

# Web Interfaces

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Kickoff

T7 - MSc Pool

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T-POO-700

# Front-end

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- user interface



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- user interface
- “visible” part of an application



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- user interface
- “visible” part of an application
- communicates with the backend thanks to the API



# Front-end

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- user interface
- “visible” part of an application
- communicates with the backend thanks to the API
- frameworks and libraries available



# Data Visualization

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graphical representation of raw data

obviously needed in your TimeManager project



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graphical representation of raw data

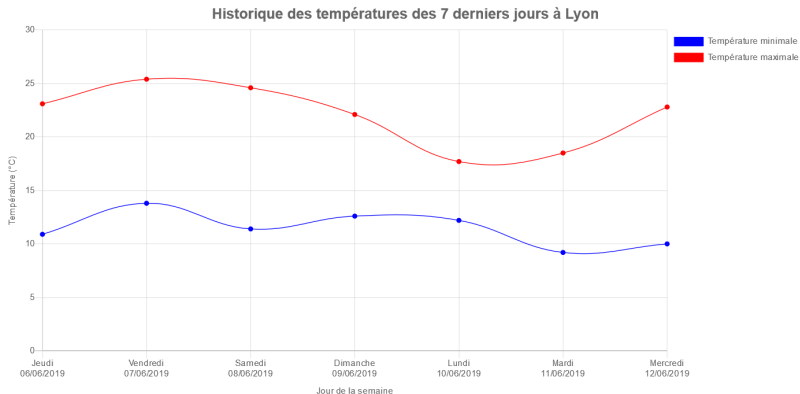
obviously needed in your TimeManager project



Caption and matching colors are essential when creating graphics, as well as page designing.

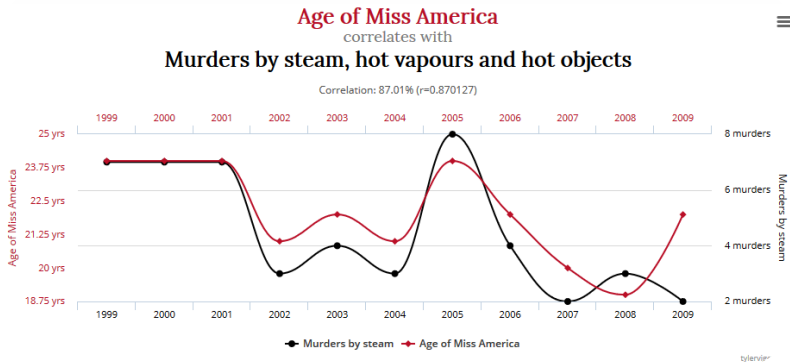


# Nice and clear example





# Unclear example



# JavaScript and ECMAScript standards

- Object-oriented script programming language



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- Dynamically change the front-end to a website



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# JavaScript and ECMAScript standards

- Object-oriented script programming language
- Dynamically change the front-end to a website
- Executed by the visitor's web browser
- Back-end creation as APIs (often using a framework)
- ECMAScript: Script Programming Standards
- ES6: Huge changes to the JavaScript language (arrows function, ...)



# Frameworks

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Pros:





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- Makes development faster & simpler



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# Frameworks

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## Pros:

- Makes development faster & simpler
- Provides powerful tools (classes & functions)

## Cons:

- Can impose a software architecture to the developer (MVC, ...)



# Vue.JS

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- Progressive framework, reactive programming



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- Reactive data, then construction of their graphical representation



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- Progressive framework, reactive programming
- Reactive data, then construction of their graphical representation
- Does not require creation of updated views
- Guarantees updating views when editing data





# Any questions

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