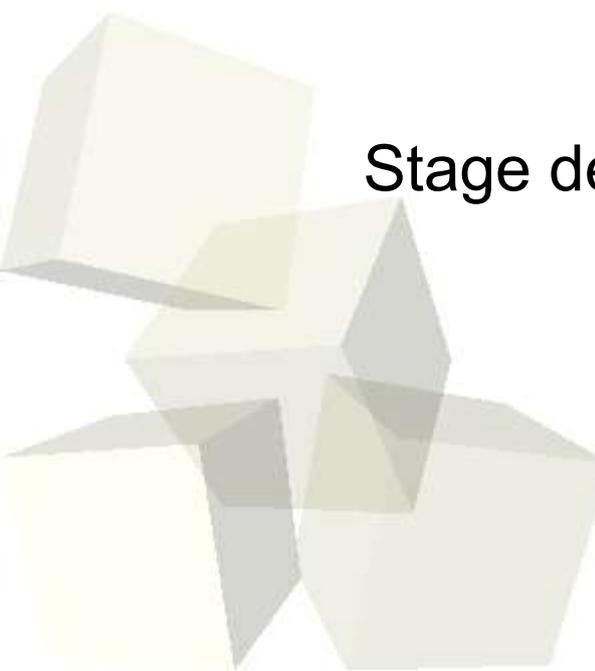




Automatiser le passage des Données aux Objets Java...

... sur plate-forme Mobile J2ME MIDP/Nokia

Stage de Fin d'Etudes, Spécialité Programmation
PastaGames – ExpWay
15 Juillet - 15 Novembre 2004

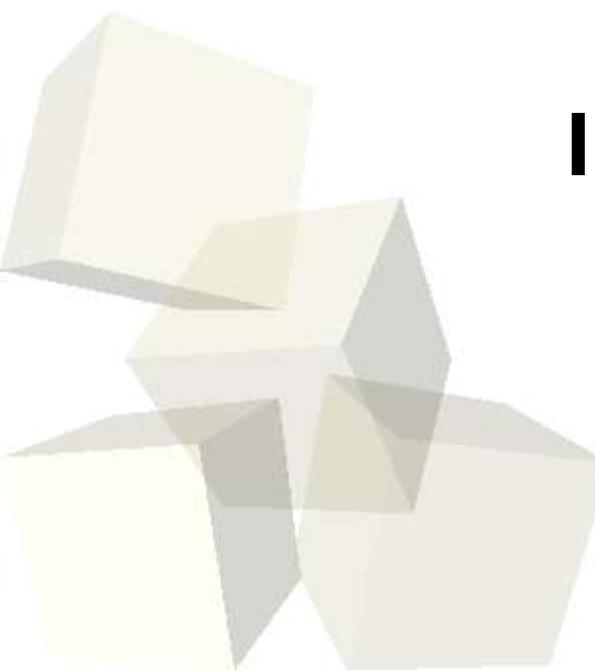




Automatiser le passage des Données aux Objets Java...

... sur plate-forme Mobile J2ME MIDP/Nokia

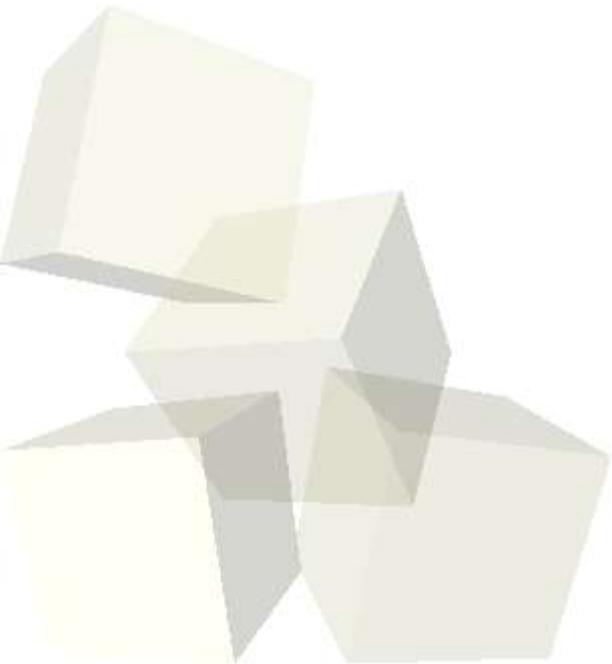
- I. Contexte et Objectifs**
- II. Déroulement du stage**
- III. Travail Réalisé**
- IV. Bilan et Conclusion**





I. Contexte & Objectifs

- Un Projet
- PastaGames
- ExpWay

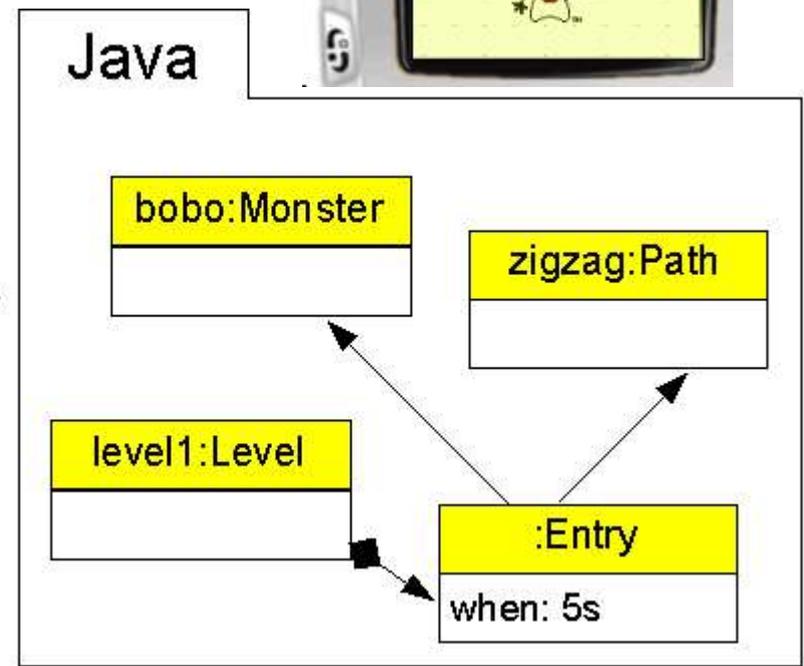


Développer des Jeux sur Mobiles



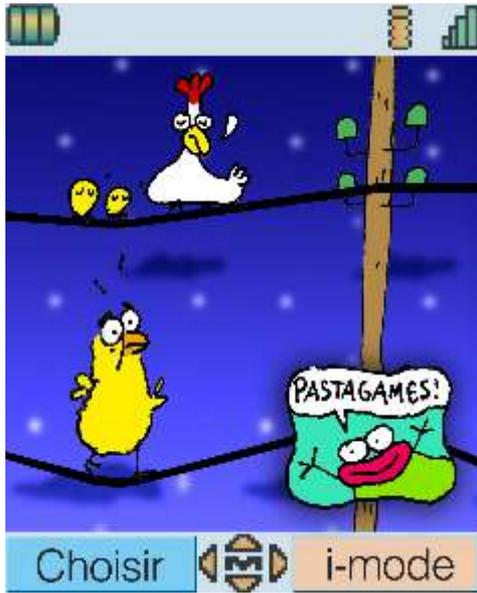
19/05/2004

```
XML
<game>
  <monsters> ...
  <paths> ...
  <levels> ...
</game>
```





