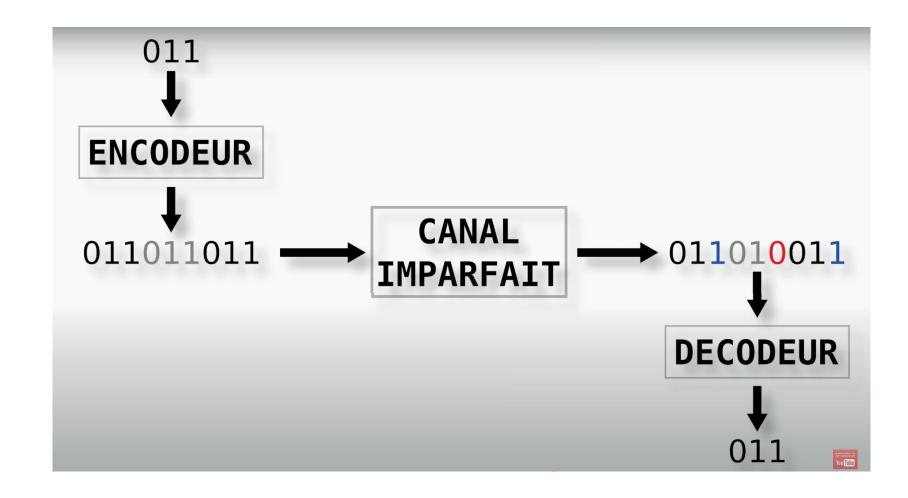
fonction²

Fonctionnement de base

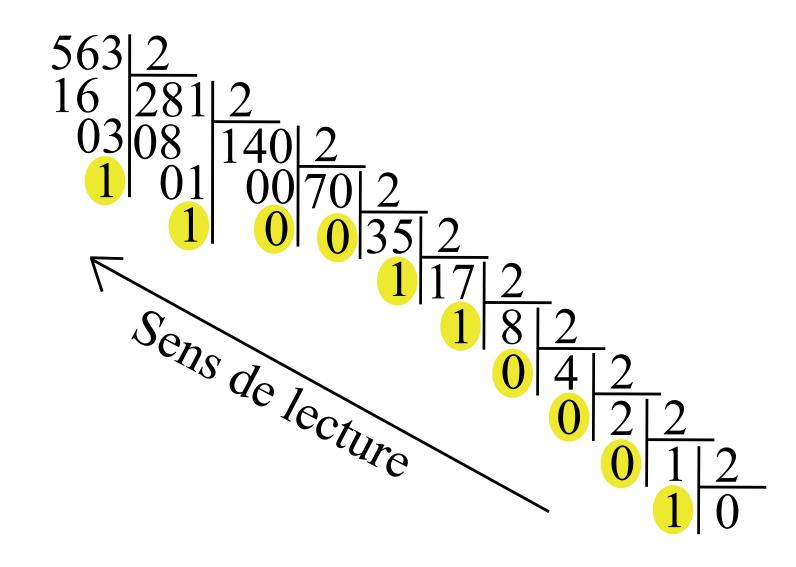
Encodage, canal et décodage



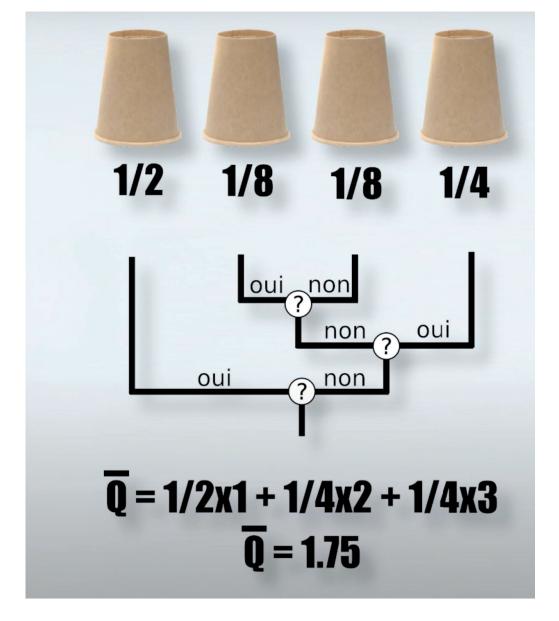
Cryptage

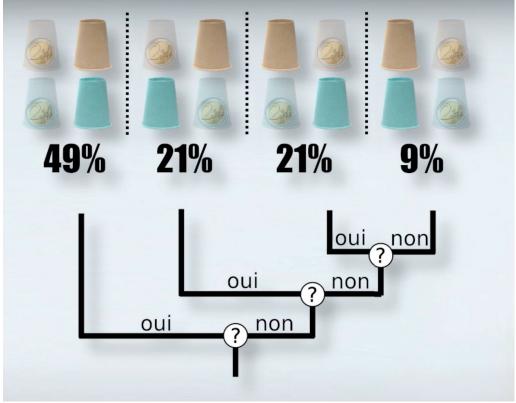
Codage des lettres de l'alphabet latin

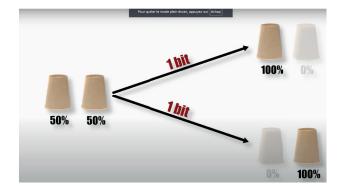
Lettre	Position dans l'alphabet	Code binaire sur 5 bits
		16 8 4 2 1
Α	1	00001
В	2	00010
C	3	00011
D	4	00100
Е	5	00101
F	6	00110
G	7	00111
Н	8	01000
1	9	01001
J	10	01010
K	11	01011
L	12	01100
M	13	01101
N	14	01110
0	15	01111
Р	16	10000
Q	17	10001
R	18	10010
S	19	10011
T	20	10100
U	21	10101
V	22	10110
W	23	10111
Χ	24	11000
Υ	25	11001
Z	26	11010



