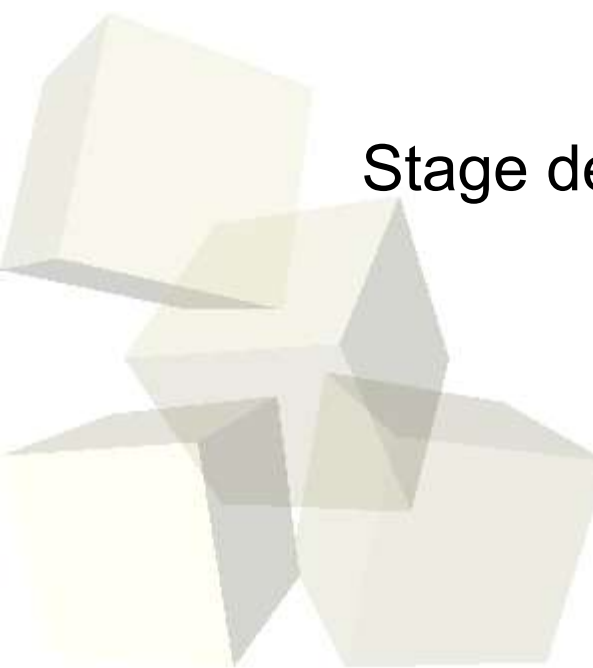




Automatiser le passage des Données aux Objets Java...

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

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

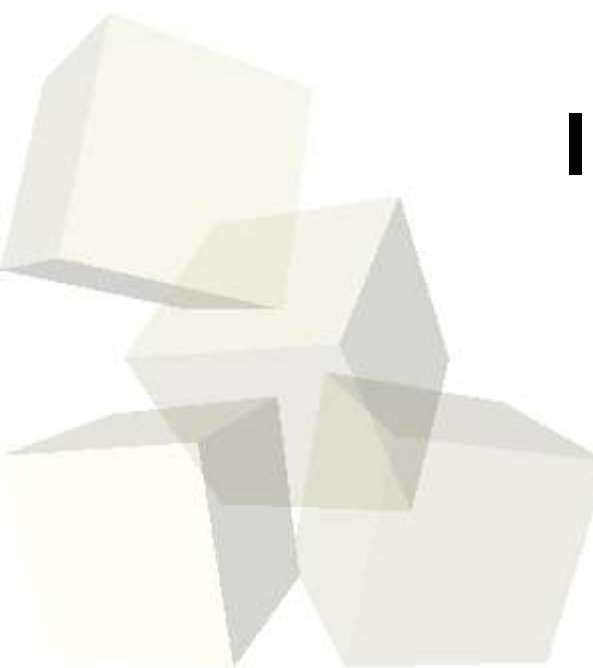




Automatiser le passage des Données aux Objets Java...

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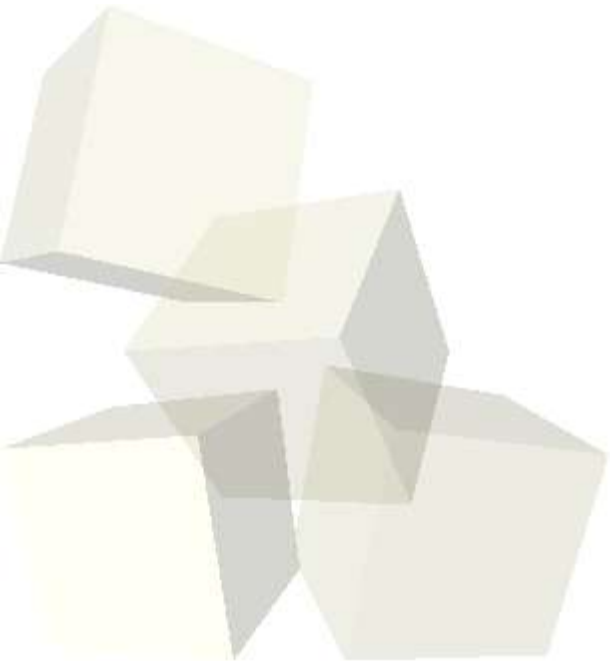
- I. Contexte et Objectifs**
- II. Déroulement du stage**
- III. Travail Réalisé**
- IV. Bilan et Conclusion**