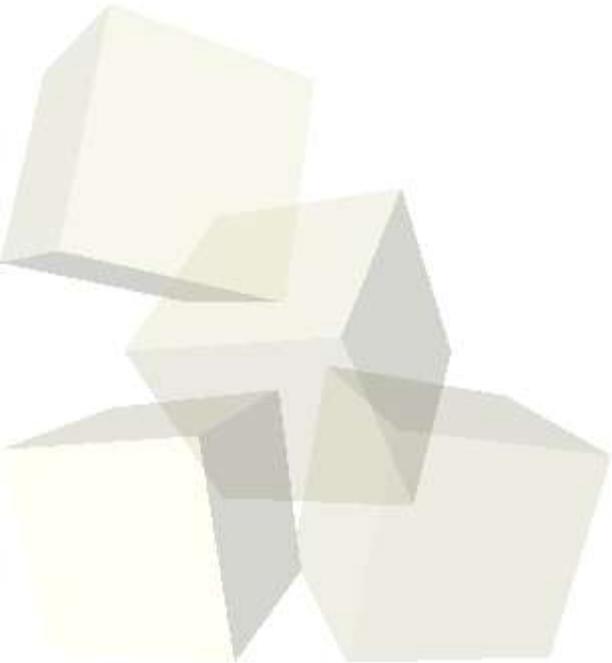
PastaGames





EXPWAY

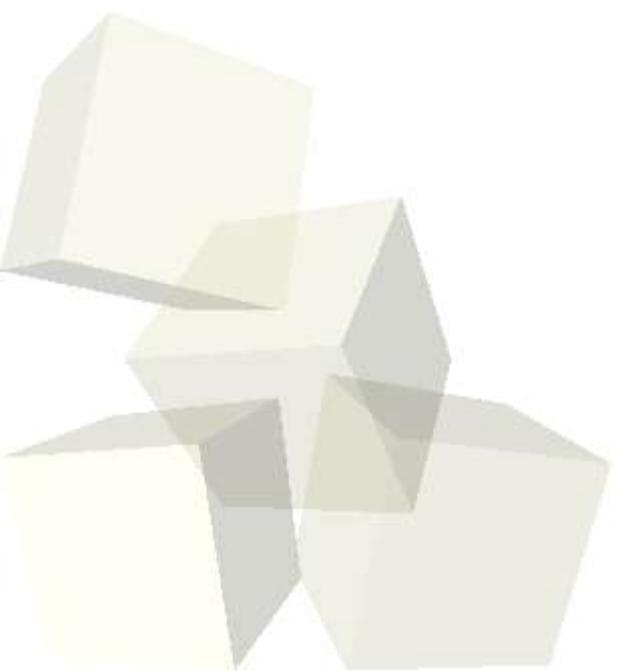
MAKING XML EFFICIENT™





II. Déroulement du Stage

- Moteur de Graphismes Vectoriels pour Mobile
- Outil Binary 4 Java





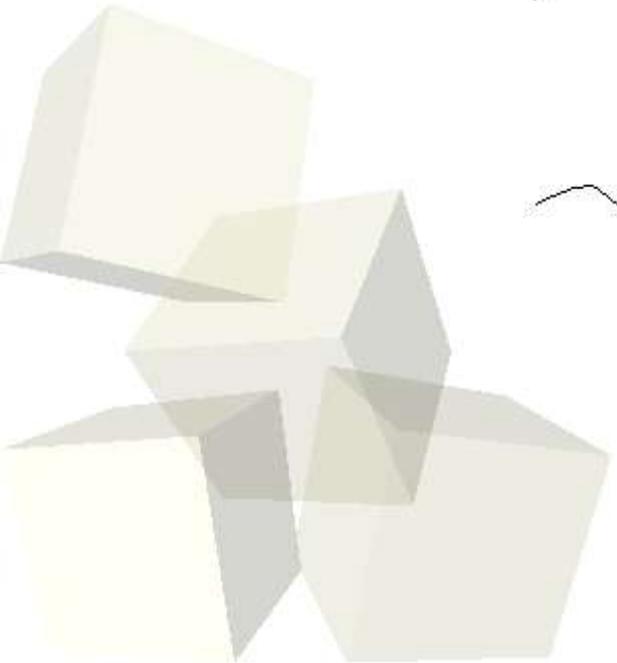
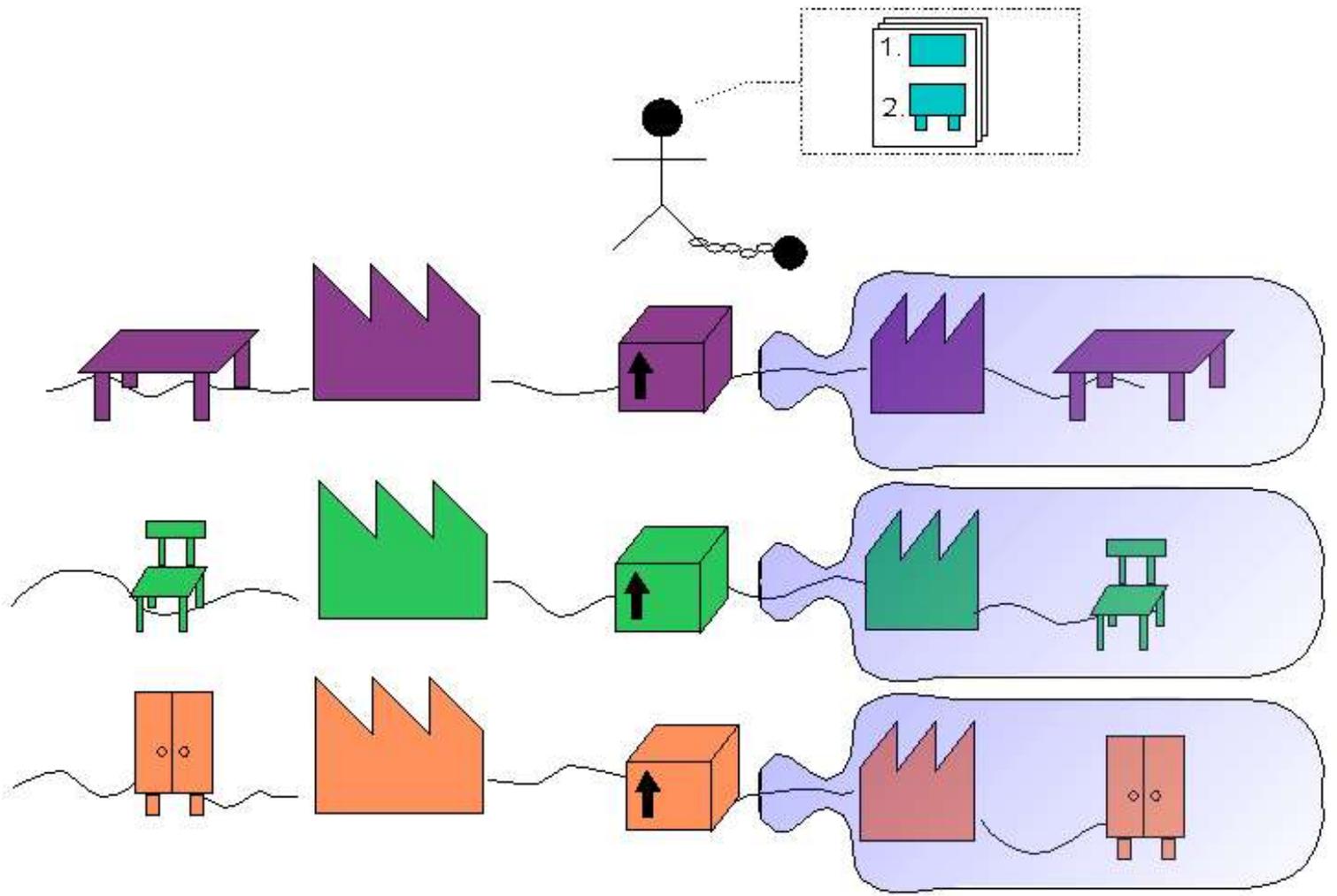
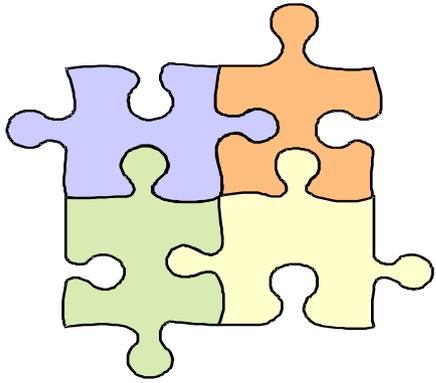
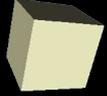
Guide de Services SVG