Résolution



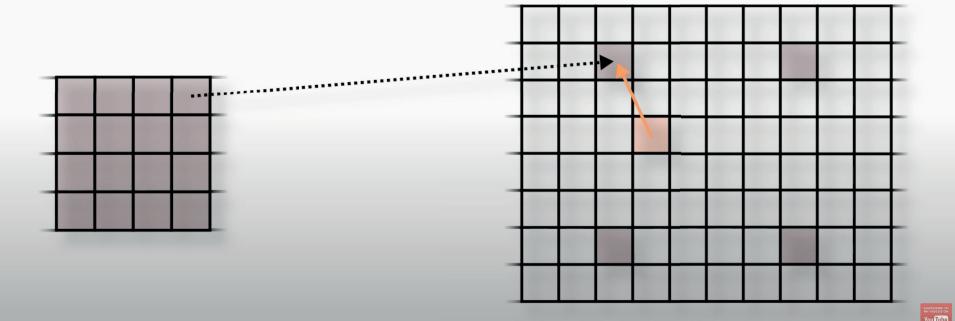




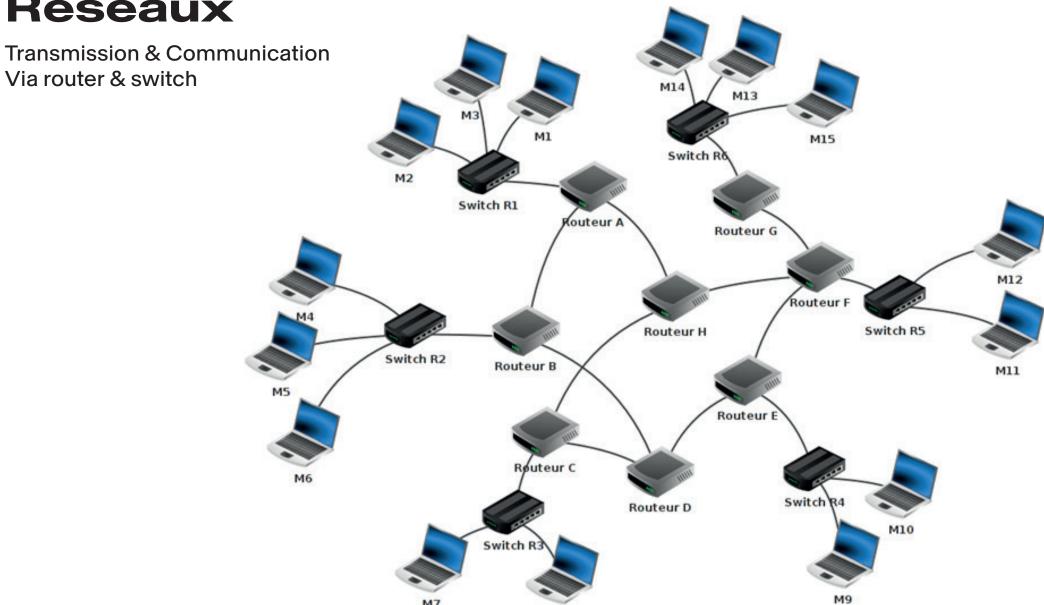
Corrections



Espace des messages à transmettre Espace des messages avec redondance

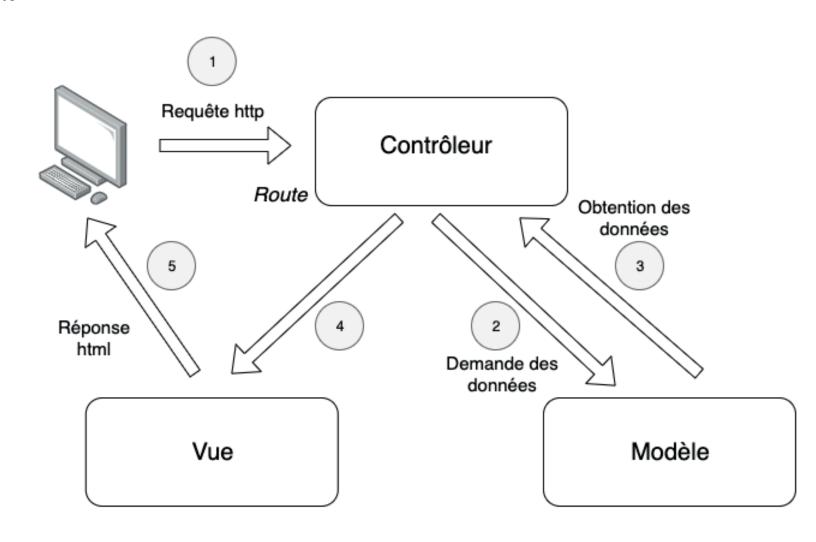


Réseaux



Principes MVC

Model = Stockage View = Affichage Controller = Traitement

