

# Shared Agenda

## Votre agenda dans le Cloud!

# Introduction

# Problématique

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- Stockage distant

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- Stockage distant
- Accéder partout

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# Problématique

- Stockage distant
- Accéder partout
- Collaborer

# Introduction

# Solution

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## Solution

- Un Agenda centralisé

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- Un Agenda centralisé
- Accessible partout avec une connexion internet



# Introduction

## Solution

- Un Agenda centralisé
- Accessible partout avec une connexion internet
- Sécurisé

# Introduction

# Architecture Serveur

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<sup>1</sup>All SVGs are under CC0 from SVGRepo unless stated otherwise

# Introduction

# Architecture Serveur



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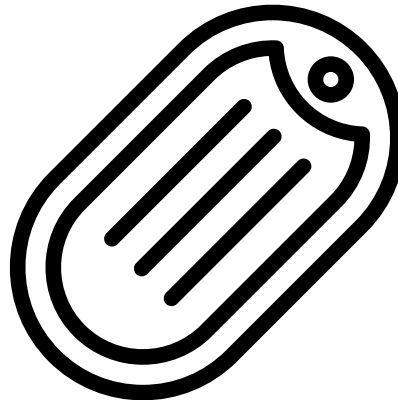
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# Introduction

## Architecture Serveur



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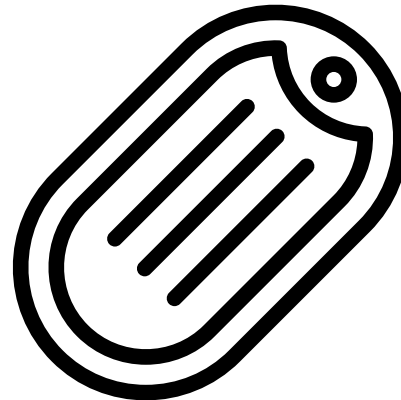


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# Introduction

## Architecture Serveur



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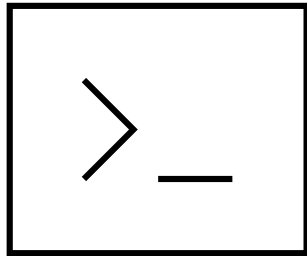
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# Introduction