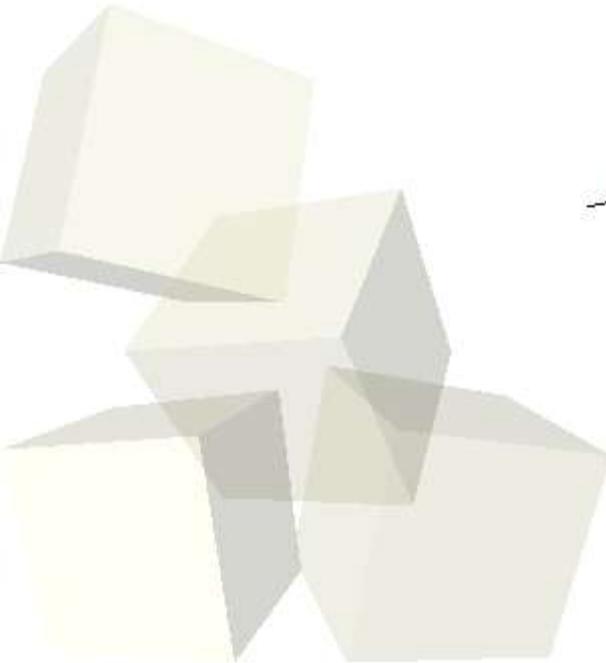
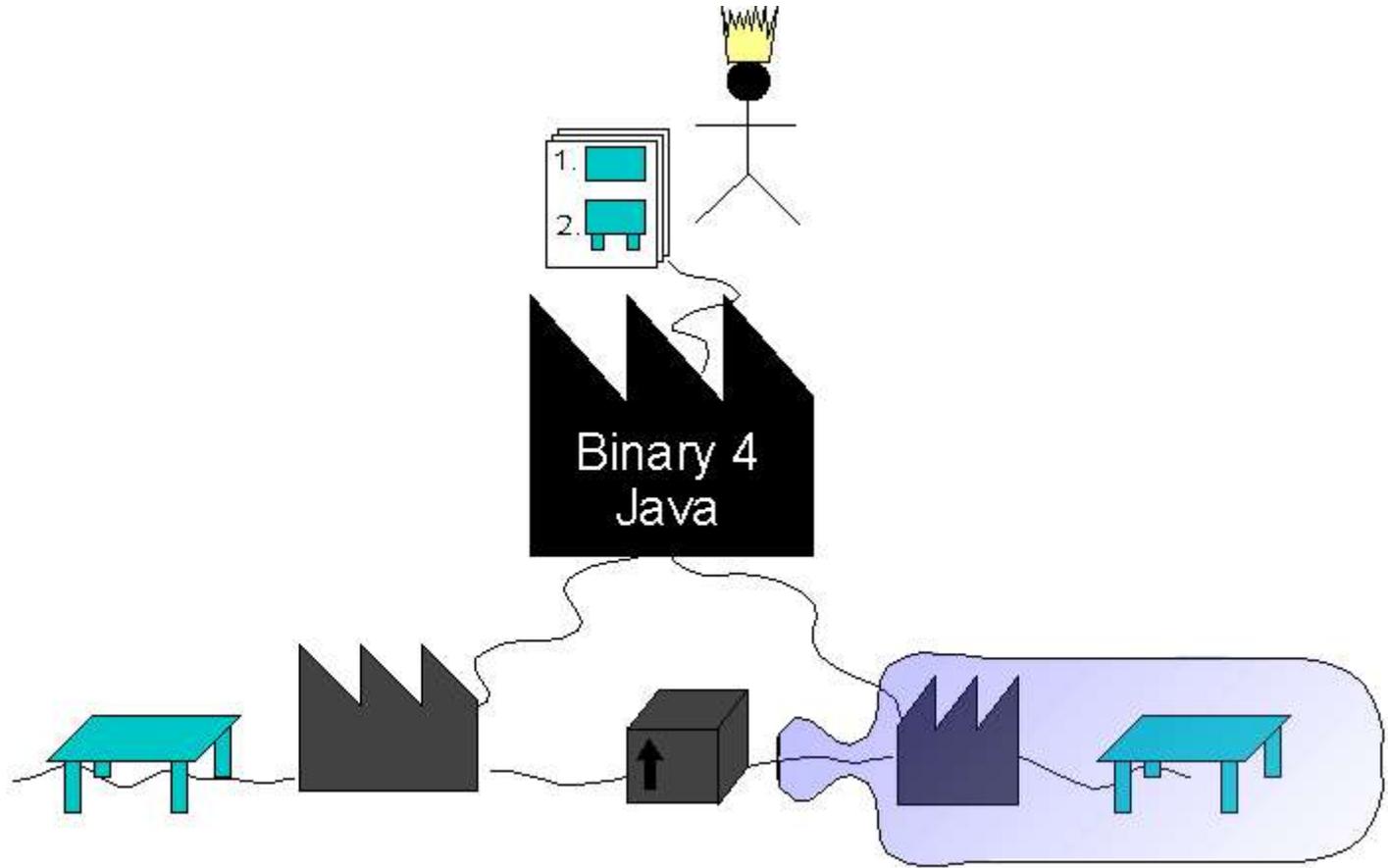
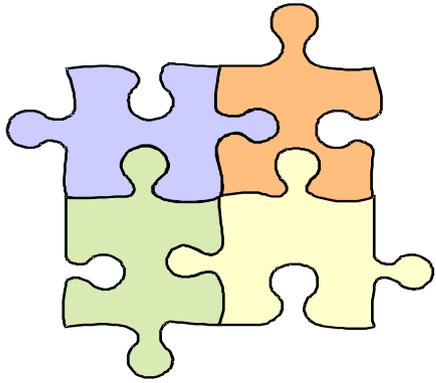
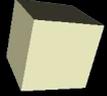


