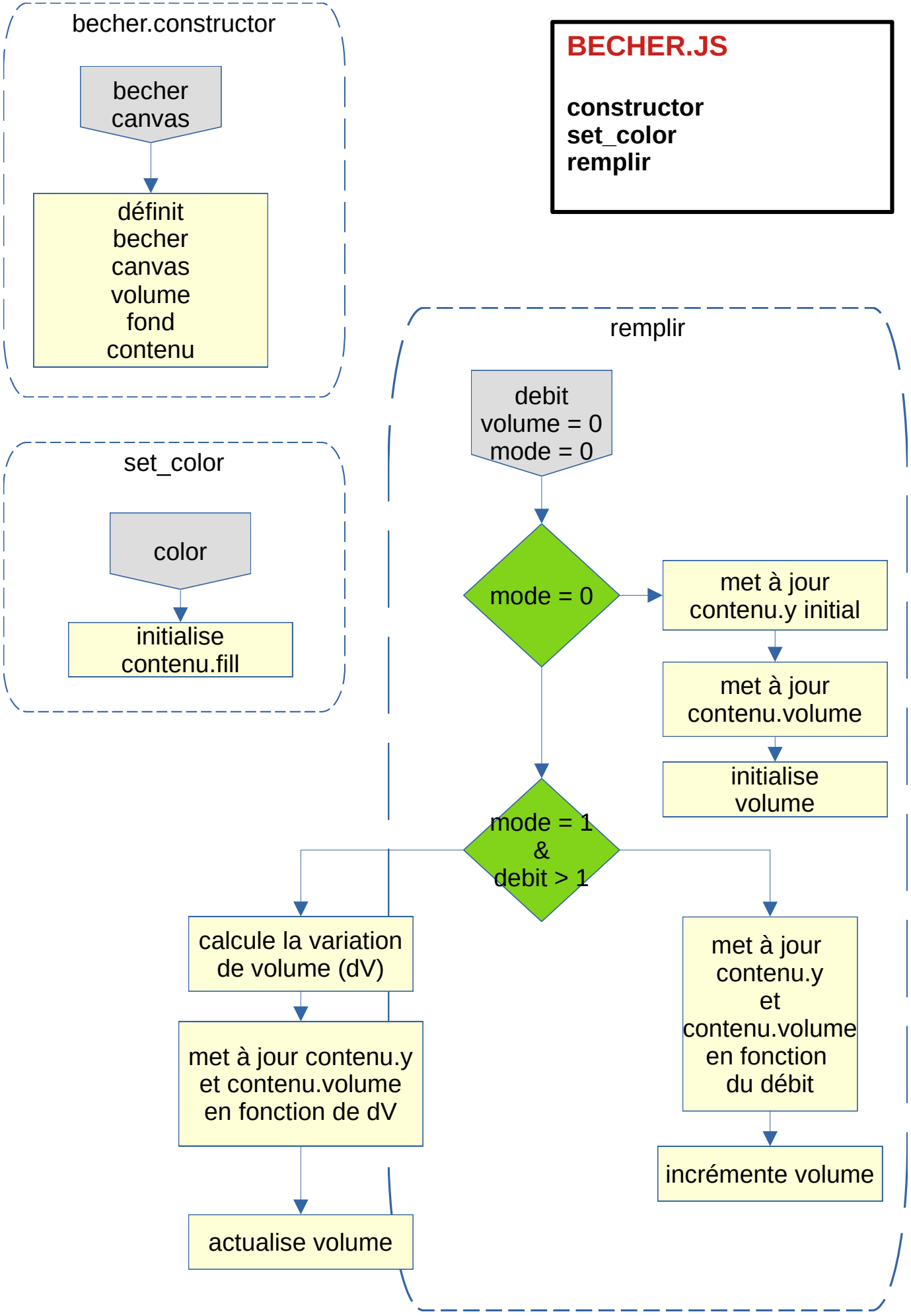
vidange

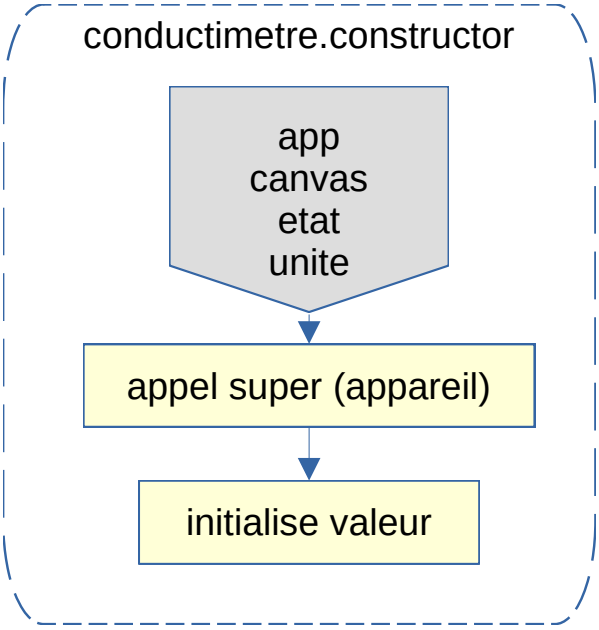


BURETTE.JS

show_detail

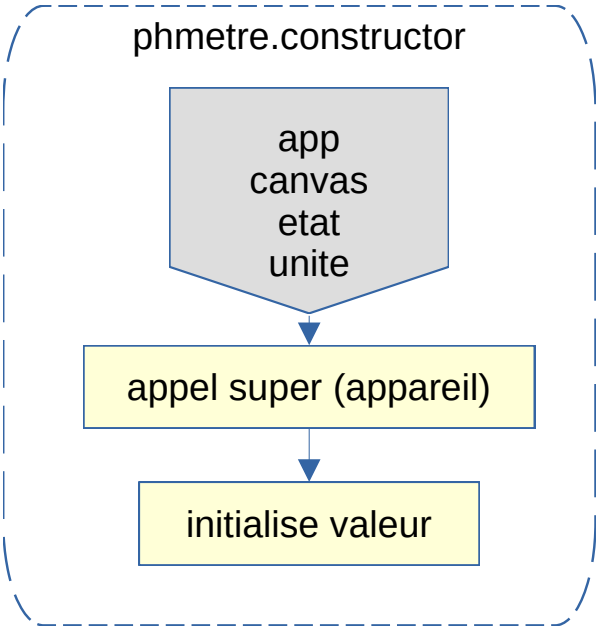



becher.constructor
becher
canvas
définit
becher
canvas
volume
fond
contenu
BECHER.JS
constructor
set_color
remplir
set_color
color
initialise
contenu.fill
remplir
debit
volume = 0
mode = 0
mode = 0
met à jour
contenu.y initial
met à jour
contenu.volume
initialise
volume
mode = 1
&
debit > 1
calcule la 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



