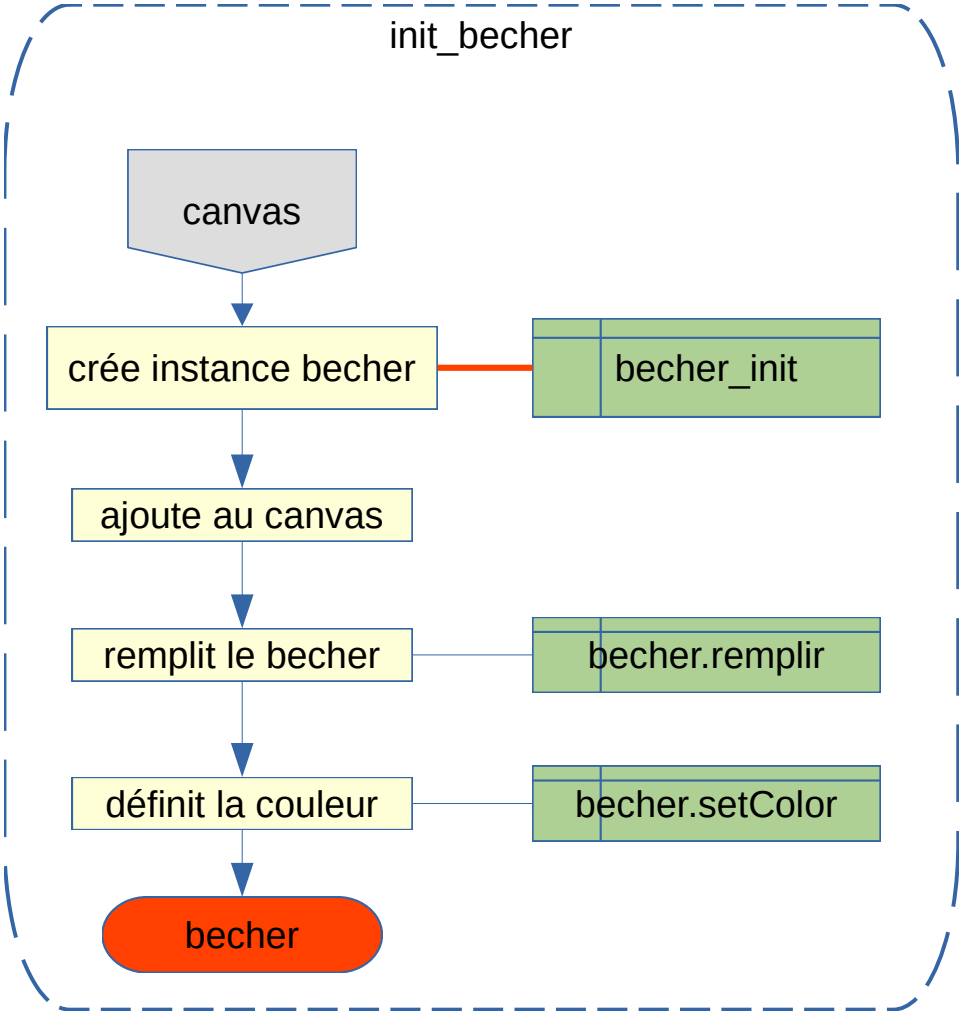
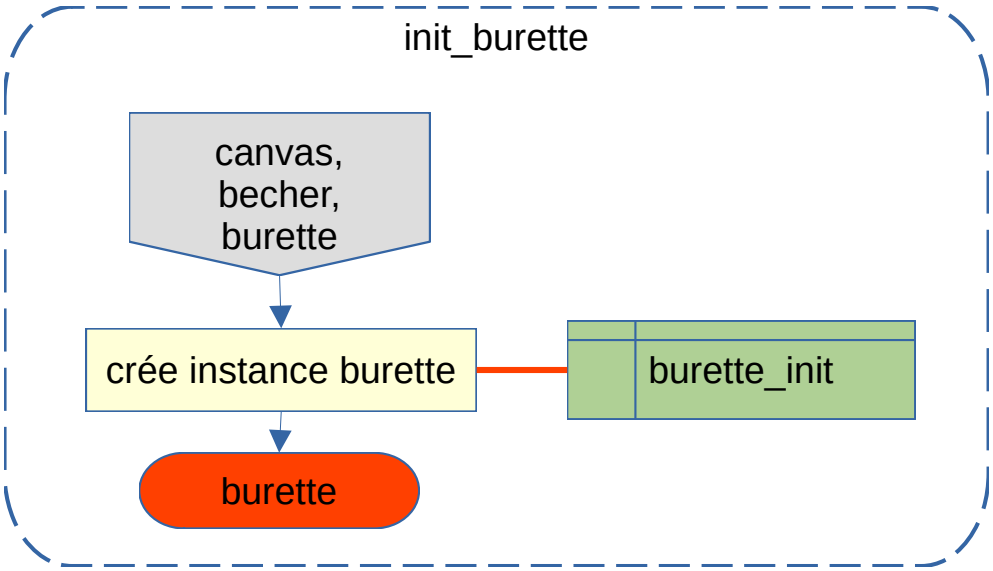
DOSAGE_UI.JS