XML

```
<svg>  
  <rect> ...  
  <circle> ...  
</svg>
```



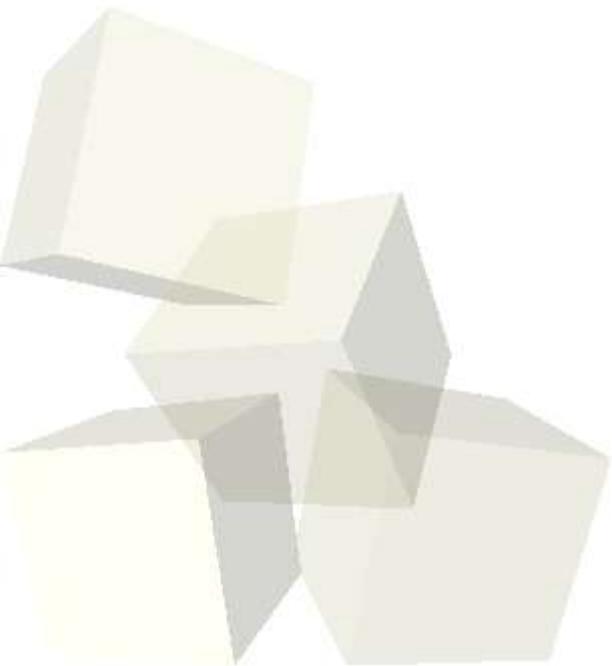






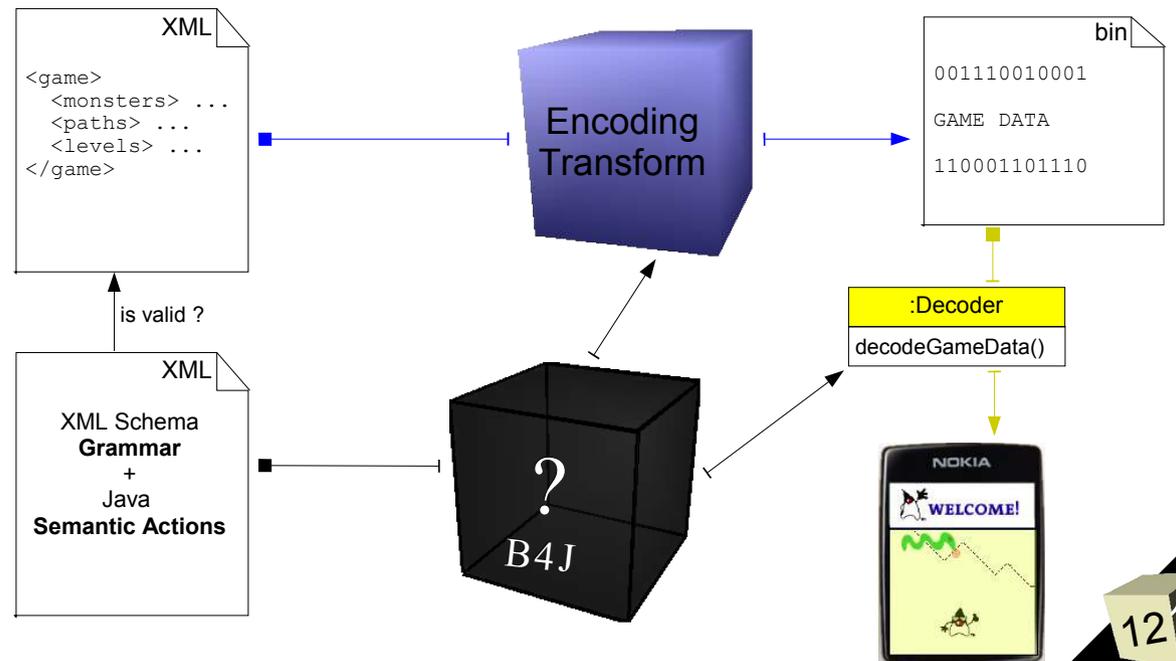
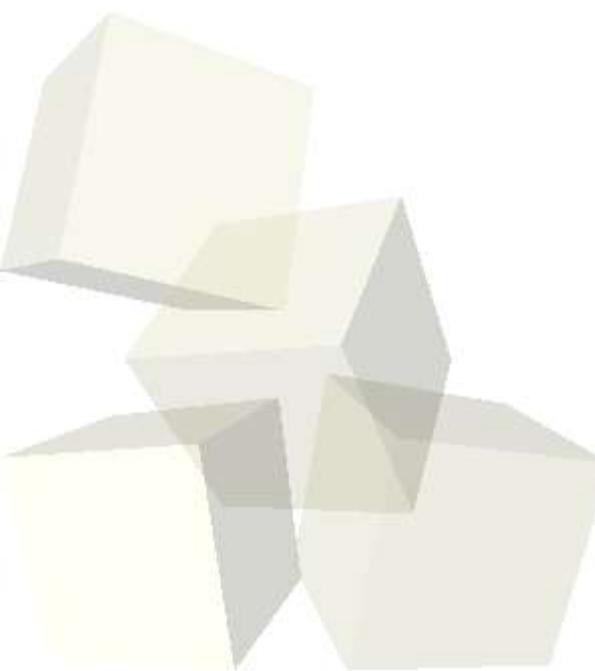
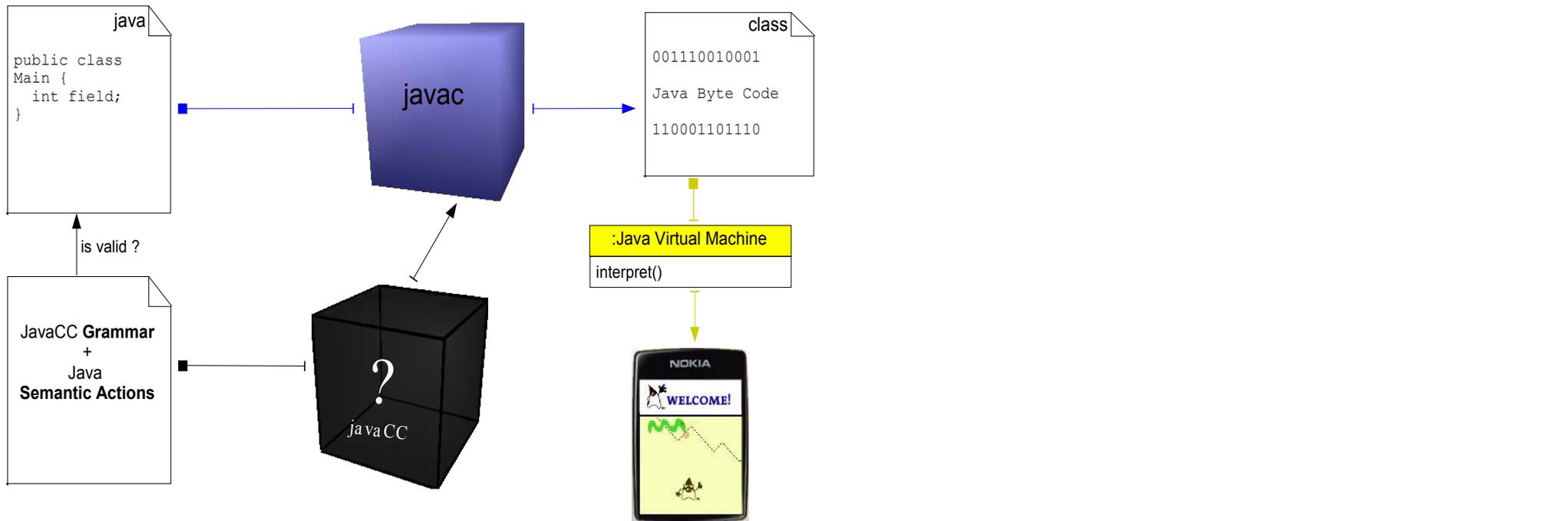
III. Travail Réalisé