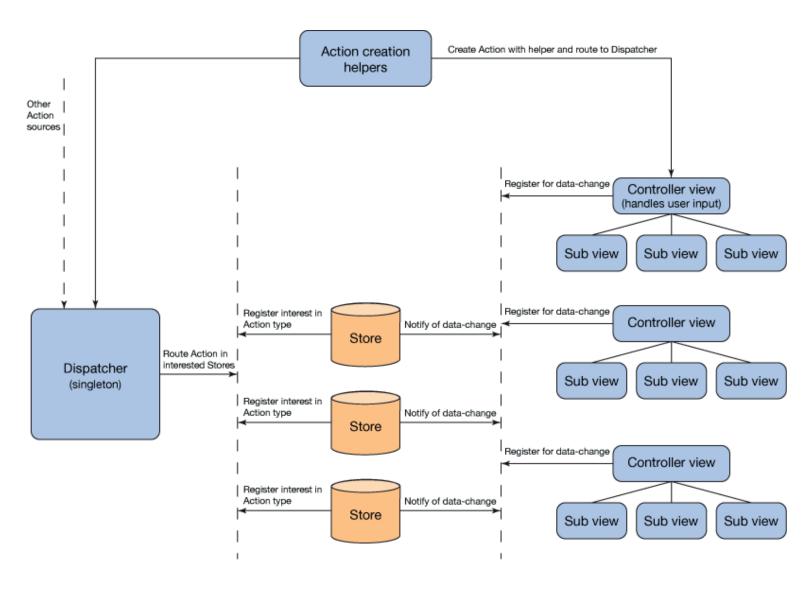


Principes MVC Contemporain

Ajout d'une structure de composants accessibles par la vue et transmis par le contrôleur. Components Requête http Contrôleur Route Obtention des données 3 5 Réponse 2 html Demande des données Modèle Vue