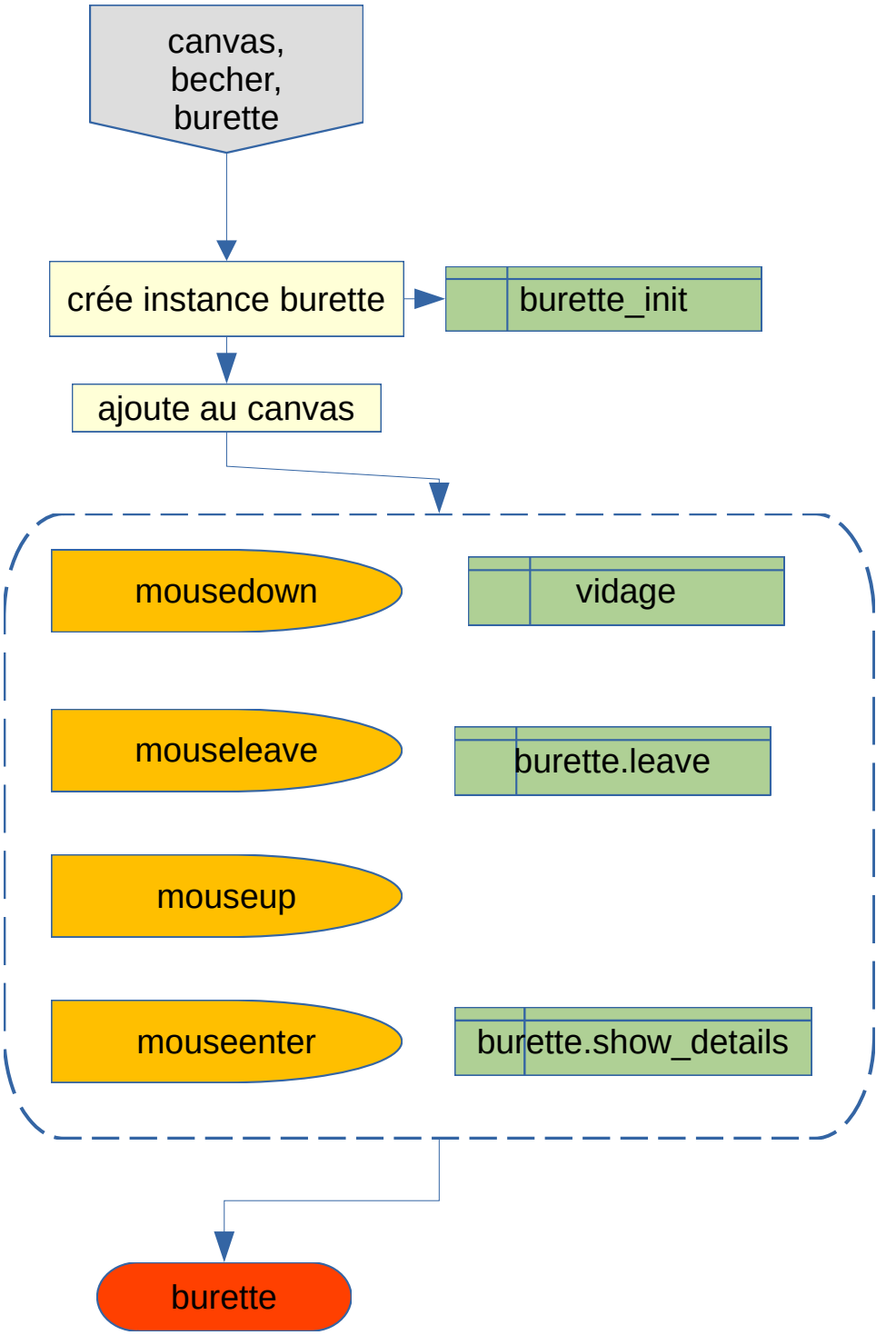
init_becher
init_burette
init_flacon





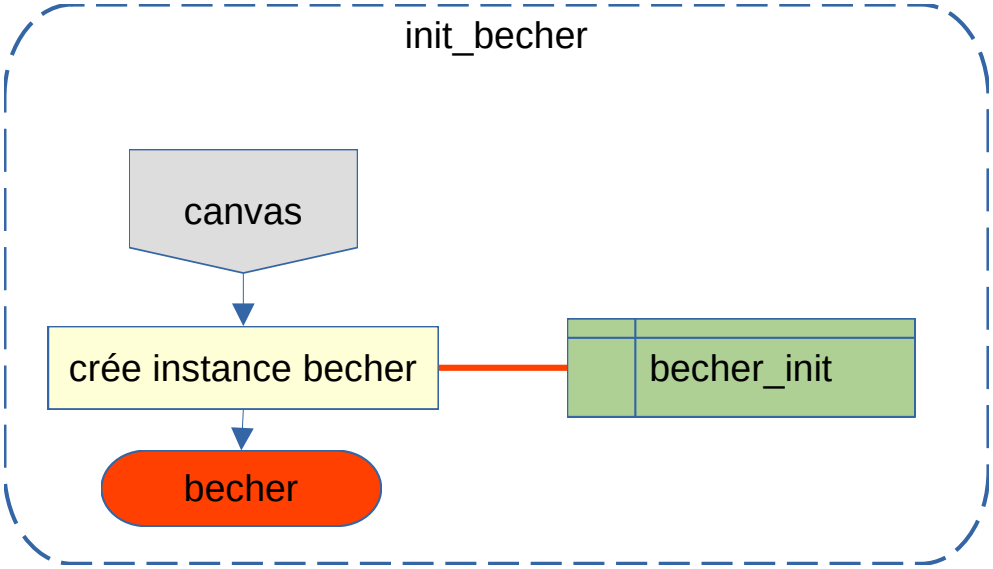
DOSAGE_UI.JS

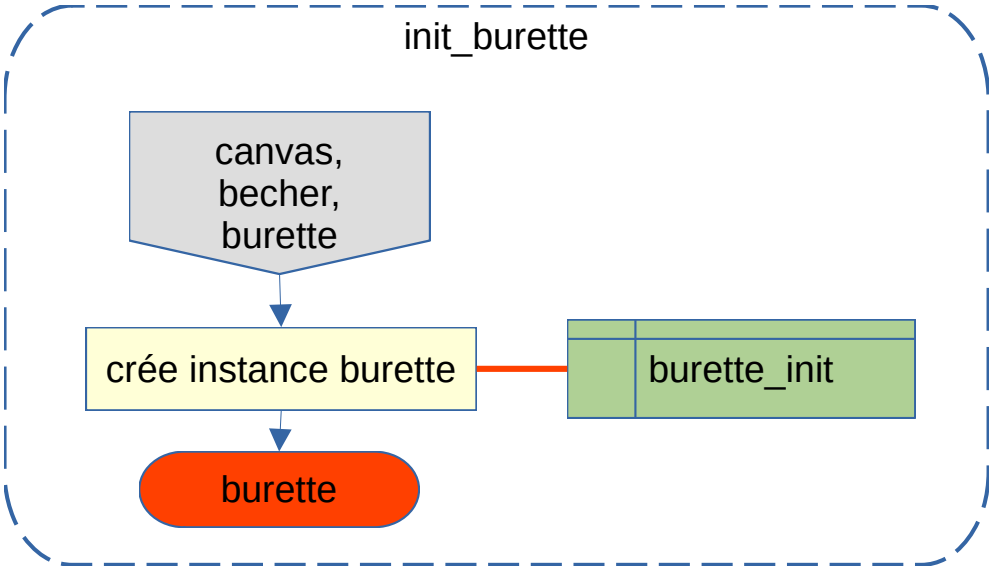
init_burette

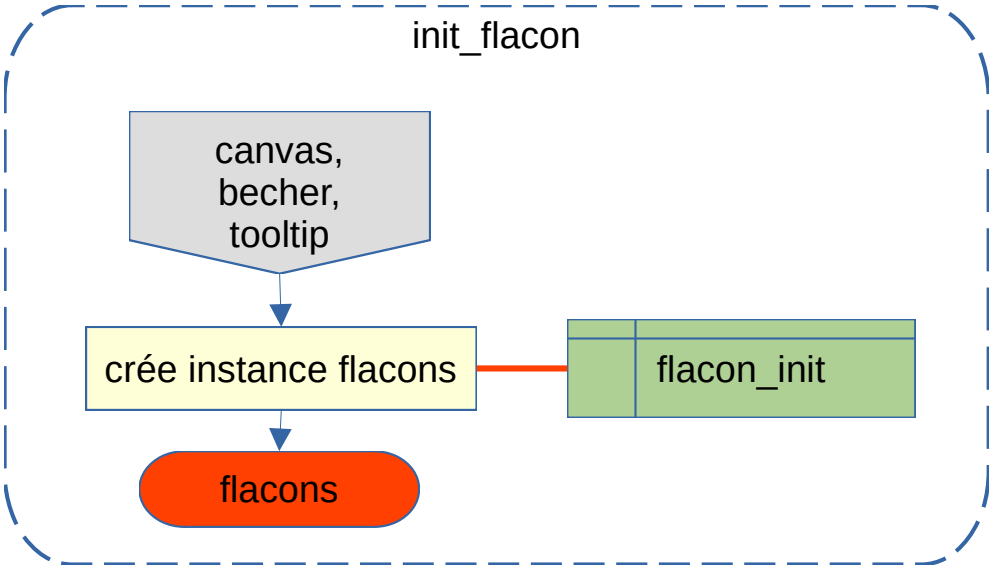


DOSAGE_UI.JS

init_becher