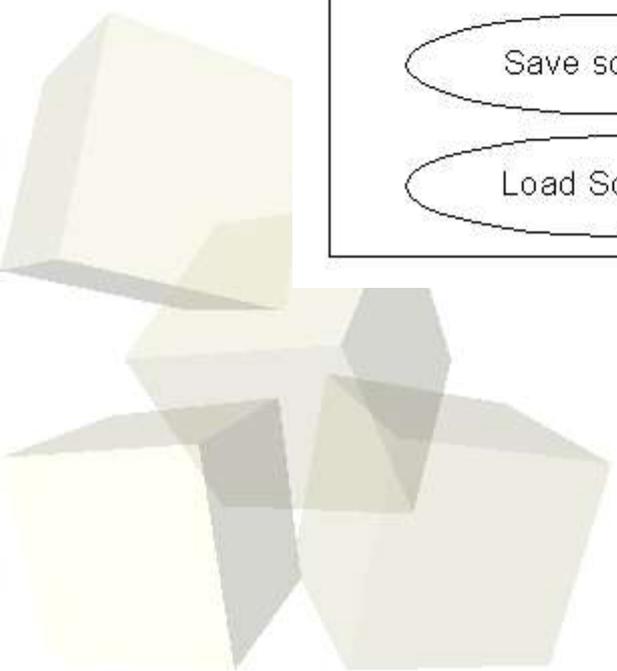
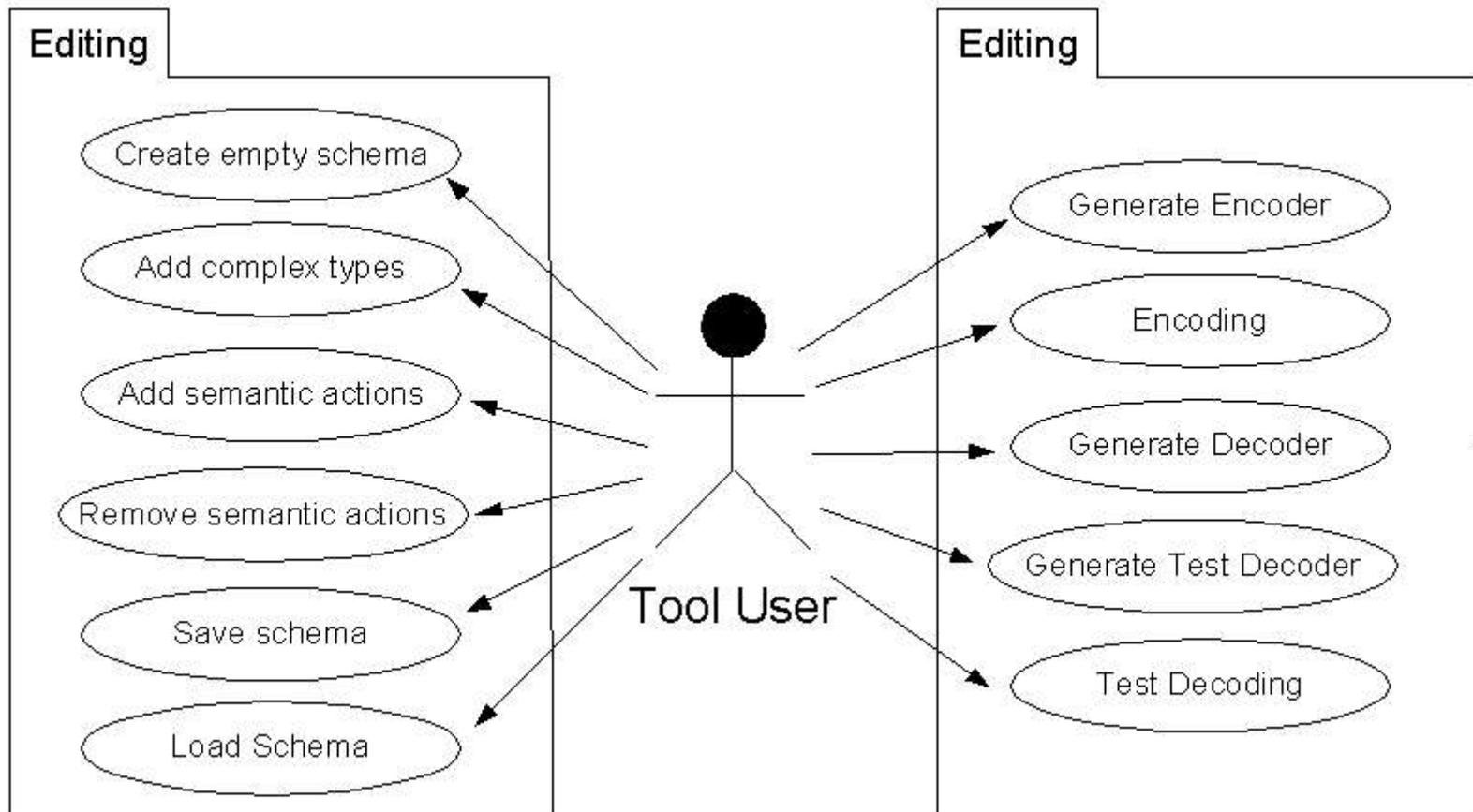
- B4J Compilateur de compilateurs
- Cas d'utilisation
- Architecture
- Chaînes de Transformation
- Modèle de fonctionnement