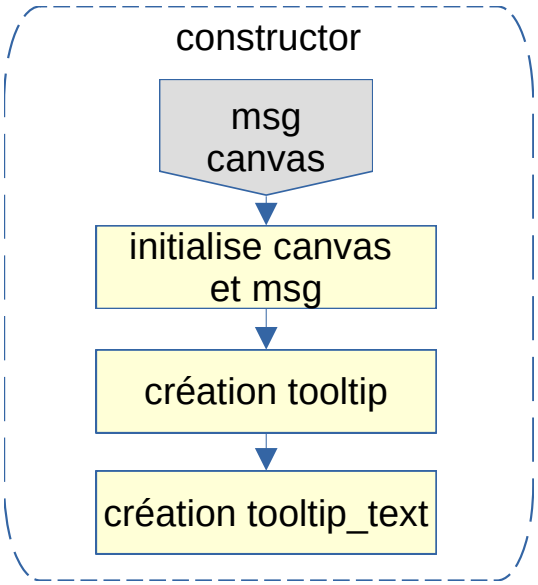
CONDUCTIMETRE.JS
PHMETRE.JS

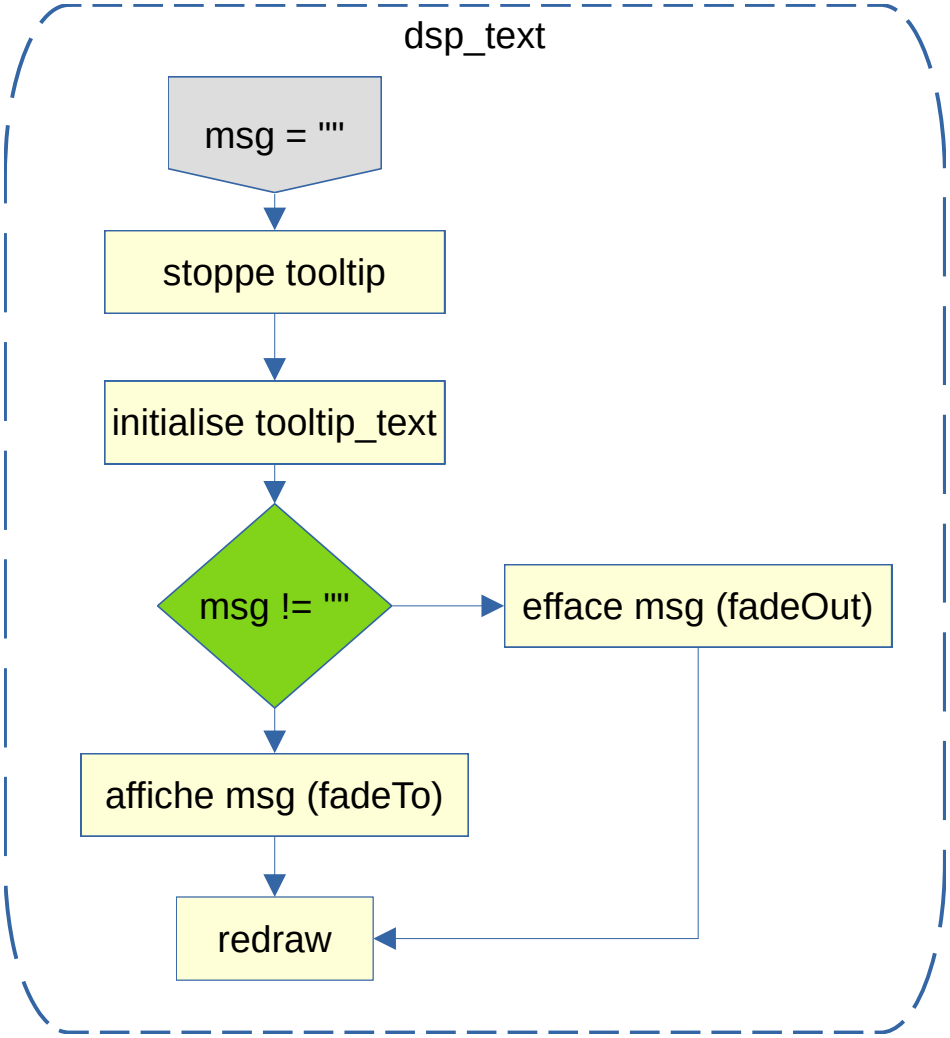
constructor

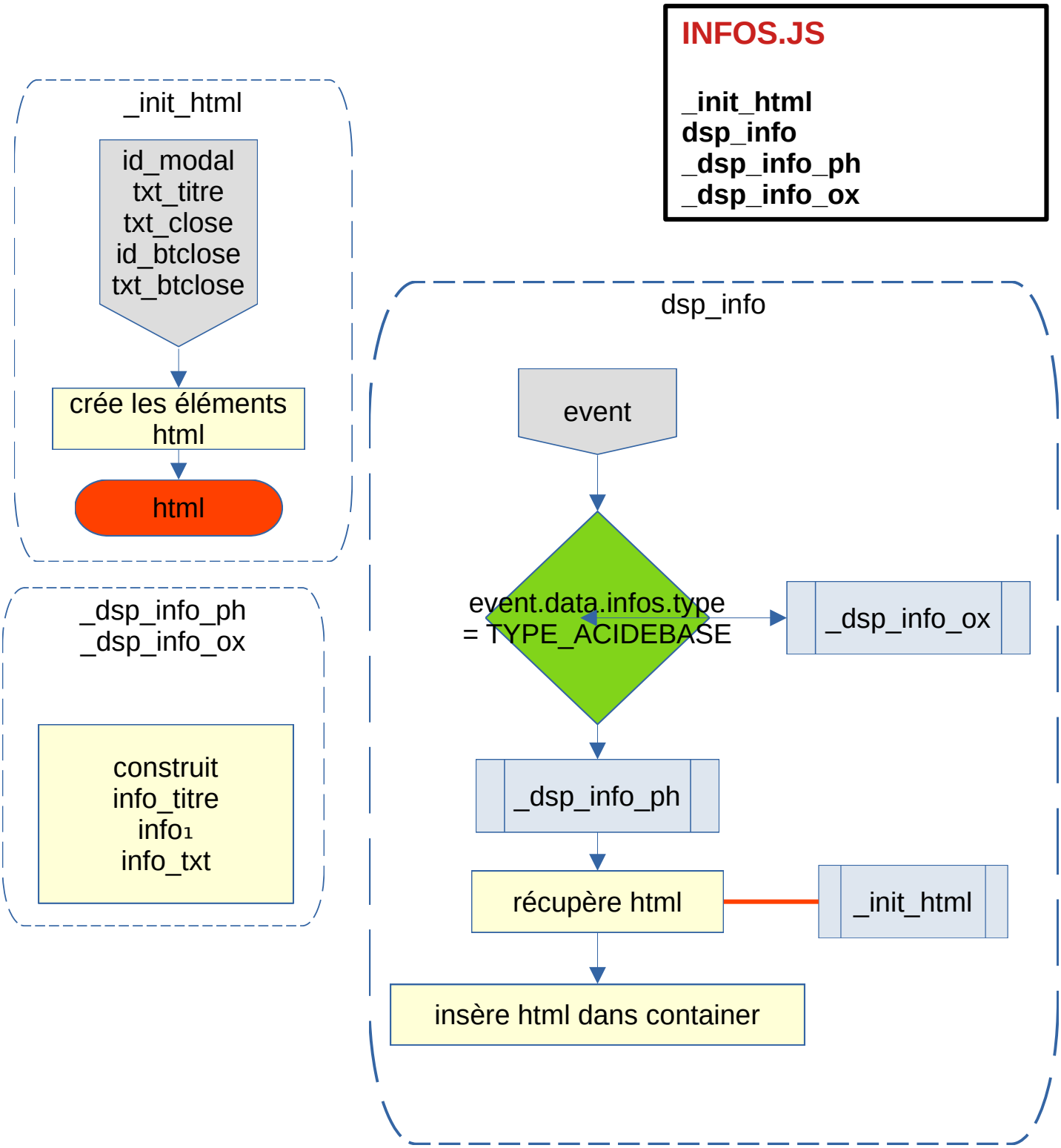


TOOLTIP.JS

constructor