# Architecture Client

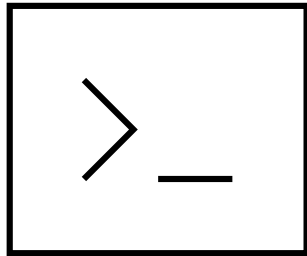
## Introduction

# Architecture Client



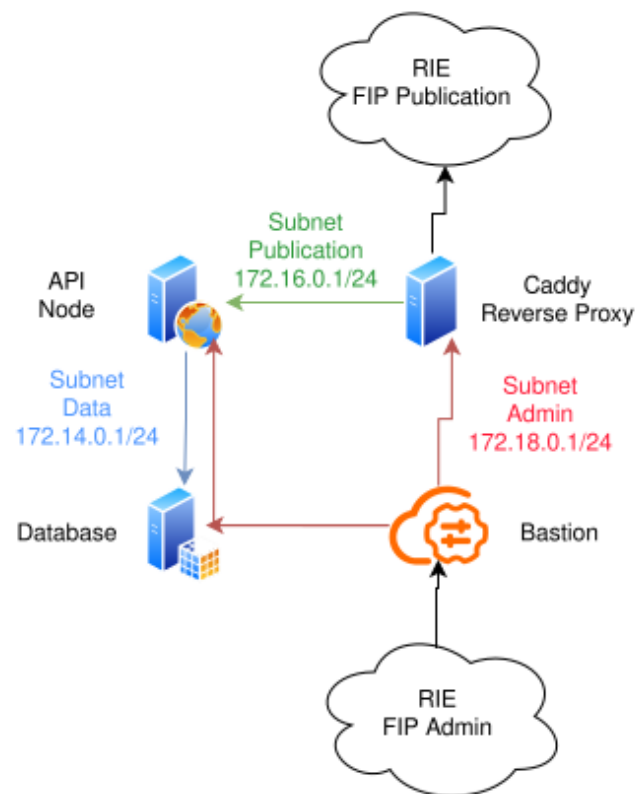
## Introduction

# Architecture Client

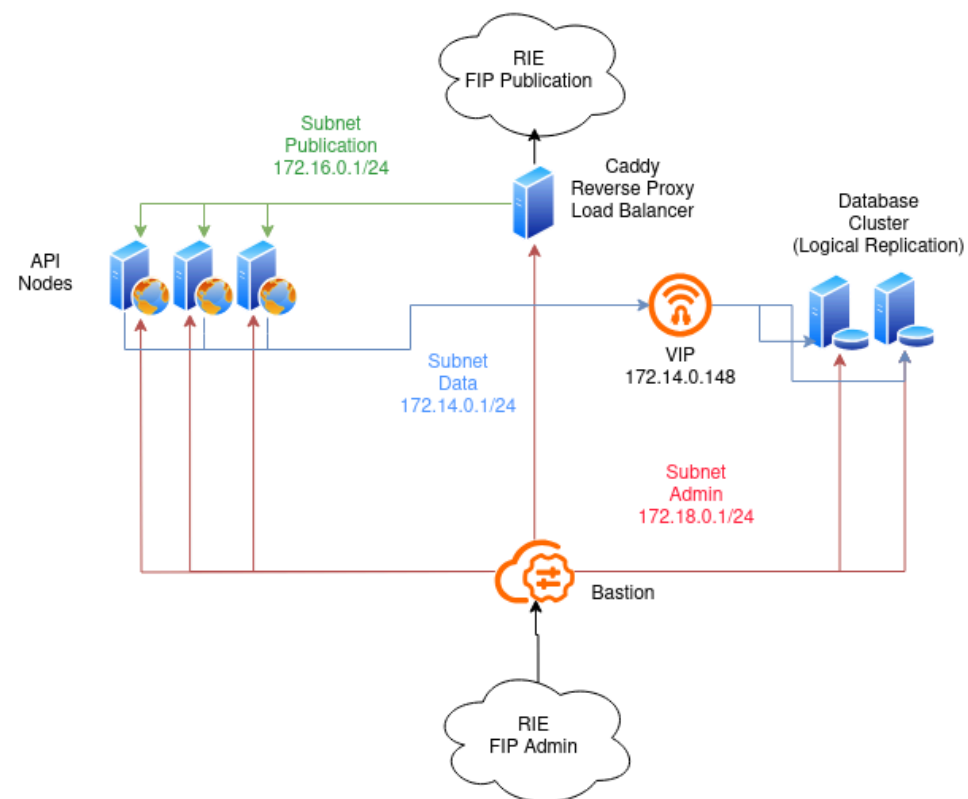




# Introduction



# Introduction



# Serveur

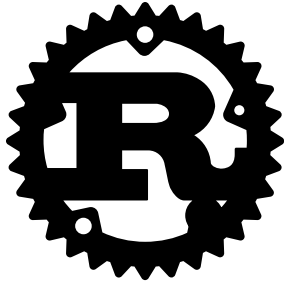
# Choix Techniques

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## Serveur

# Choix Techniques

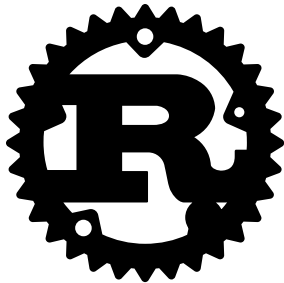


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## Serveur

# Choix Techniques



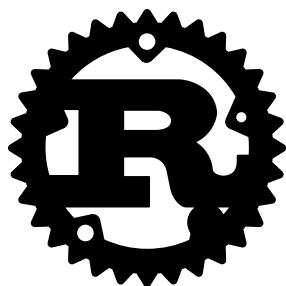
<sup>1</sup>

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## Serveur

# Choix Techniques



<sup>1</sup>



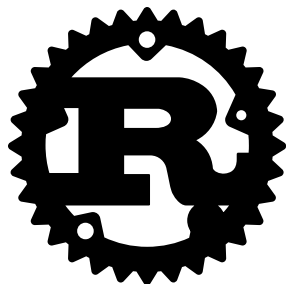
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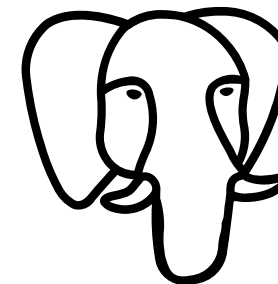


## Serveur

# Choix Techniques



<sup>1</sup>



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Serveur

Implémentation

## Serveur

# Implémentation

- Transactions BDD

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- API Asynchrone

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# Implémentation

- Transactions BDD
- API Asynchrone
- Codes de retour (ex: 200 OK, 401 Token Expired)
- TTL des Tokens: 24h

# Serveur

- Fonctions génériques

```
1 pub async fn query<T: QueriedData>(self, sql: &str, args: &[(dyn ToSql + Sync)])  
  -> Vec<T> {  
2     let mut res: Vec<T> = vec![];  
3     match self.connection.query(sql, args).await {  
4         Ok(rows) => {  
5             for row in rows {  
6                 /*[...]*/  
7                 res.push(T::create_from_row(&row))
```



# Client (CLI/REPL)

# Implémentation



## Client (CLI/REPL)

# Implémentation

- Rust

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# Implémentation

- Rust
- Appel API

## Client (CLI/REPL)

- Programmation par contrat

```
1 pub trait Answer {  
2     fn code(&self) -> i32;  
3     fn answer(&self) -> String;  
4     fn process(&mut self);  
5 }
```

 Rust

# Client (CLI/REPL)

# Démonstration