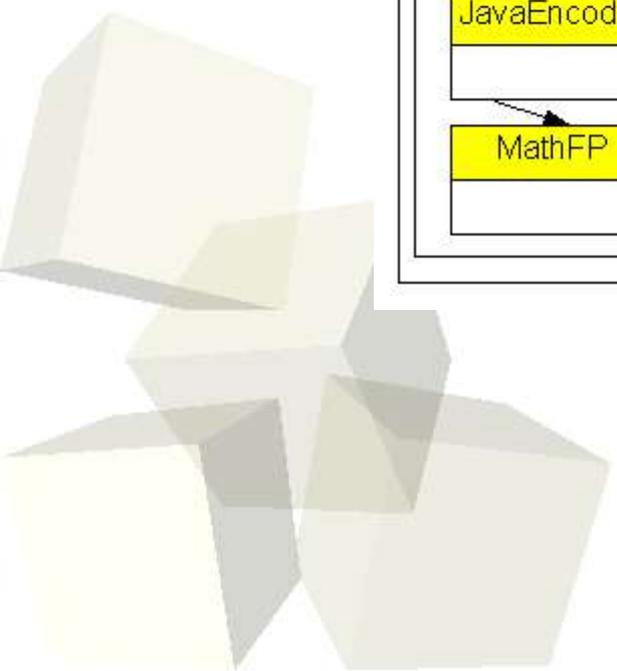
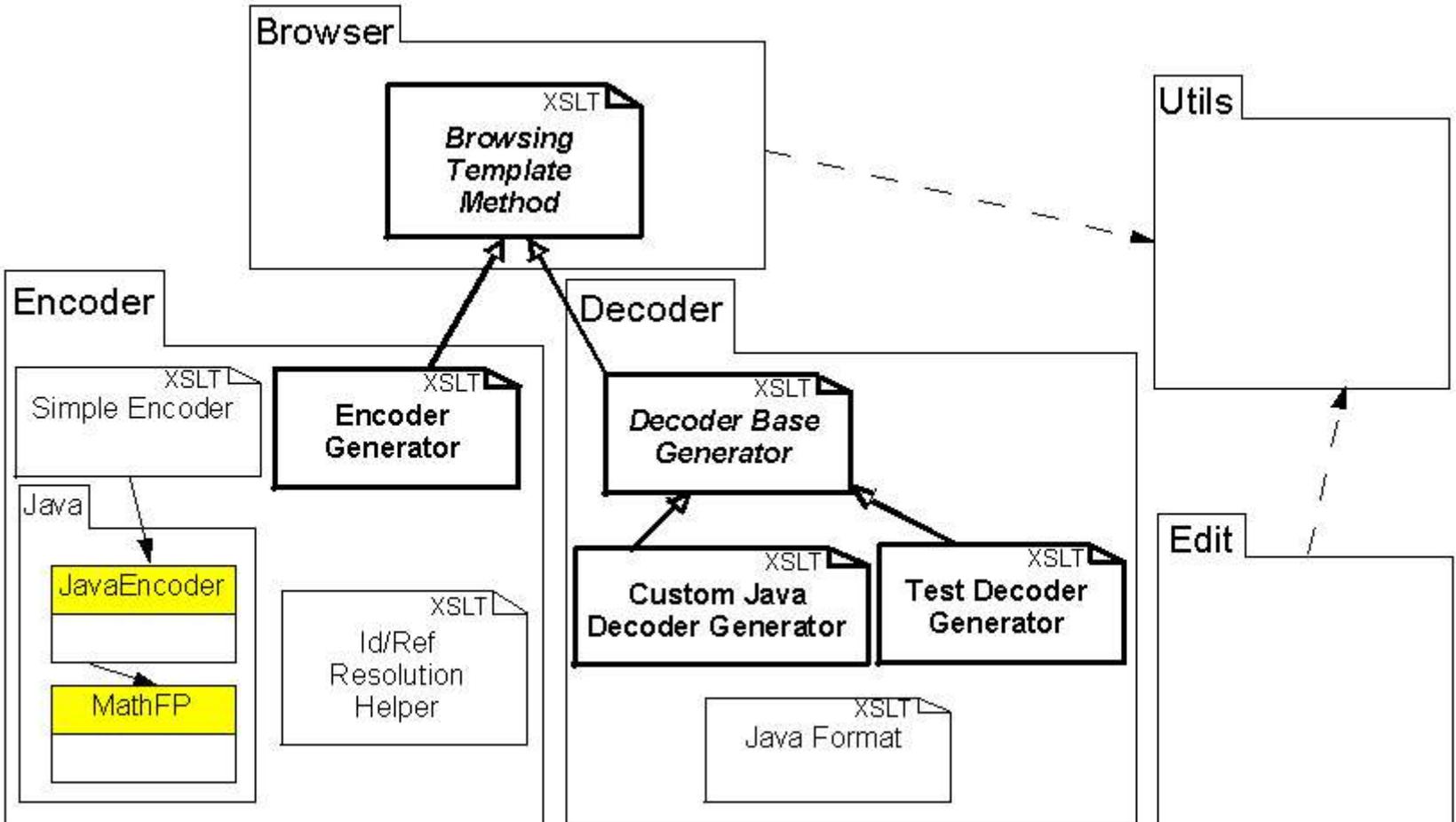
B4J Compilateur de Compilateurs





