FireSense

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introduction

DEVELOPPEUR FRONTEND

Il est chargé de développer l'interface visuel d'un site ou d'une application web

L'1 LesJeudis

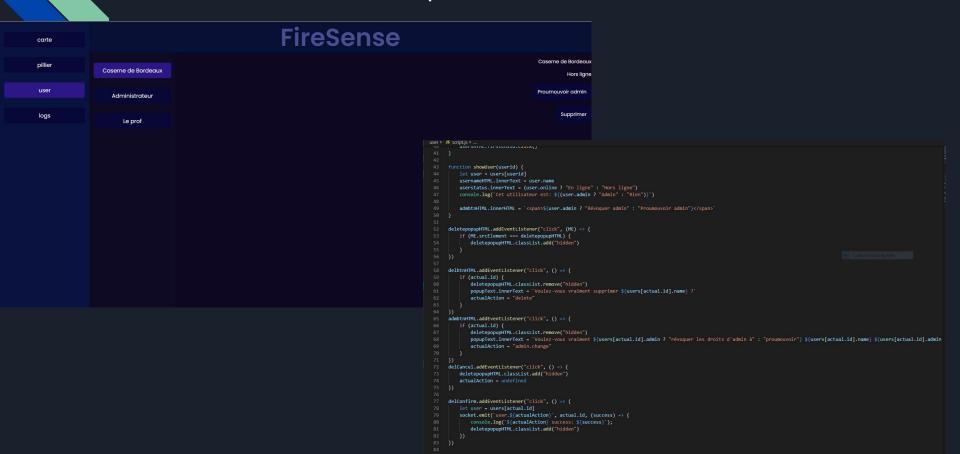




Connexion

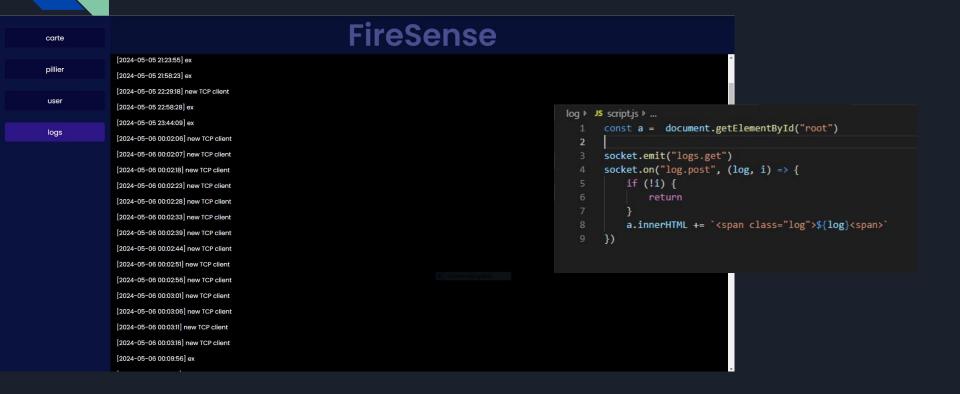
se connect	

```
JS autoconnect.js × JS script.js
2 let loginBtn = document.getElementById('login')
                                                                                                    window.socket - socket
                                                                                                    function getCookie(cname) {
 const password = document.getElementById("password")
 8 const incorrectText = document.getElementById("incorrect")
                                                                                                         let decodedCookie = decodeURIComponent(document.cookie);
                                                                                                        let ca = decodedCookie.split(';')
10 loginBtn.addEventListener('click', () => {
                                                                                                            while (c.charAt(0) == ' ') {
13 document.addEventListener("keydown", KE -> {
                                                                                                            if (c.indexOf(name) == 0) {
     incorrectText.classList.add("hidden")
                                                                                                    if (getCookie("token")) {
                                                                                                        socket.emit("login.auto", getCookie("token"), (res) => {
      incorrectText.classList.add("hidden")
27 function setCookie(cname, cvalue, exdays) {
29     d.setTime(d.getTime() + (exdays * 24 * 60 * 60 * 1000));
       document.cookie - cname + "-" + cvalue + ";" + expires + ";path-/";
      socket.emit("login.manual", username.value, password.value, (res) -> {
          if (res.success) {
               setCookie("token", res.cookie, 365)
               password.value =
```





```
pillier ▶ JS script.js ▶ ♥ socket.emit("pylons.get") callback
      popupReload.addEventListener("click", () => {
           location.reload()
      let bg = new Image()
       let ptx selected = {
           y: 0,
           show: false,
           mousedown: false,
      socket.emit("pylons.get", (pt) -> {
           console.log(pt);
      locationBTN.addEventListener("click", () => {
           canvas.classList.toggle("hidden")
      function draw() {
           requestAnimationFrame(draw)
           ctx.drawImage(bg, 0, 0)
           if (ptx_selected.show) {
              drawPoint(ptx_selected.x, ptx_selected.y, 11, "white")
           for (const id in ptx) {
              let pt = ptx[id]
              drawPoint(pt.pos.x * 10, pt.pos.y * 10, 10)
       function drawPoint(x, y, pointSize, color = "red") {
           ctx.fillStyle = color
           ctx.beginPath()
           ctx.arc(x, y, pointSize, 0, Math.PI * 2)
           ctx.fill()
      draw()
```



les avancés