init_burette
init_flacon

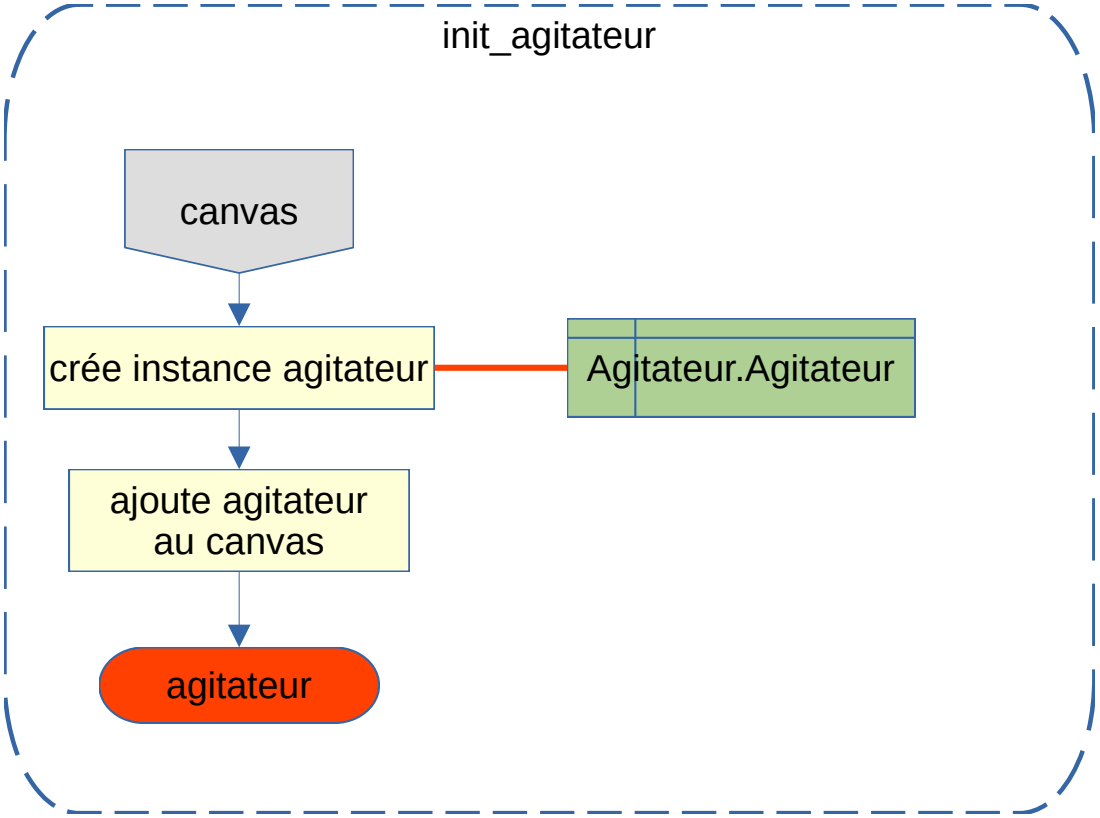


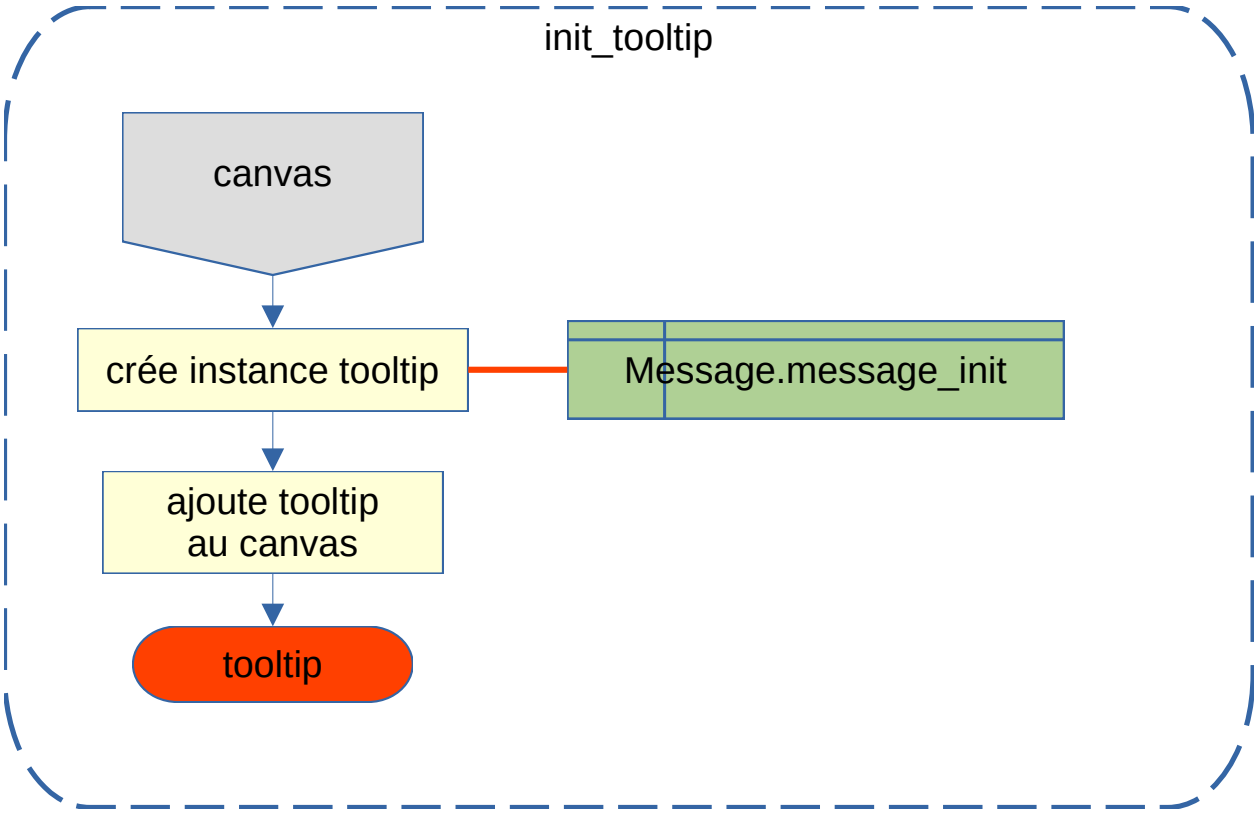




DOSAGE_UI.JS

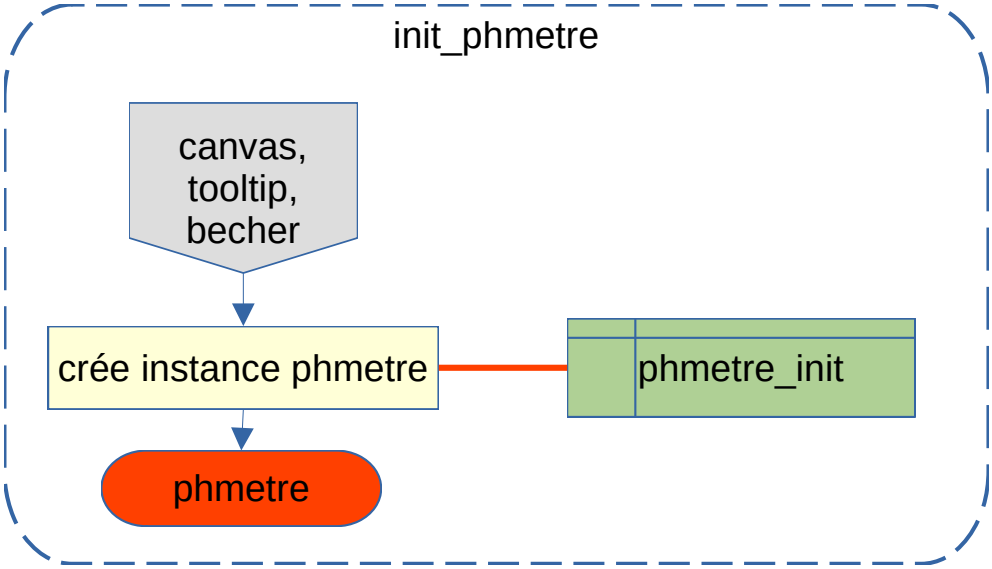
init_agitateur
init_tooltip
init_flacon

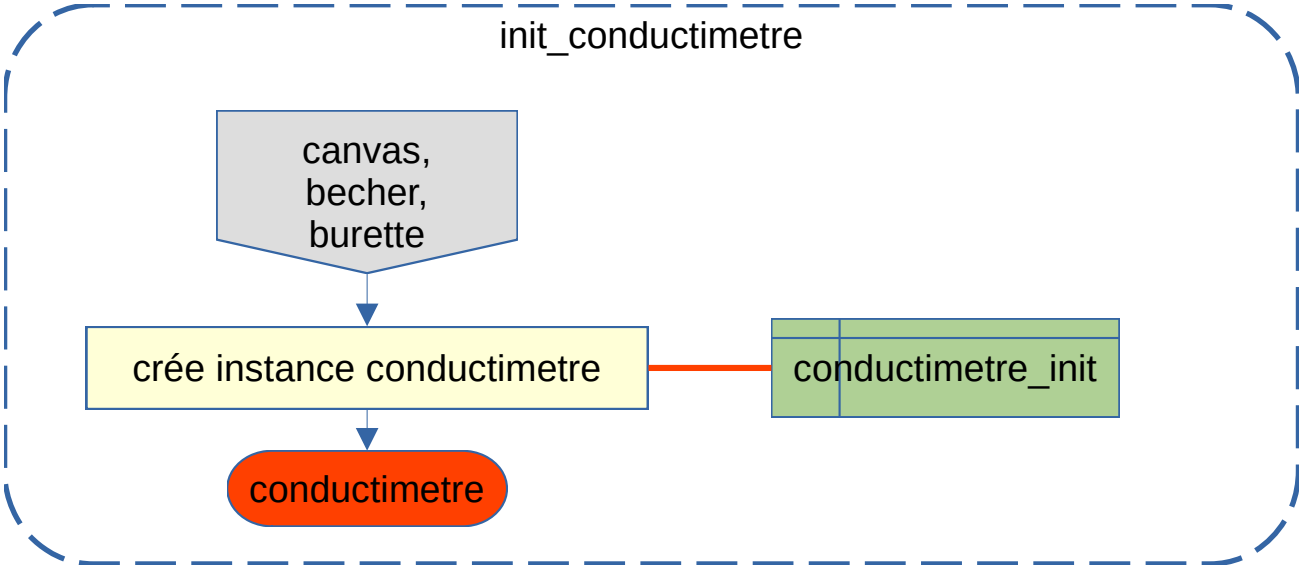