I. Contexte & Objectifs

- Un Projet
- PastaGames
- ExpWay

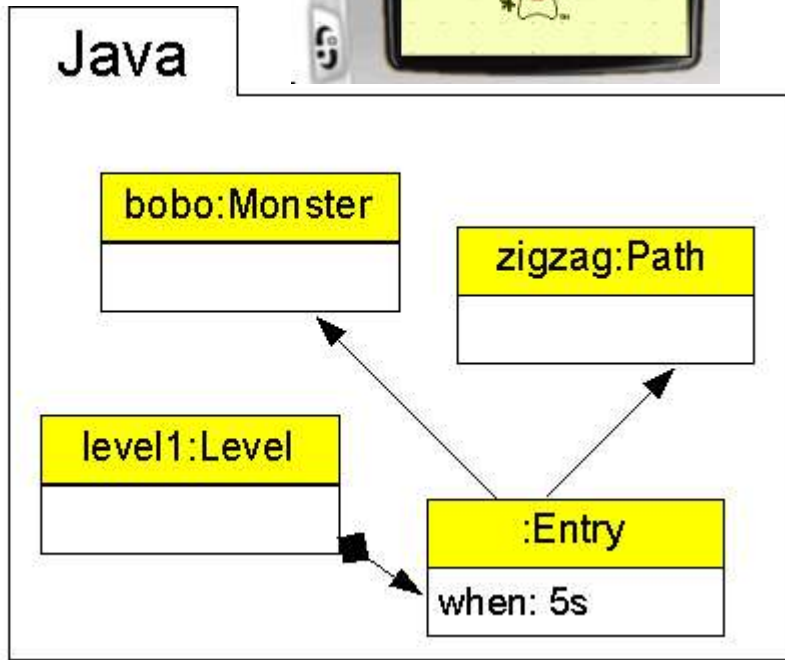


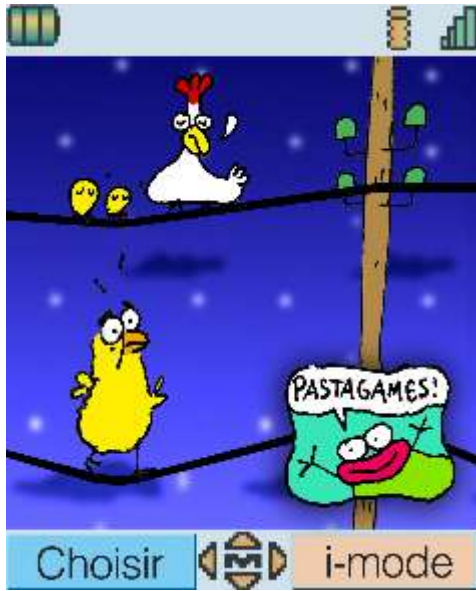
Développer des Jeux sur Mobiles



19/05/2004

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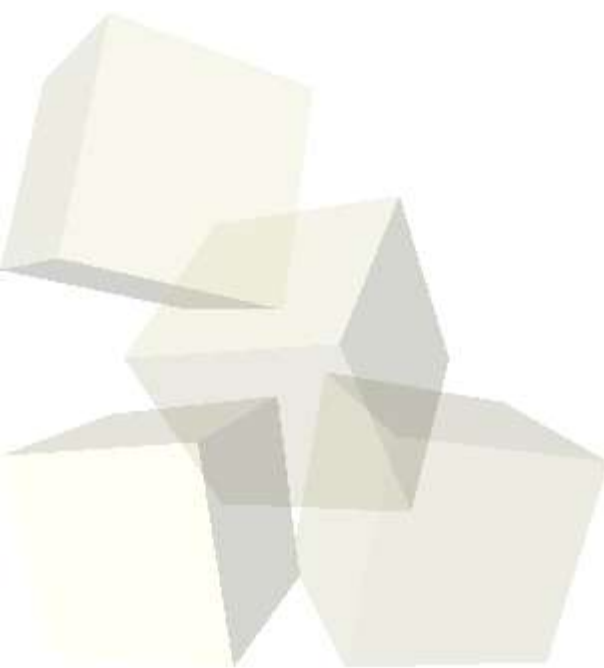