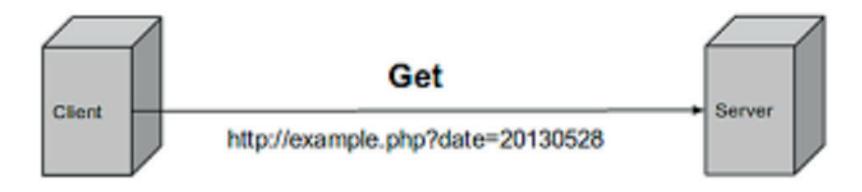
Serveur à boucle

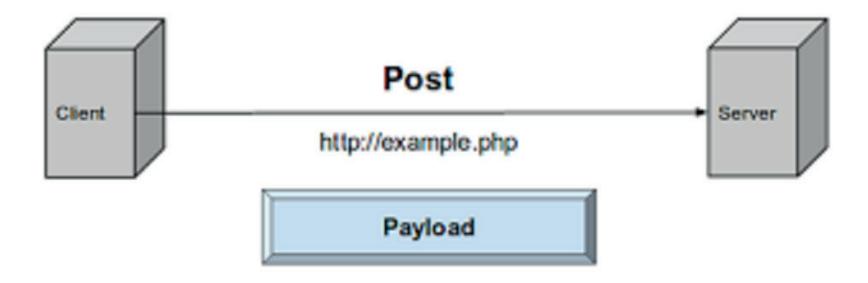
Nouvelles normes pour le développement applicatif.



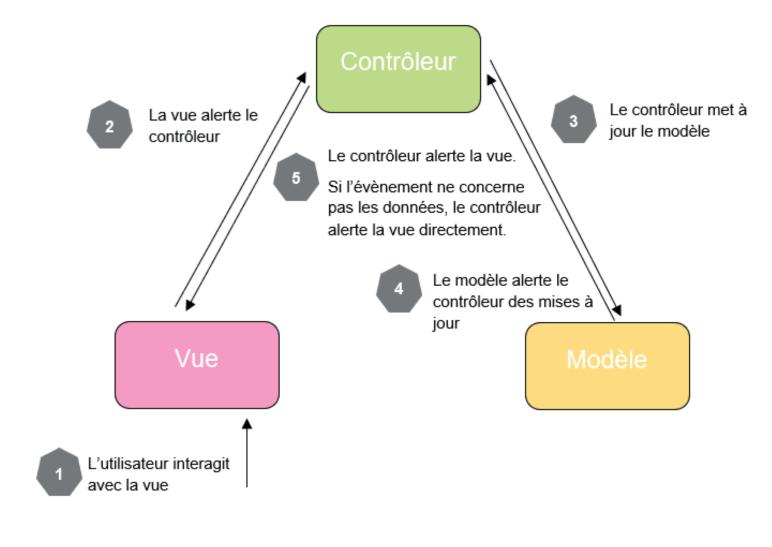
Routing HTTP

Protocole HTTP Requestion GET & POST





Controller





Queries (exemple SQL)

```
column1,
                                                       SELECT
                                  variable definition
           operation name
operation
                                                                 AGG(column2) AS alias_name, column1
          query PROJECTS($filters_1: FiltersArgument) {
                                                       FROM table name1 AS t1
           projects
             aggregations(filters: $filters_1) {
                                                       WHERE WHERE_condition
                 buckets
                                                       GROUP BY column1
                  key
                  doc count
                                                       HAVING HAVING condition
                                     argument
                                                       ORDER BY AGG(column2) DESC
                     nested fields
                                                       JOIN table_name2 AS t2
```

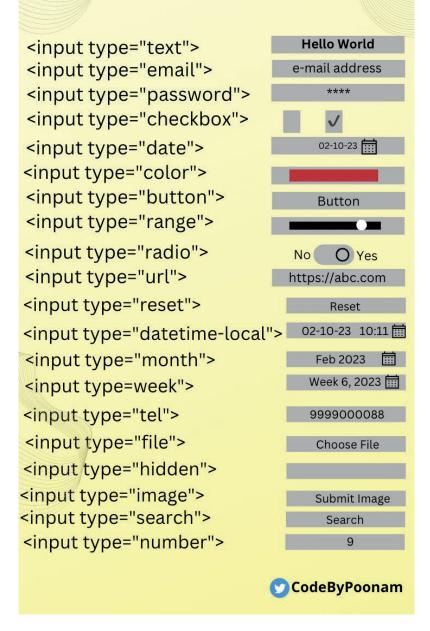
Approche contemporaine (GRAPHQL)

Approche classique (SQL)

ON t1.column2 = t2.column3;