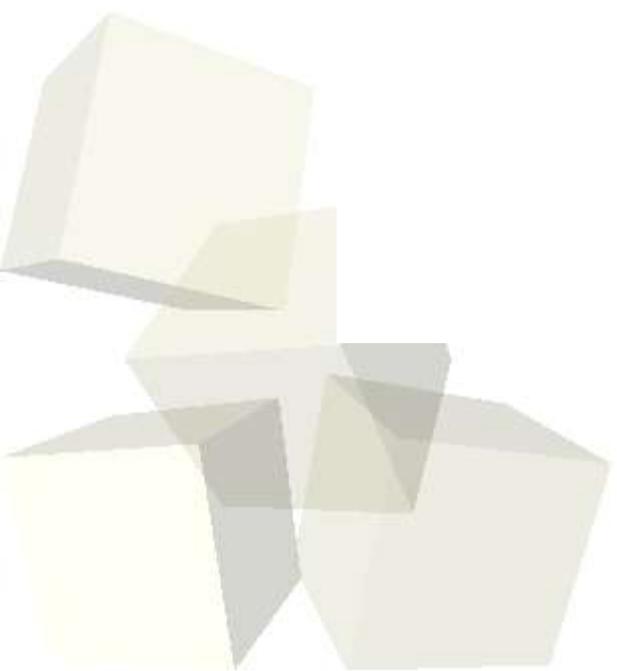
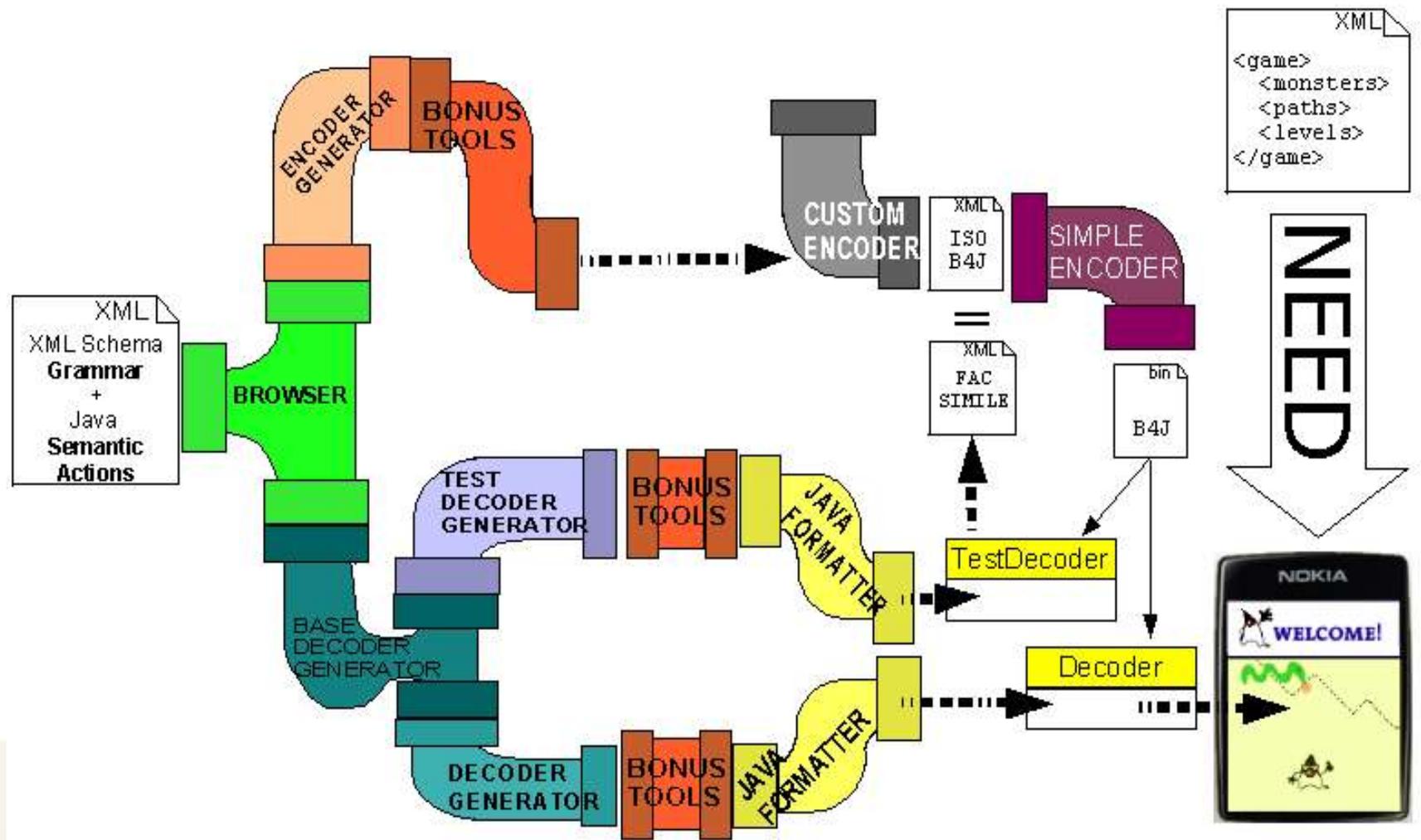