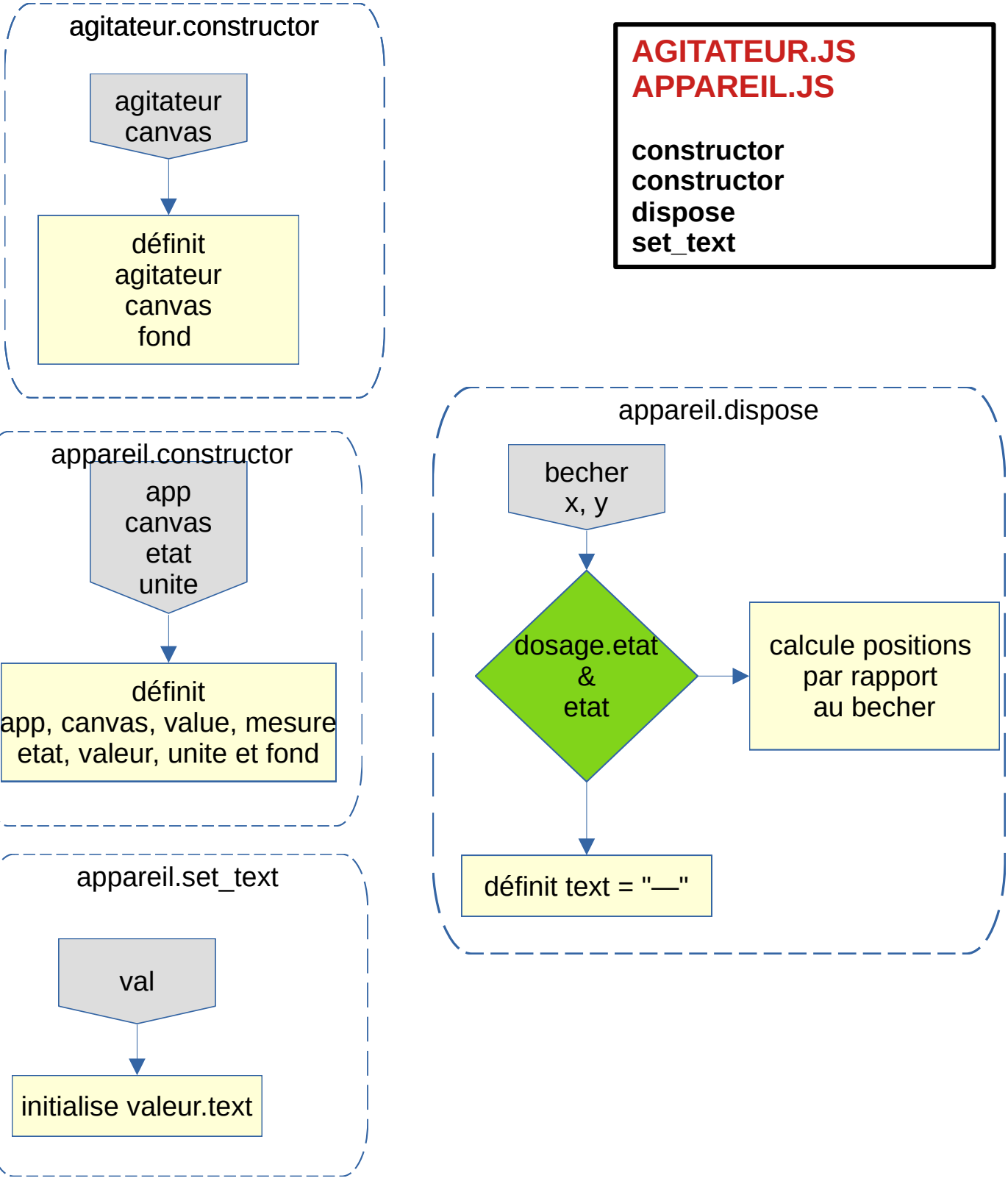


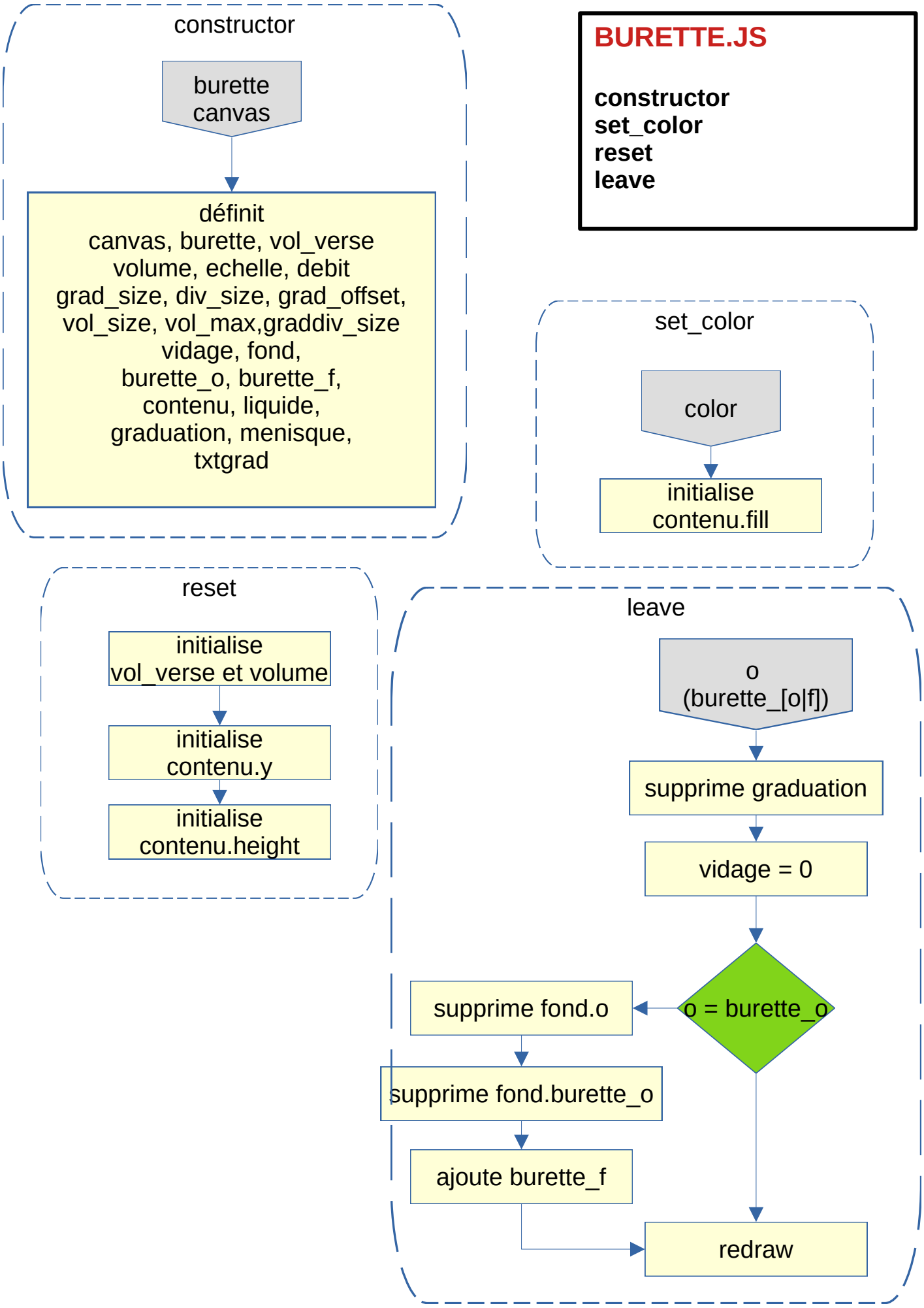
DOSAGE_UI.JS

init_phmetre
init_conductimetre



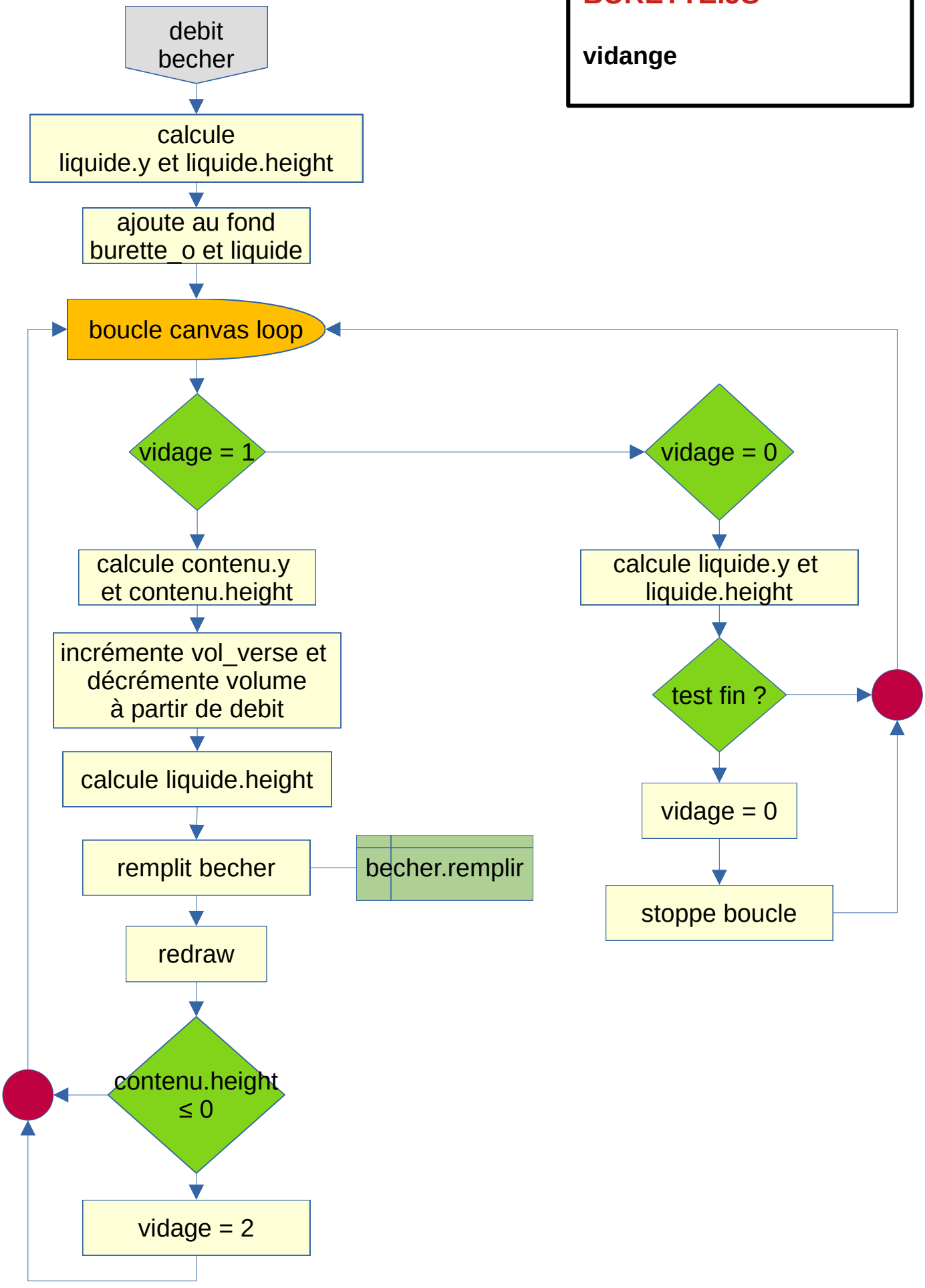



agitateur.constructor
agitateur
canvas
définit
agitateur
canvas
fond
AGITATEUR.JS
APPAREIL.JS
constructor
constructor
dispose
set_text
appareil.dispose
becher
x, y
dosage.etat
&
etat
calcule positions
par rapport
au becher
définit text = "—"
appareil.constructor
app
canvas
etat
unite
définit
app, canvas,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