EXPWAY

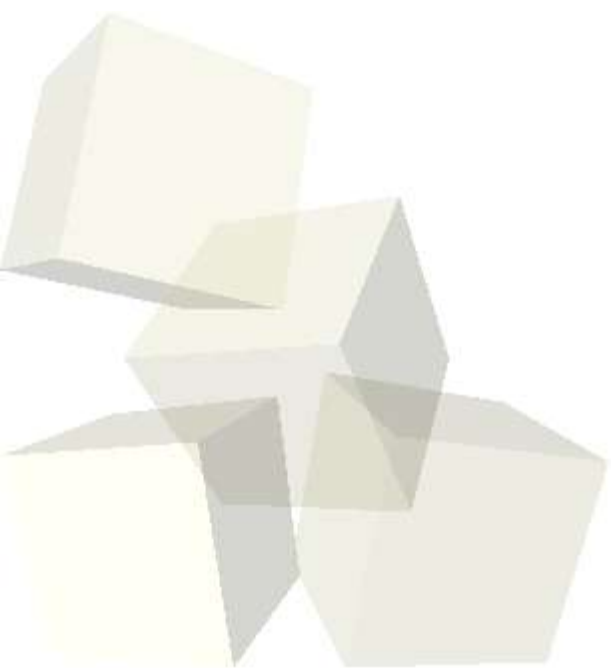
MAKING XML EFFICIENT™





II. Déroulement du Stage

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