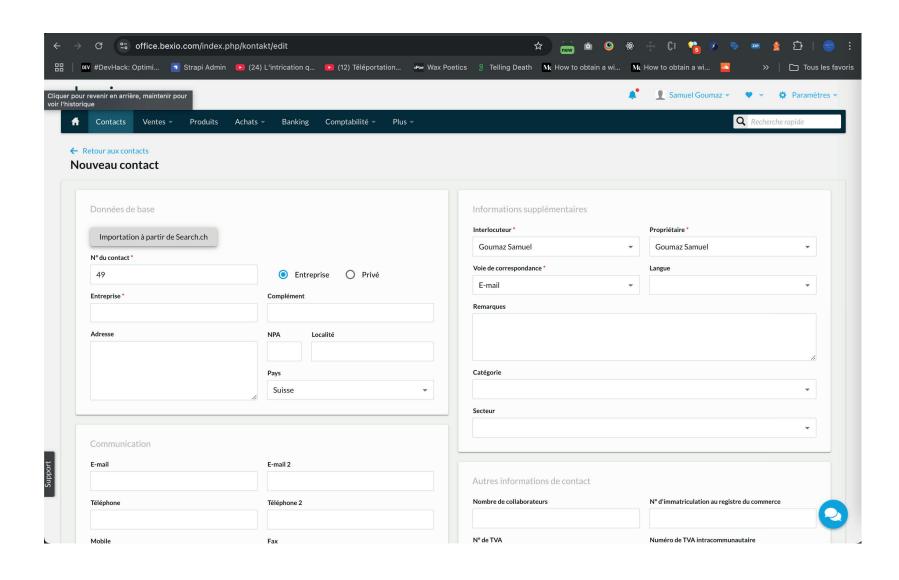
Formulaires

HTML input types



APP classique

Un stockage
Du routing
Des formulaires
Des styles



Contexte web

Node.js vs PHP



php

Synchronous vs. Asynchronous

Language Switches

Modules & Frameworks

Databases

Community

Learning Difficulty

Speed & Performance

Scalbility

Synchronous vs. Asynchronous

Language Switches

Modules & Frameworks

Databases

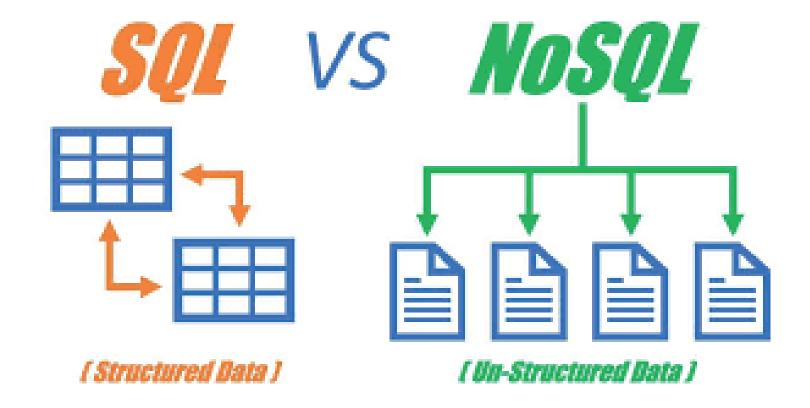
Community

Learning Difficulty

Speed & Performance

Scalability

Contexte database



Contexte software

Rust vs. C++ Performance		
Feature	Rust	C++
Compilation	Fast, user-friendly compiler	Fast, slight edge with complex templates
Memory Safety	Ownership system prevents memory errors	RAII for safety, but requires manua memory management
Object-Oriented	Focuses on memory safety over OOP features	Robust OOP features
Execution	Excellent, needs optimisation for ownership	Excellent, safe controls like smart pointers
Community	Active and growing	Large, established community with extensive resources
Learning Curve	Steeper initially, accelerates later	Easier for those familiar with C/ Java/C#, challenges remain

Contexte mobile



Tendance

Langages communs:

Python, C++, Java, JavaScript/ TypeScript.

Langages spécifiques :

Hack (Meta), Go (Google, Amazon, ByteDance), Rust (ByteDance, Amazon).

Tendances:

L'utilisation de Rust et Go est en augmentation pour les systèmes exigeant des performances élevées.

exemple de stack

ByteDance (TikTok, Douyin, etc.)

Python:

Utilisé pour les algorithmes de recommandation et l'analyse de données.

C++:

Pour les composants critiques comme la vidéo, l'encodage et le traitement en temps réel.

Go (Golang):

Utilisé pour les microservices backend.

Java:

Développement d'applications Android et backend.

JavaScript/TypeScript:

Pour les interfaces utilisateur sur le web.

Rust:

Utilisé pour les outils nécessitant de hautes performances.