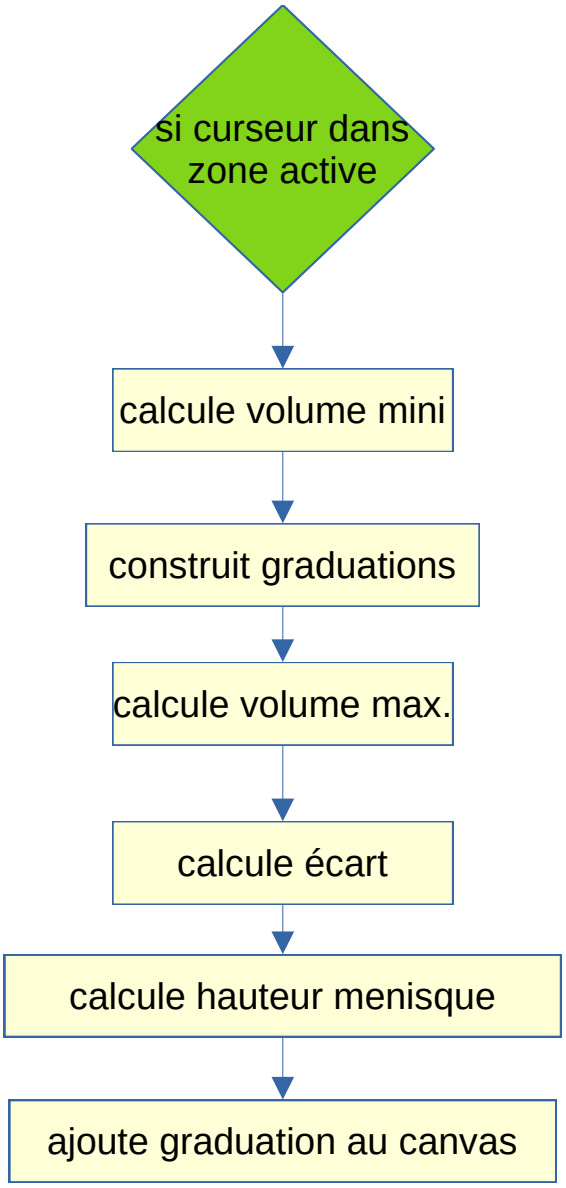
BURETTE.JS

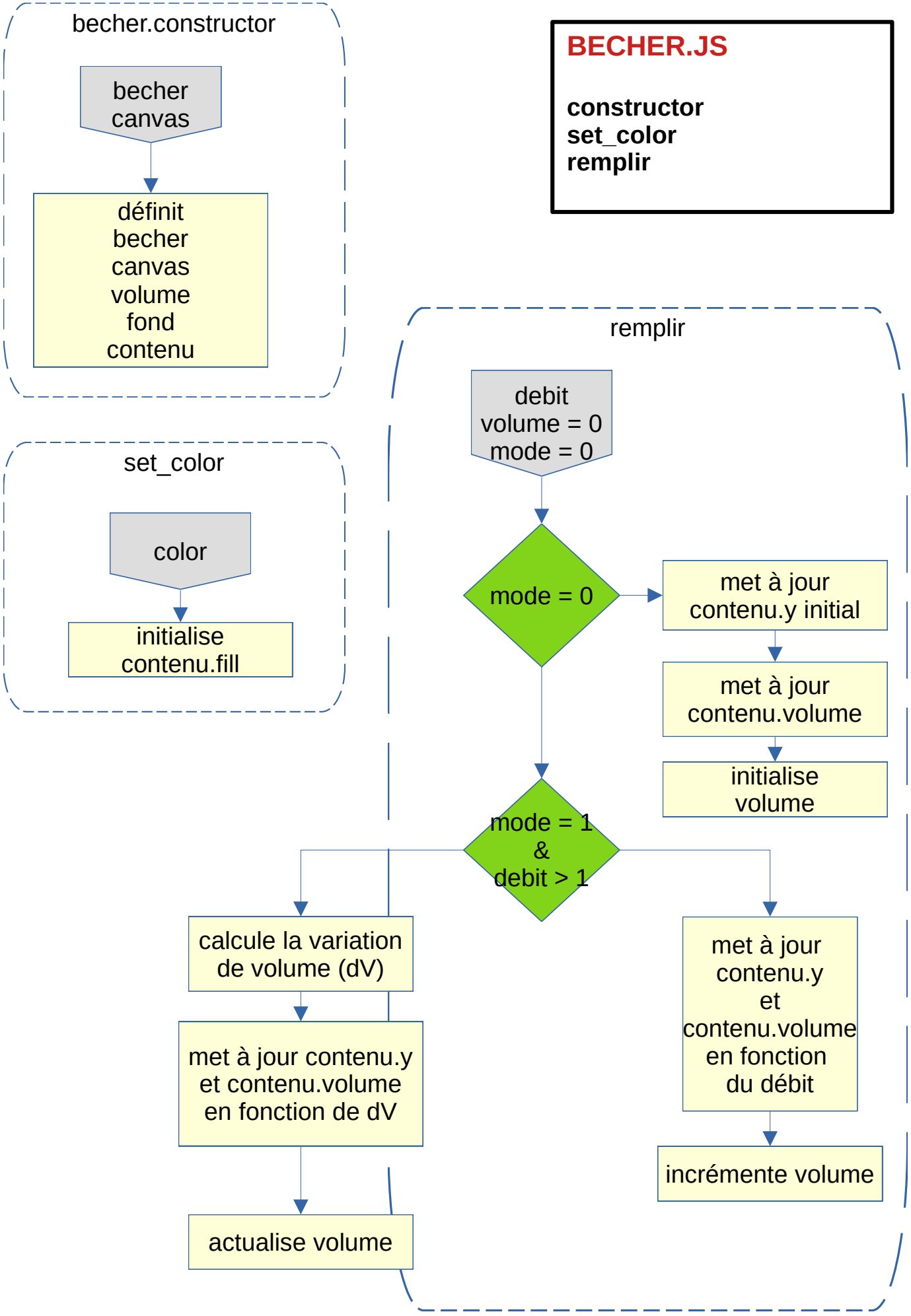
vidange

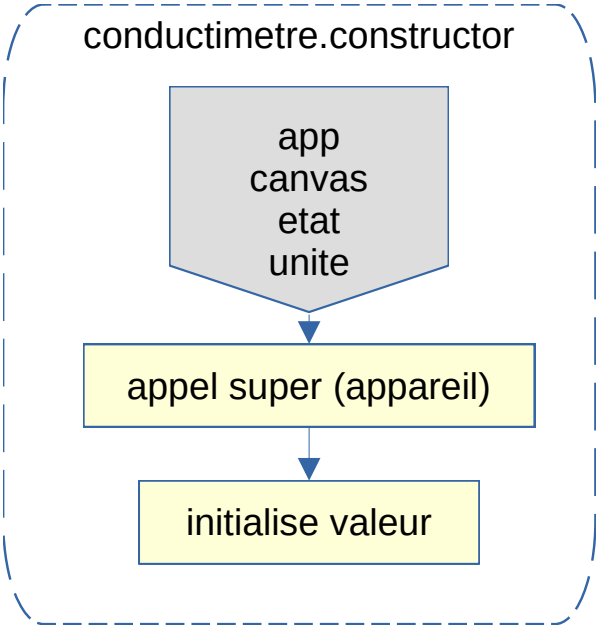


BURETTE.JS

show_detail

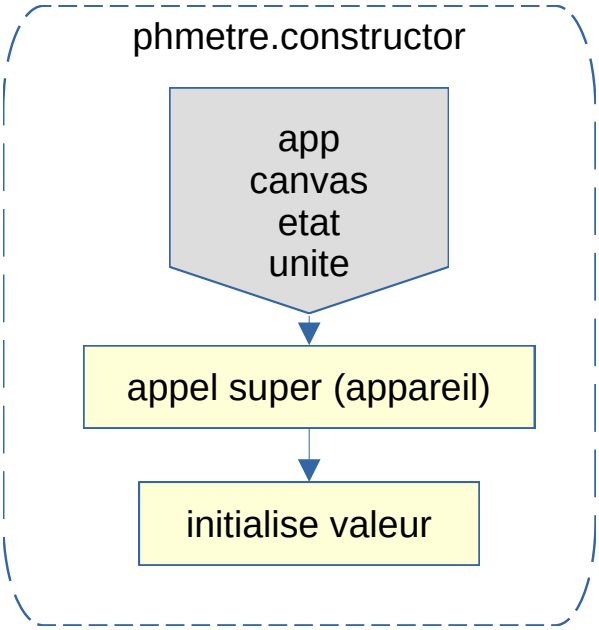



becher.constructor
becher
canvas
définit
becher
canvas
volume
fond
contenu
BECHER.JS
constructor
set_color
remplir
set_color
color
initialise
contenu.fill
remplir
debit
volume = 0
mode = 0
mode = 0
met à jour
contenu.y initial
met à jour
contenu.volume
initialise
volume
mode = 1
&
debit > 1
calcule la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