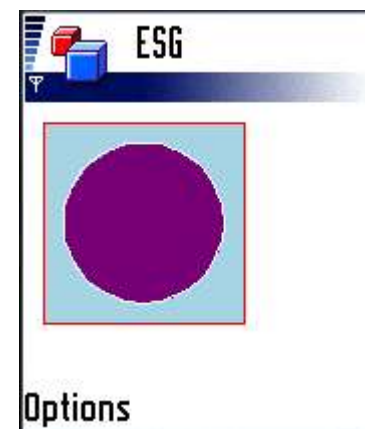


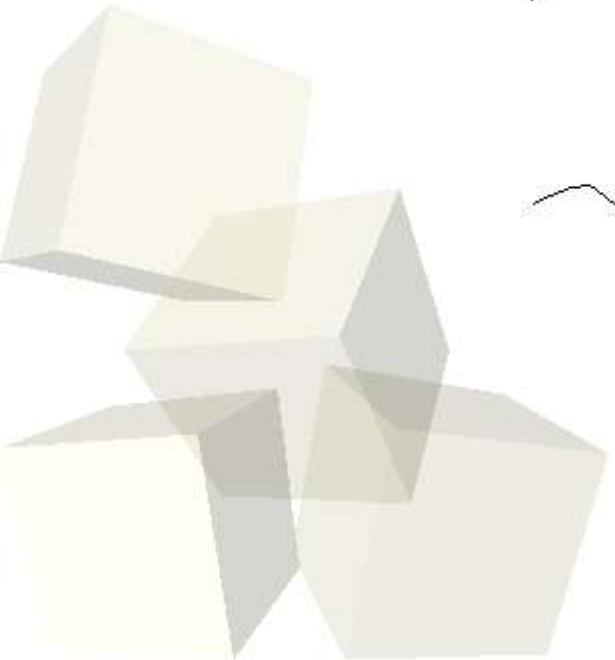
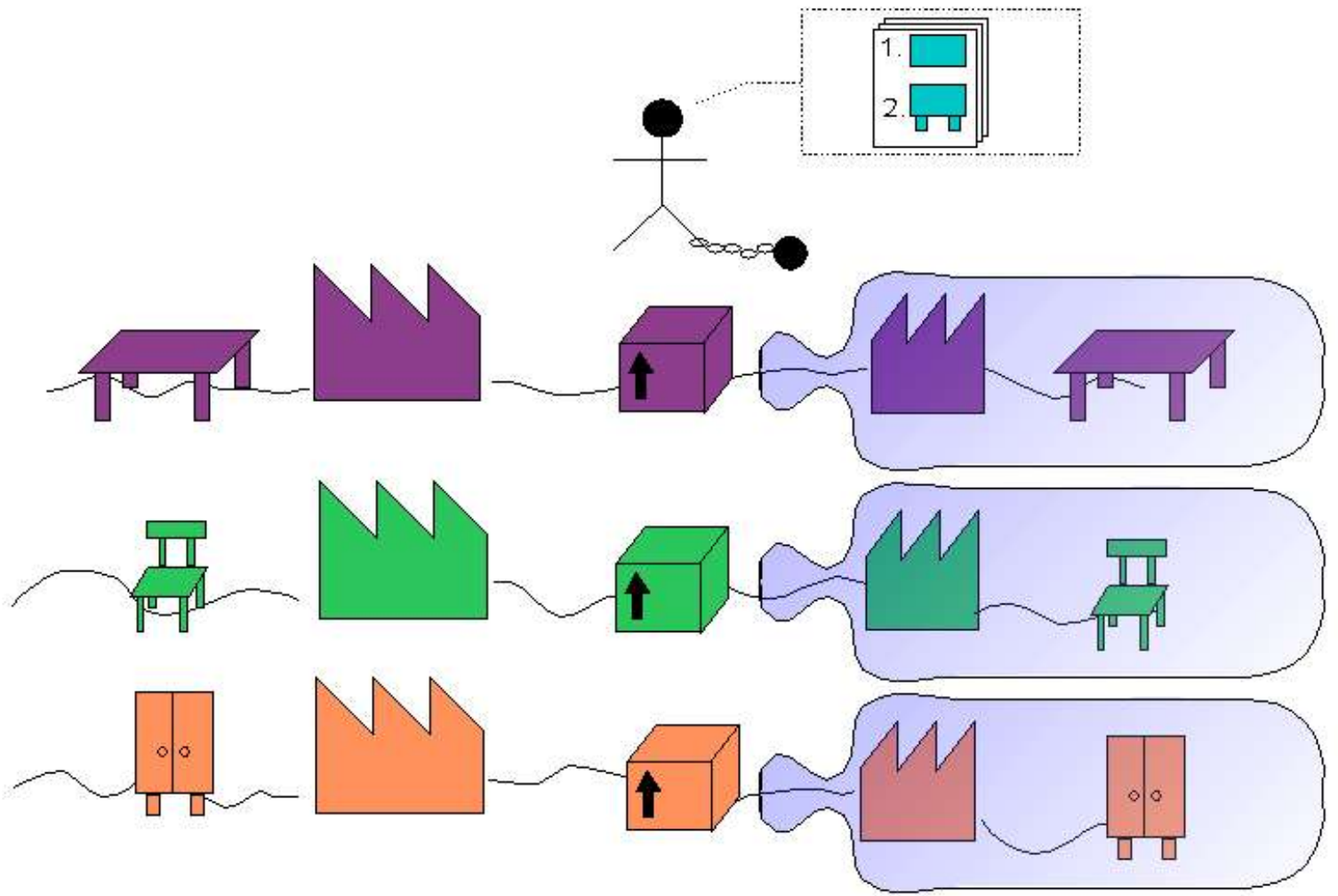
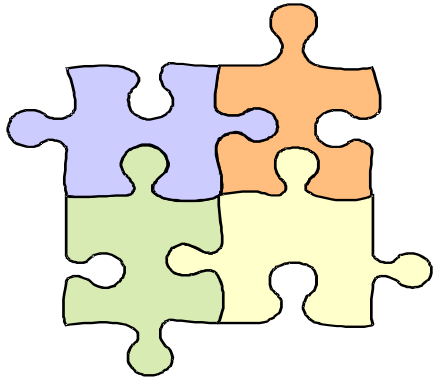
Guide de Services SVG