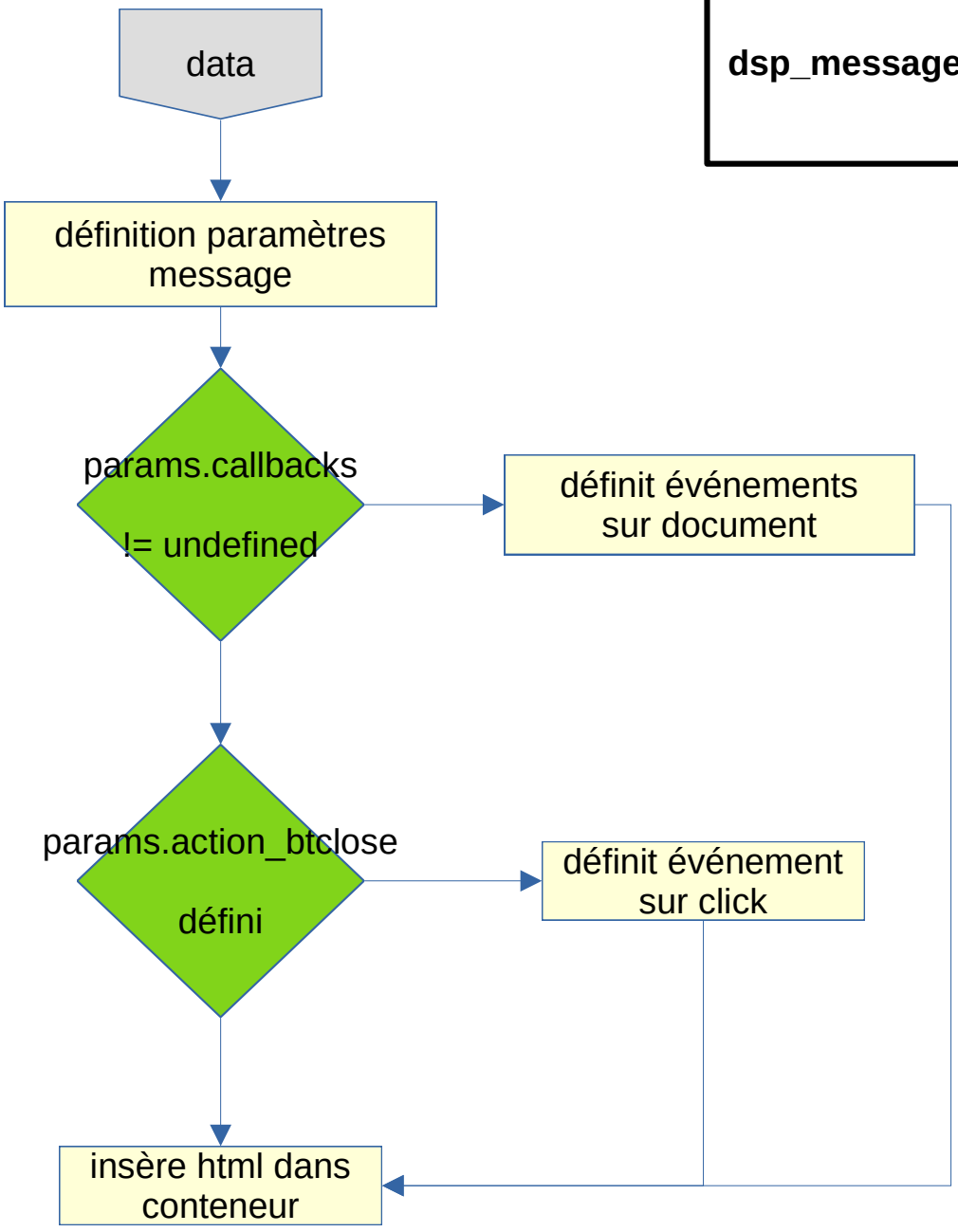





INFOS.JS
_init_html
dsp_info
_dsp_info_ph
_dsp_info_ox
_init_html
id_modal
txt_titre
txt_close
id_btclose
txt_btclose
crée les éléments html
html
_dsp_info_ph
_dsp_info_ox
construit
info_titre
info1
info_txt
dsp_info
event
event.data.infos.type = TYPE_ACIDEBASE
_dsp_info_ox
_dsp_info_ph
récupère html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