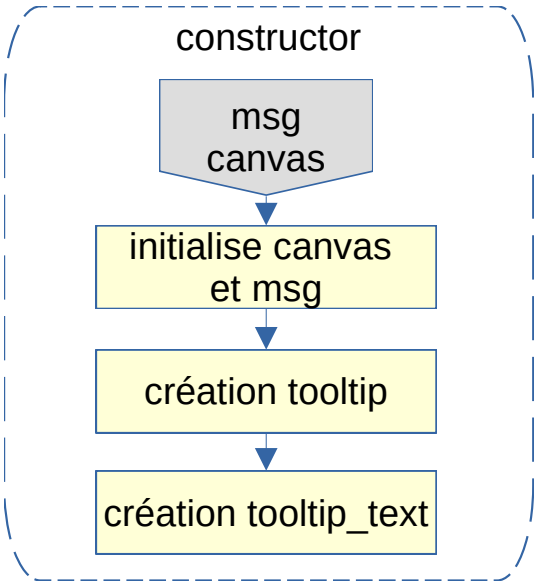
CONDUCTIMETRE.JS
PHMETRE.JS

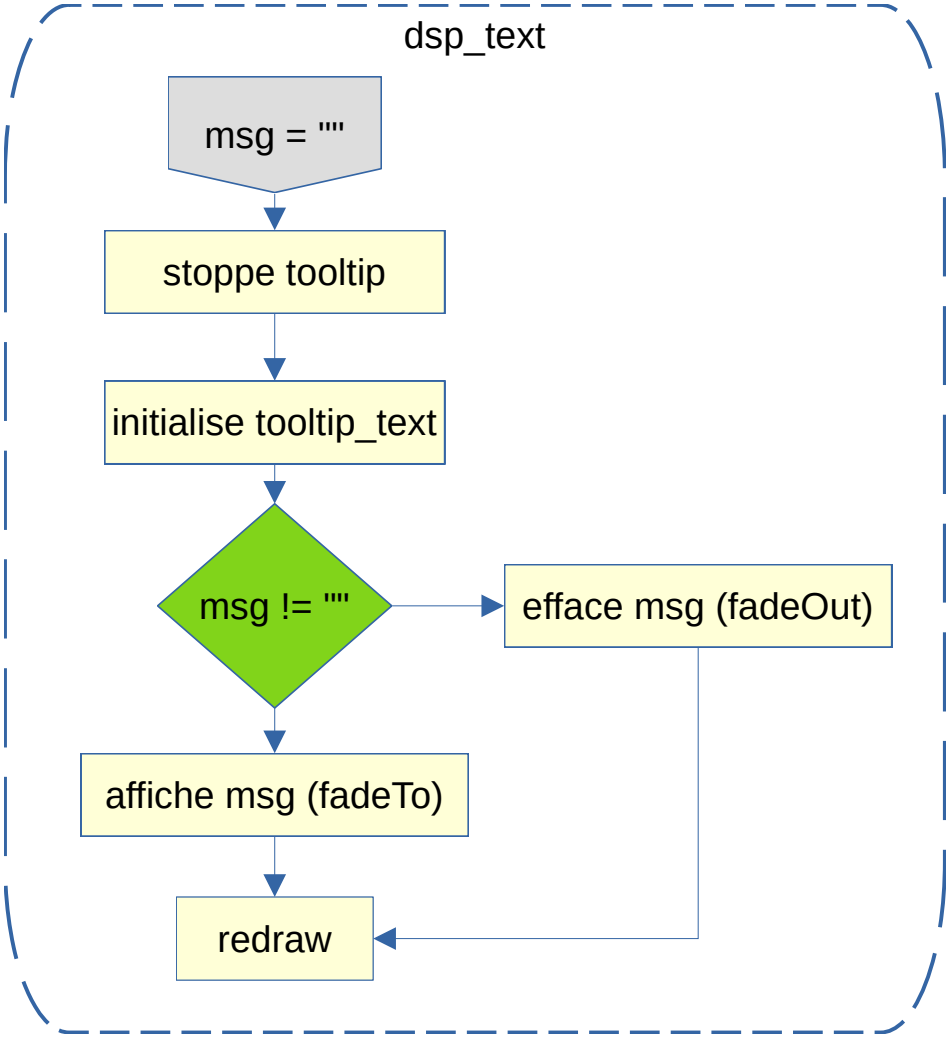
constructor

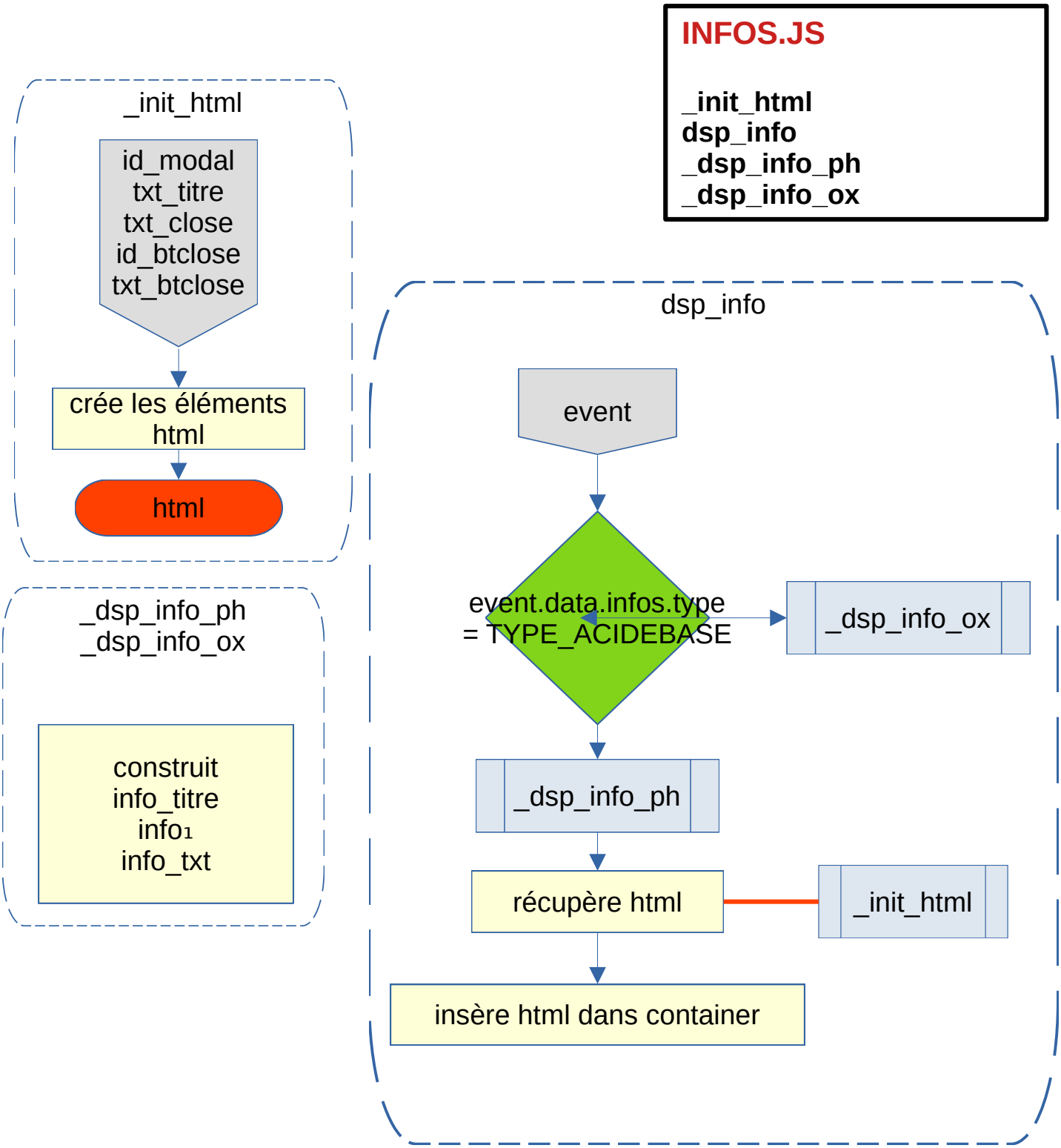


TOOLTIP.JS

constructor

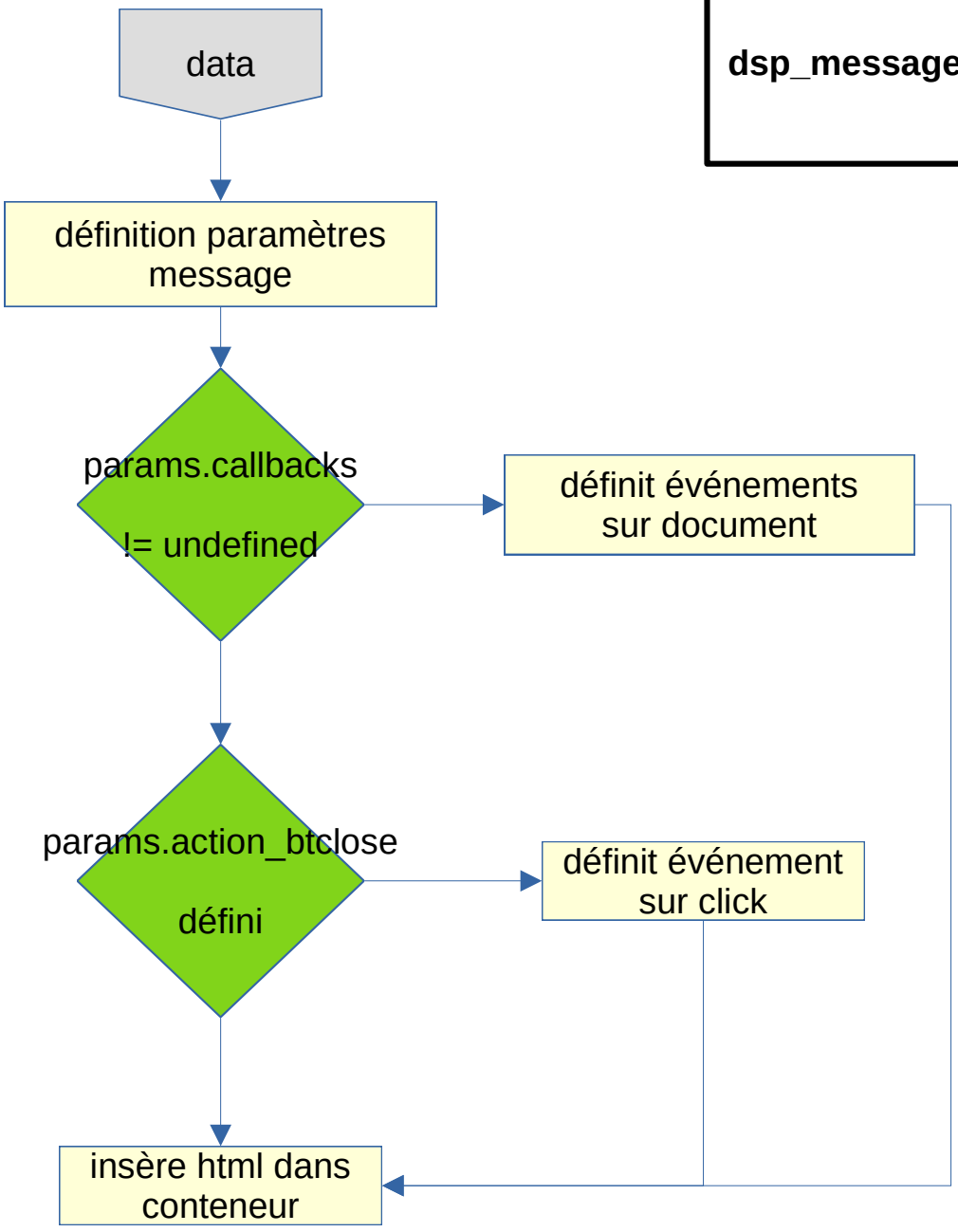


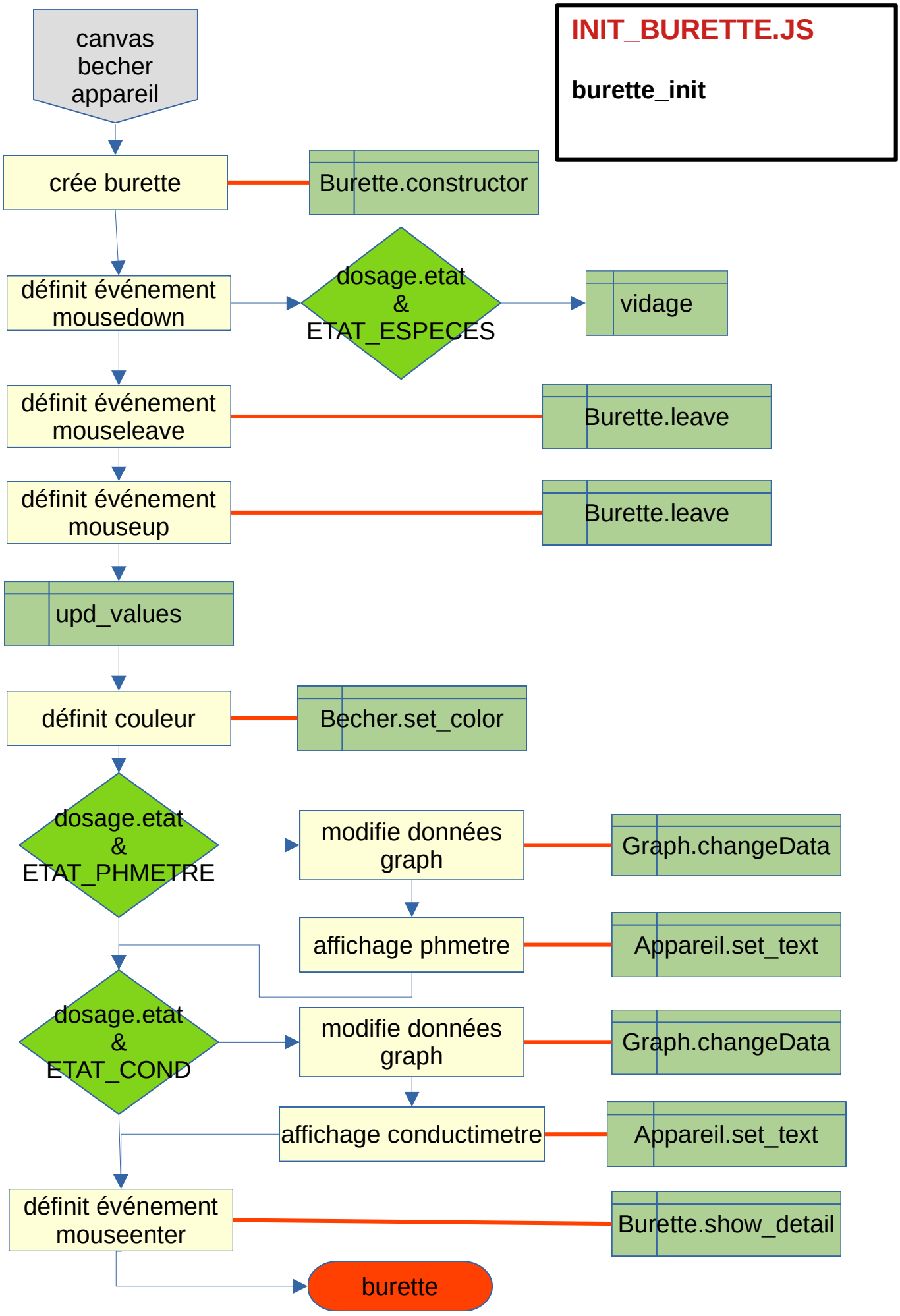



INFOS.JS
_init_html
dsp_info
_dsp_info_ph
_dsp_info_ox
_init_html
id_modal
txt_titre
txt_close
id_btclose
txt_btclose
crée les éléments html
html
_dsp_info_ph
_dsp_info_ox
construit
info_titre
info1
info_txt
dsp_info
event
event.data.infos.type = TYPE_ACIDEBASE
_dsp_info_ox
_dsp_info_ph
récupère html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

INFOS.JS

dsp_message




INIT_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