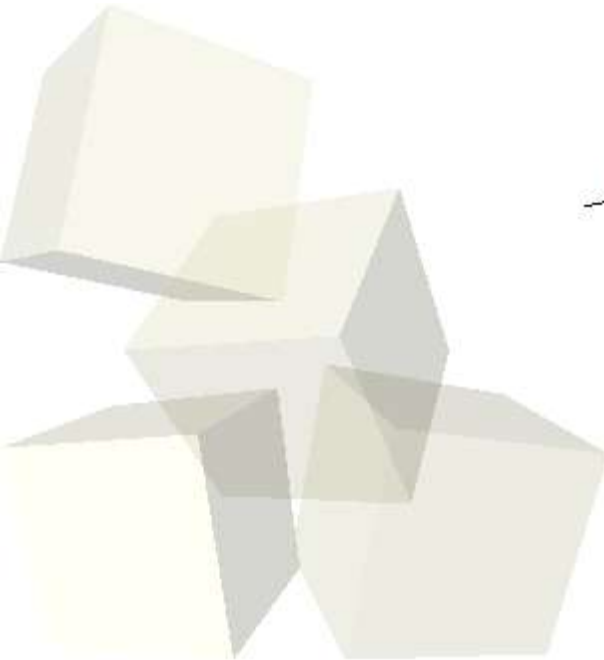
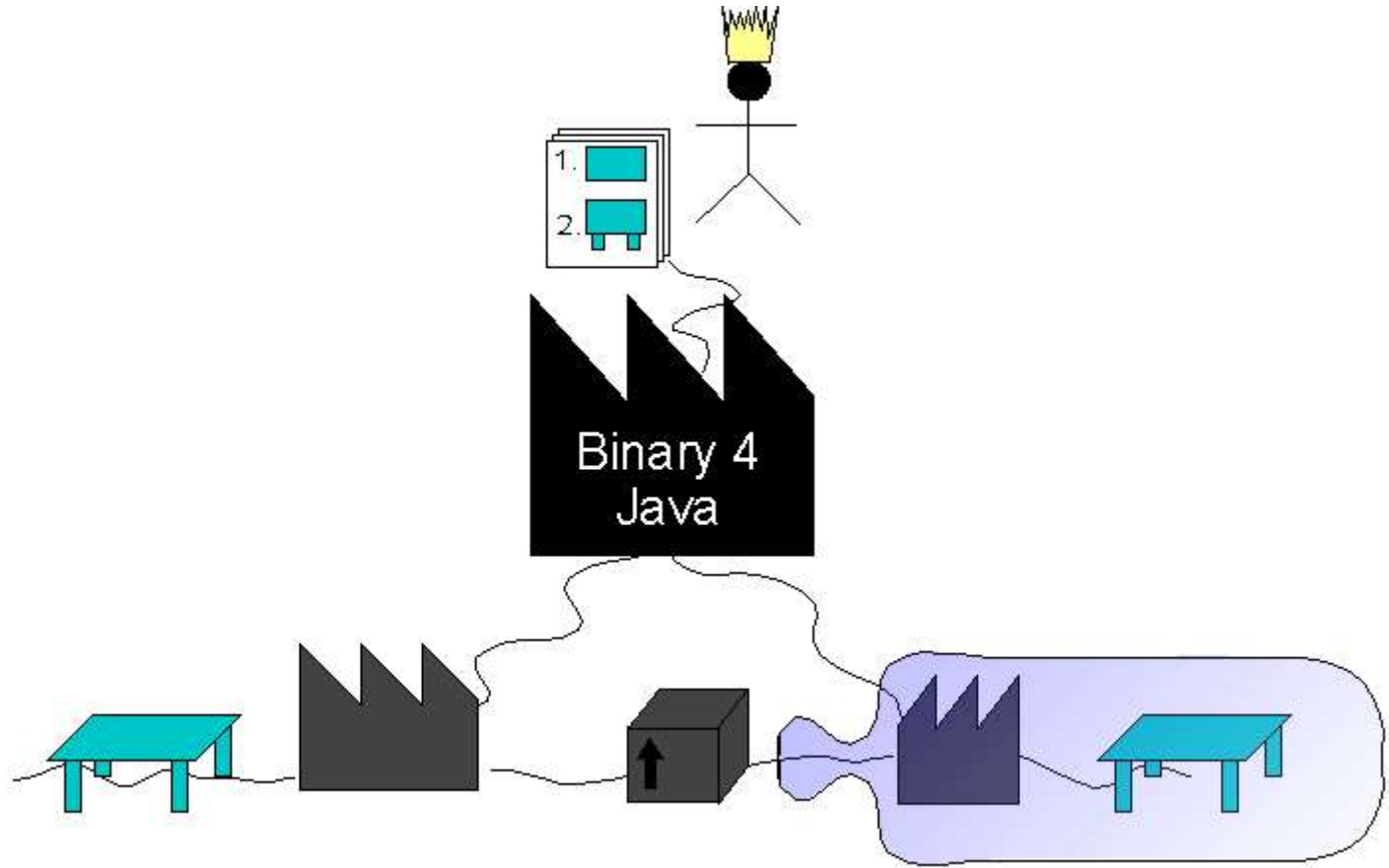
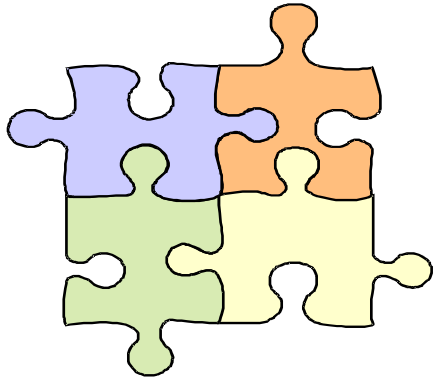