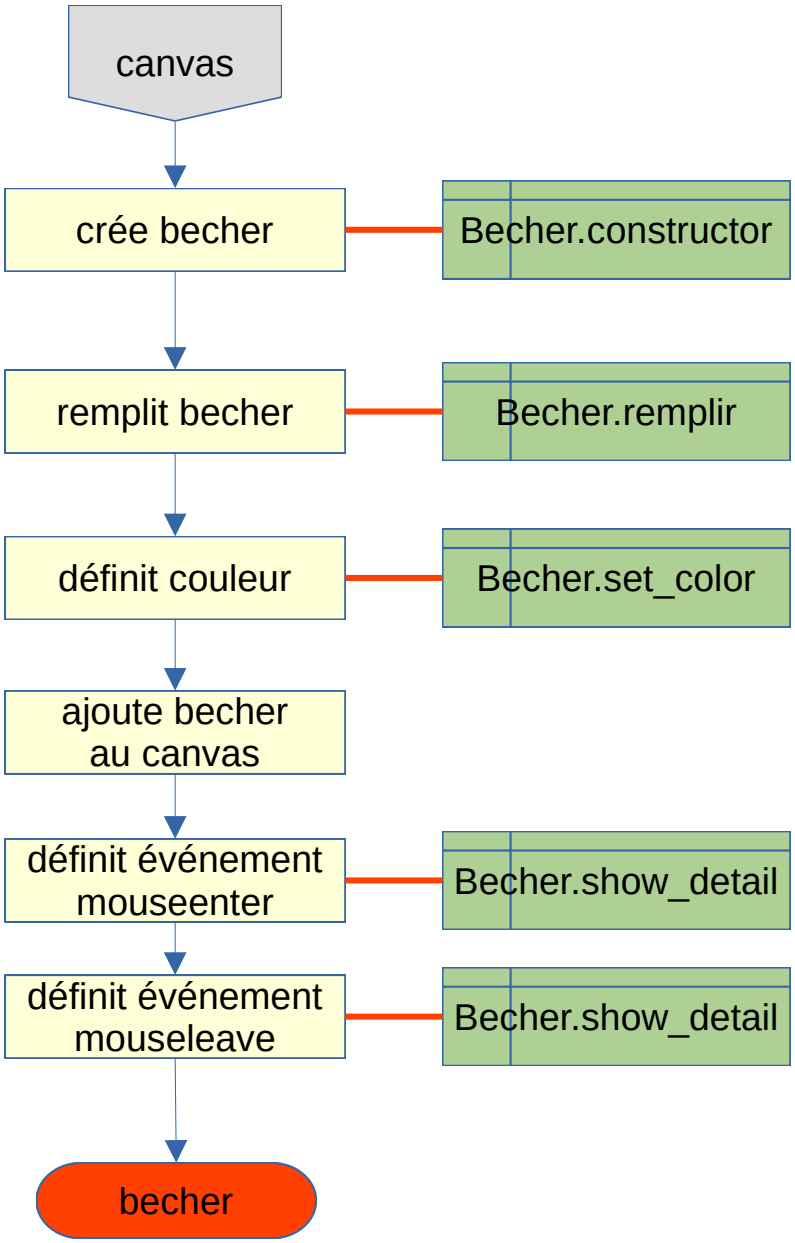
INFOS.JS

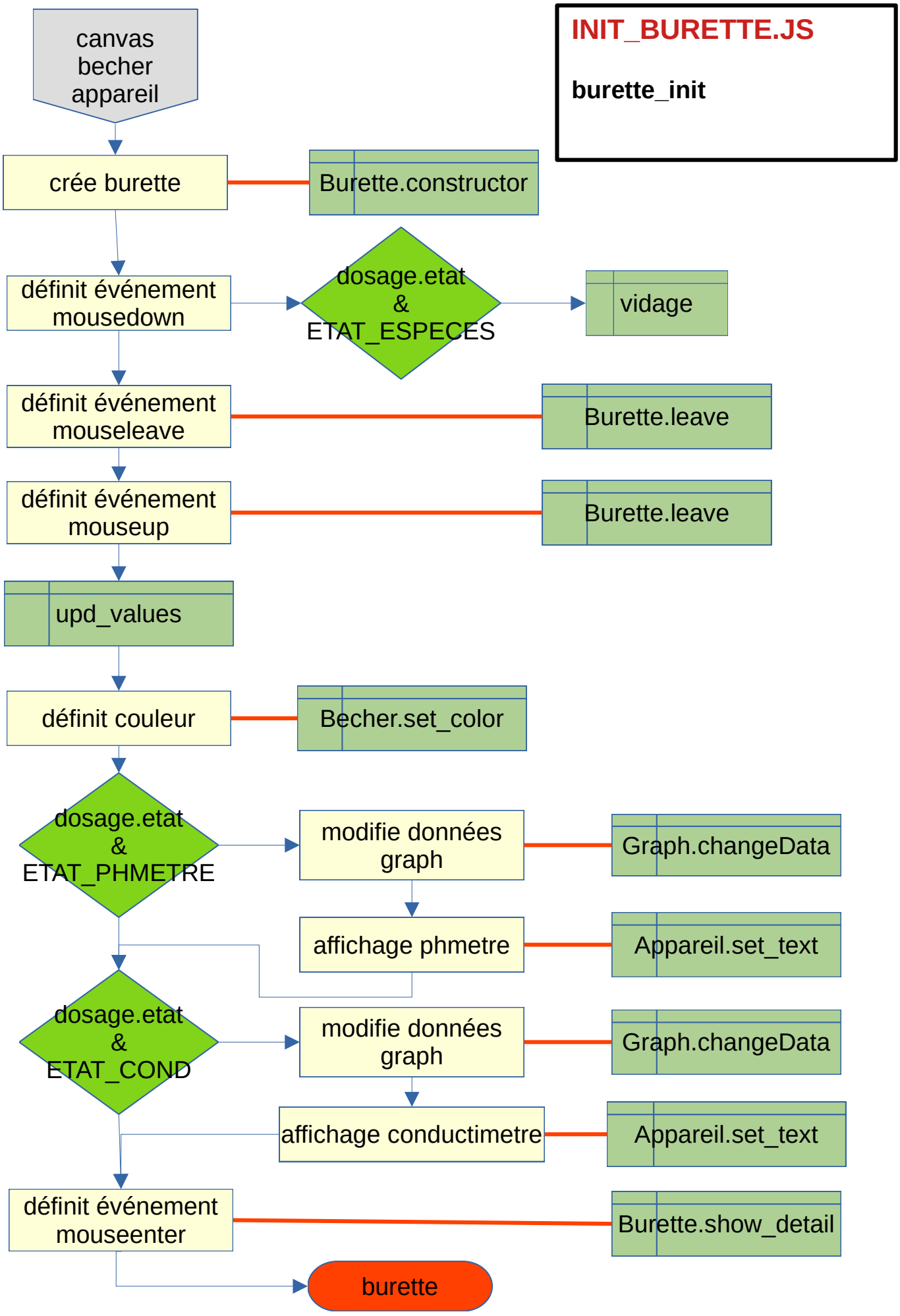
dsp_message



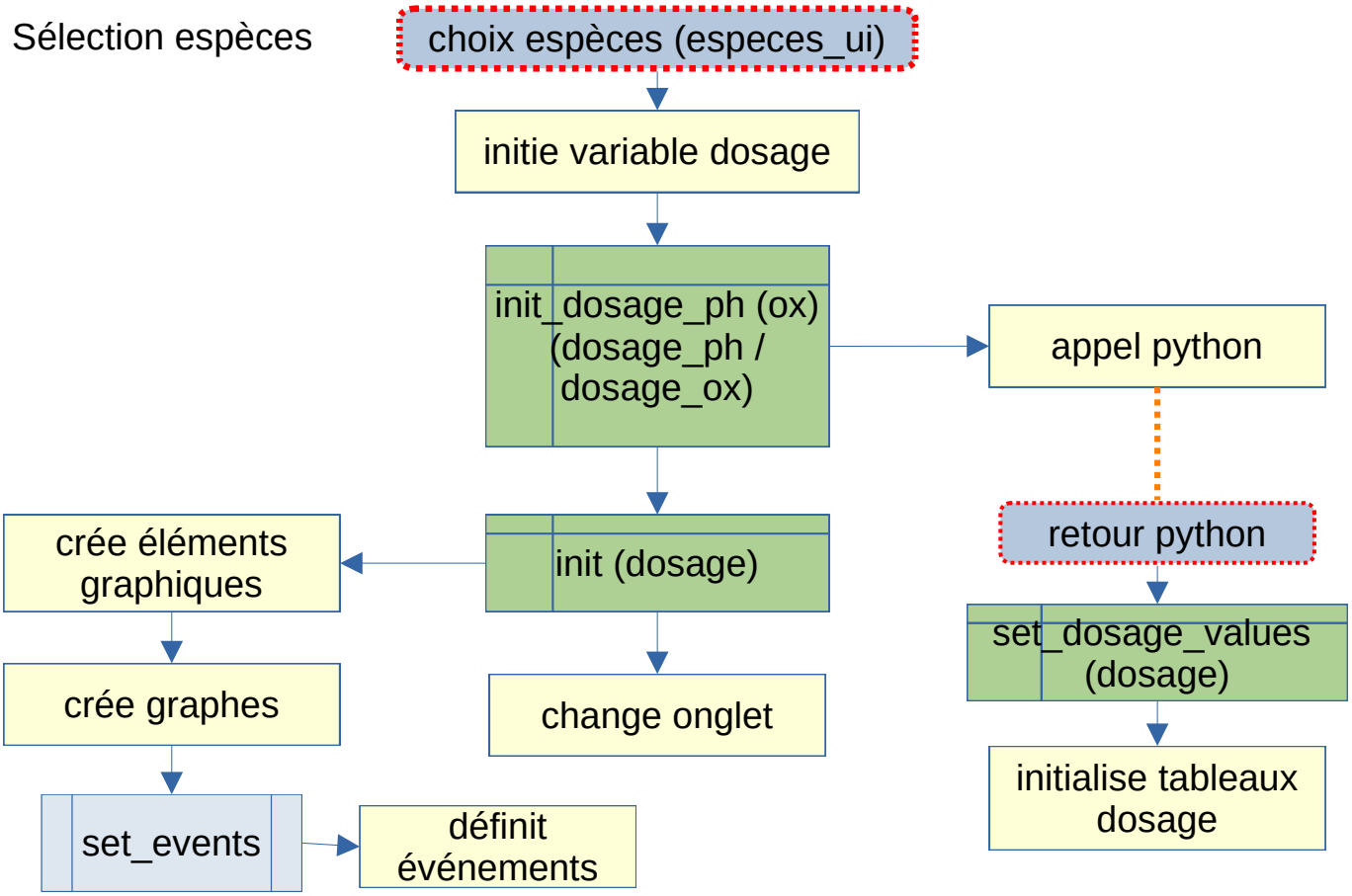
INIT_BECHER.JS

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



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