Architecture



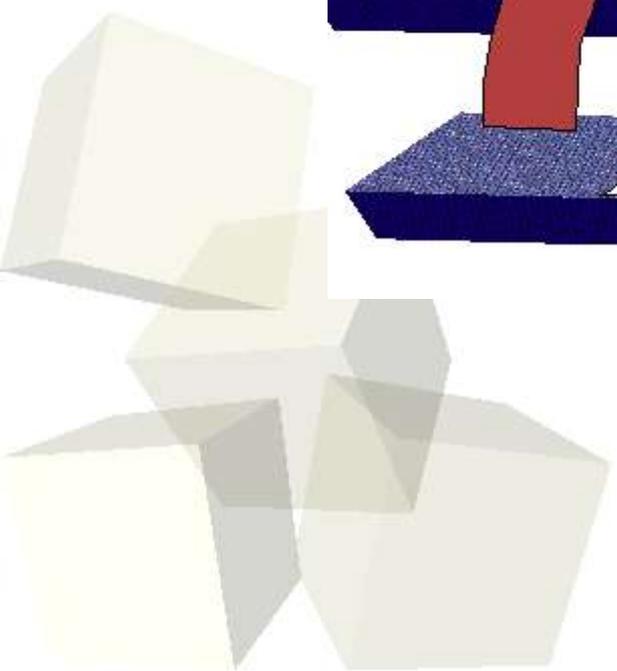
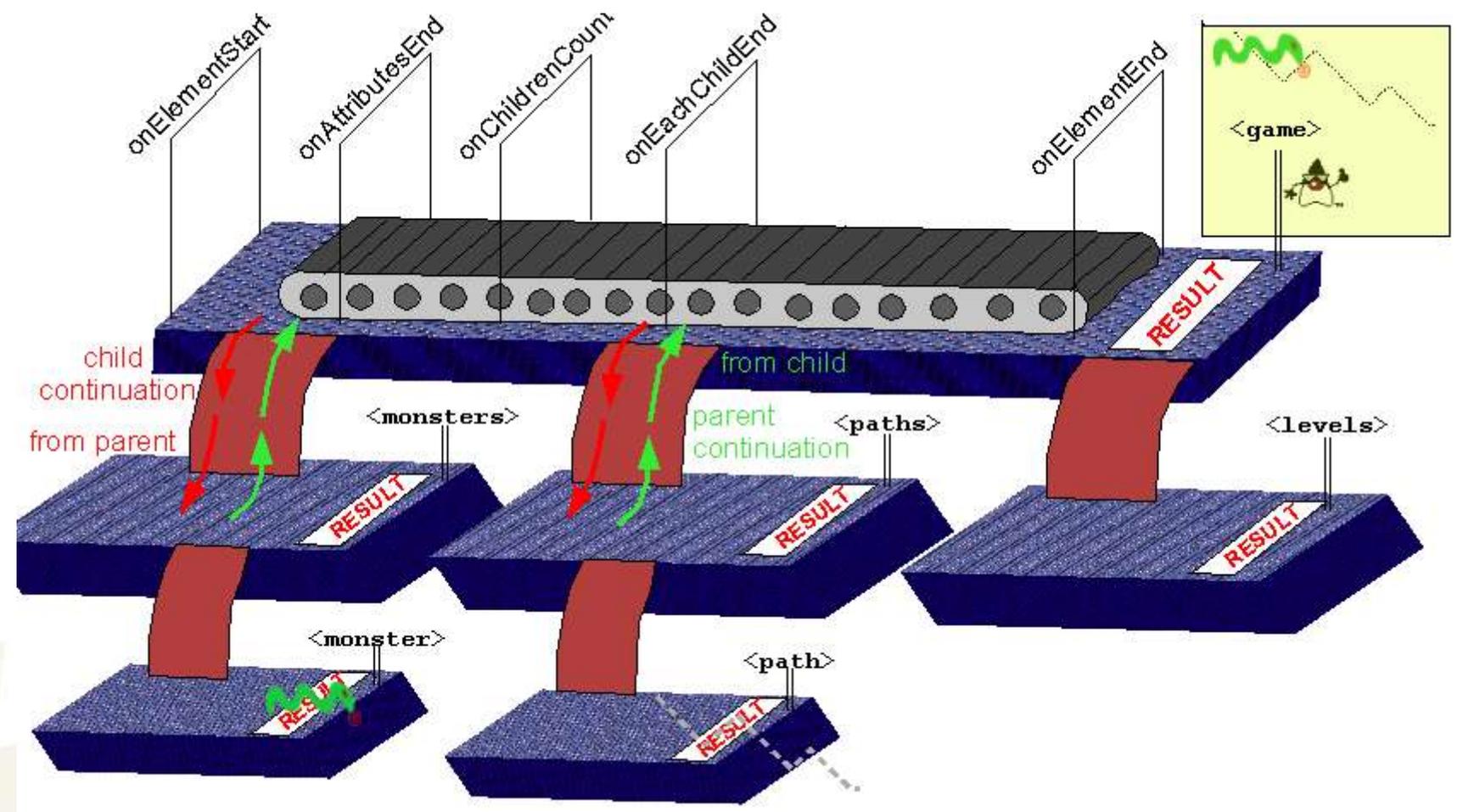


Chaînes de Transformation



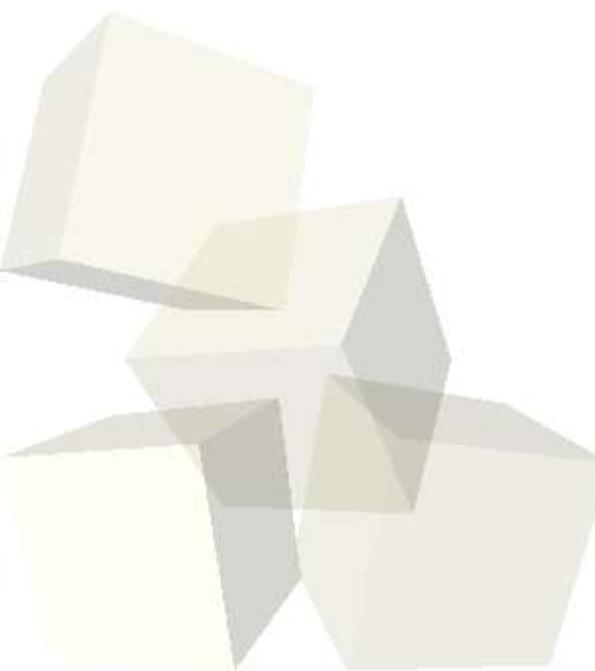


Modèle de Fonctionnement





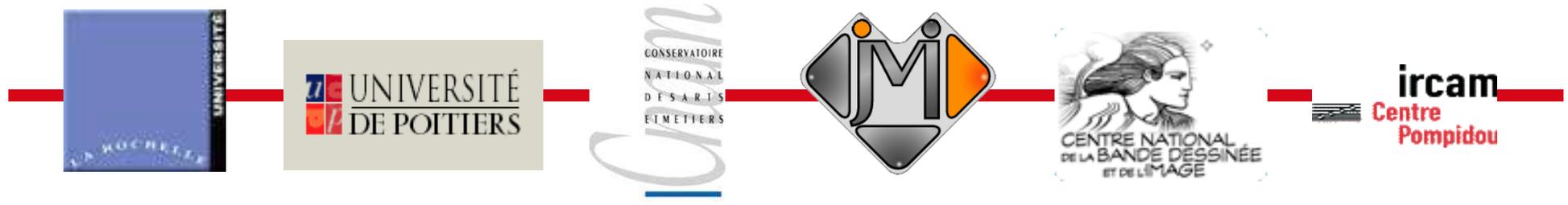
IV. Bilan & Conclusion



Power Pack
Binary 4 Java



EXPWAY
MAKING XML EFFICIENT™



Merci !

Vos Questions