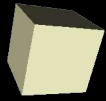
XML

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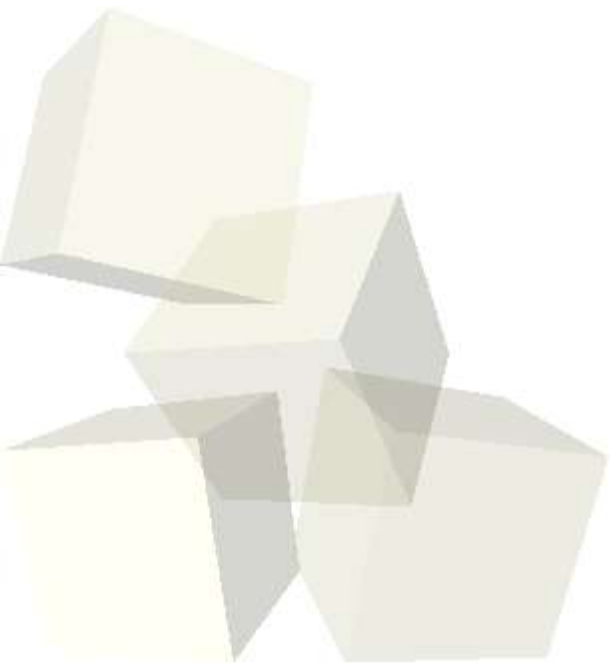






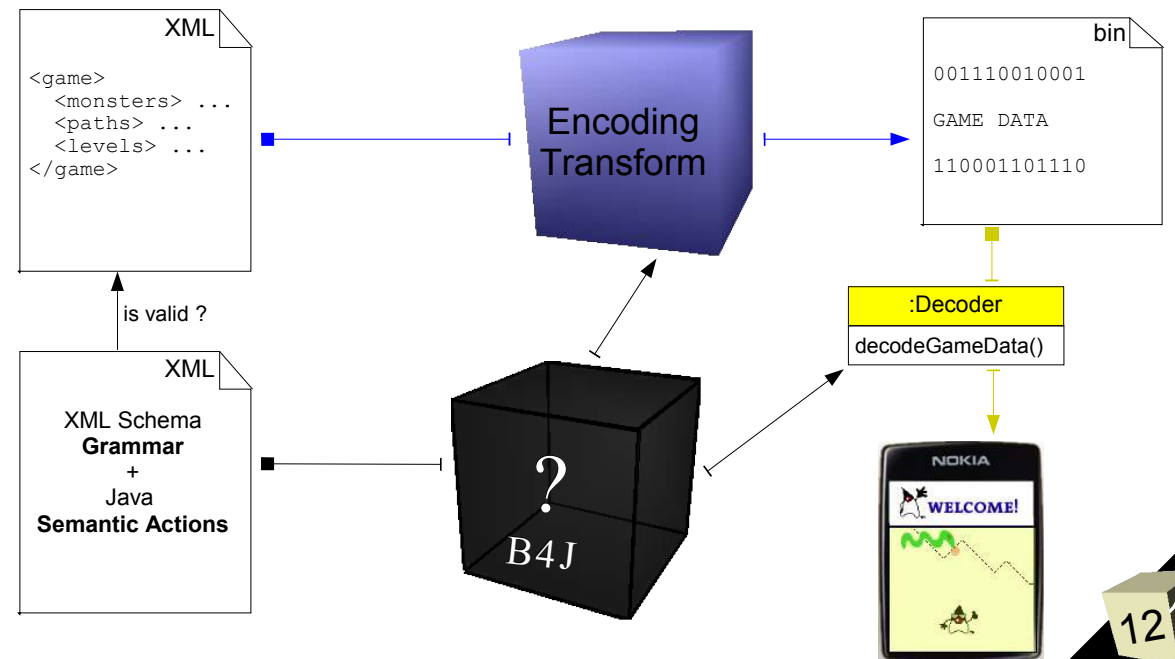
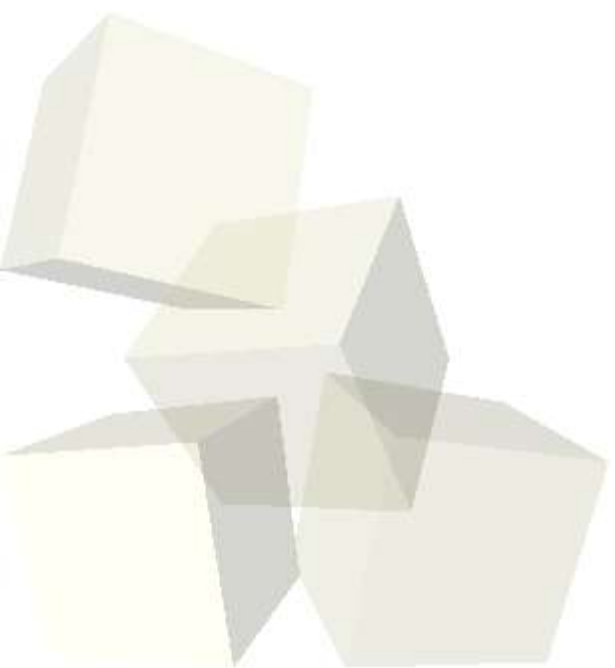
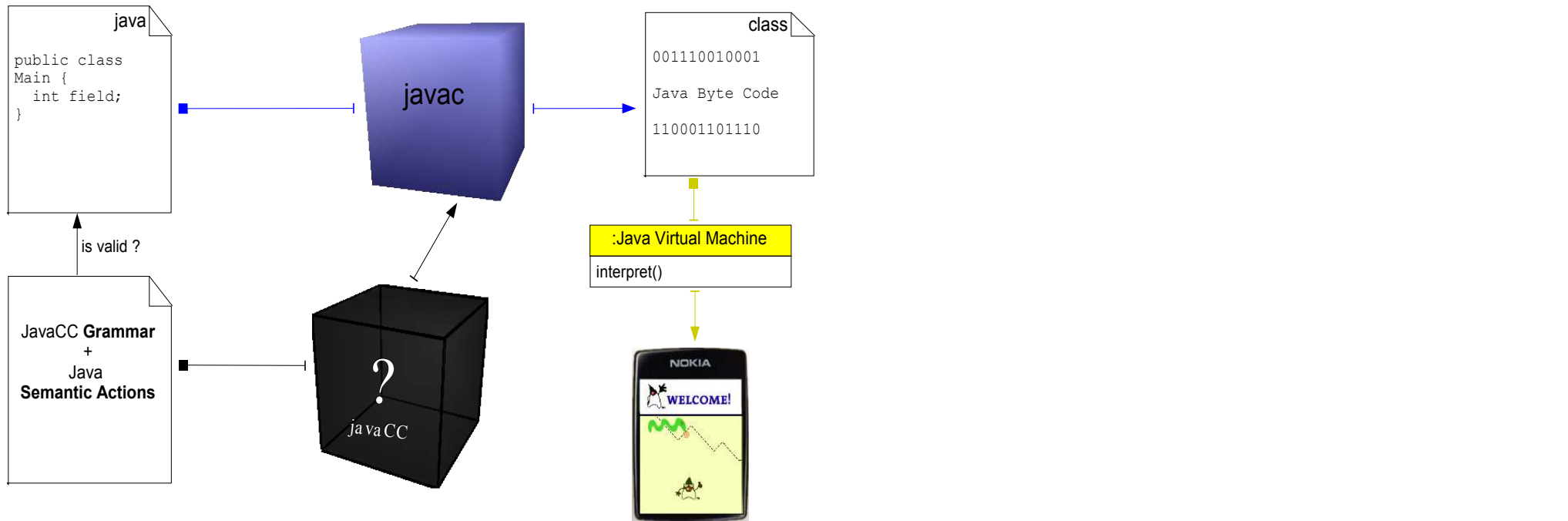
III. Travail Réalisé

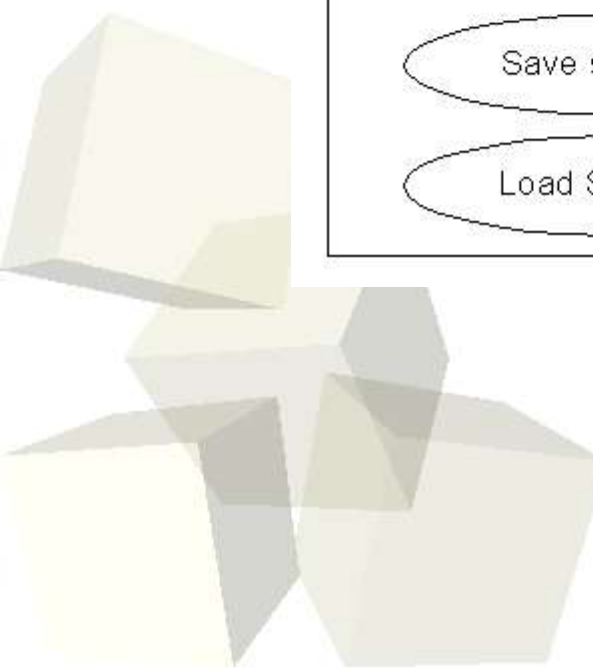
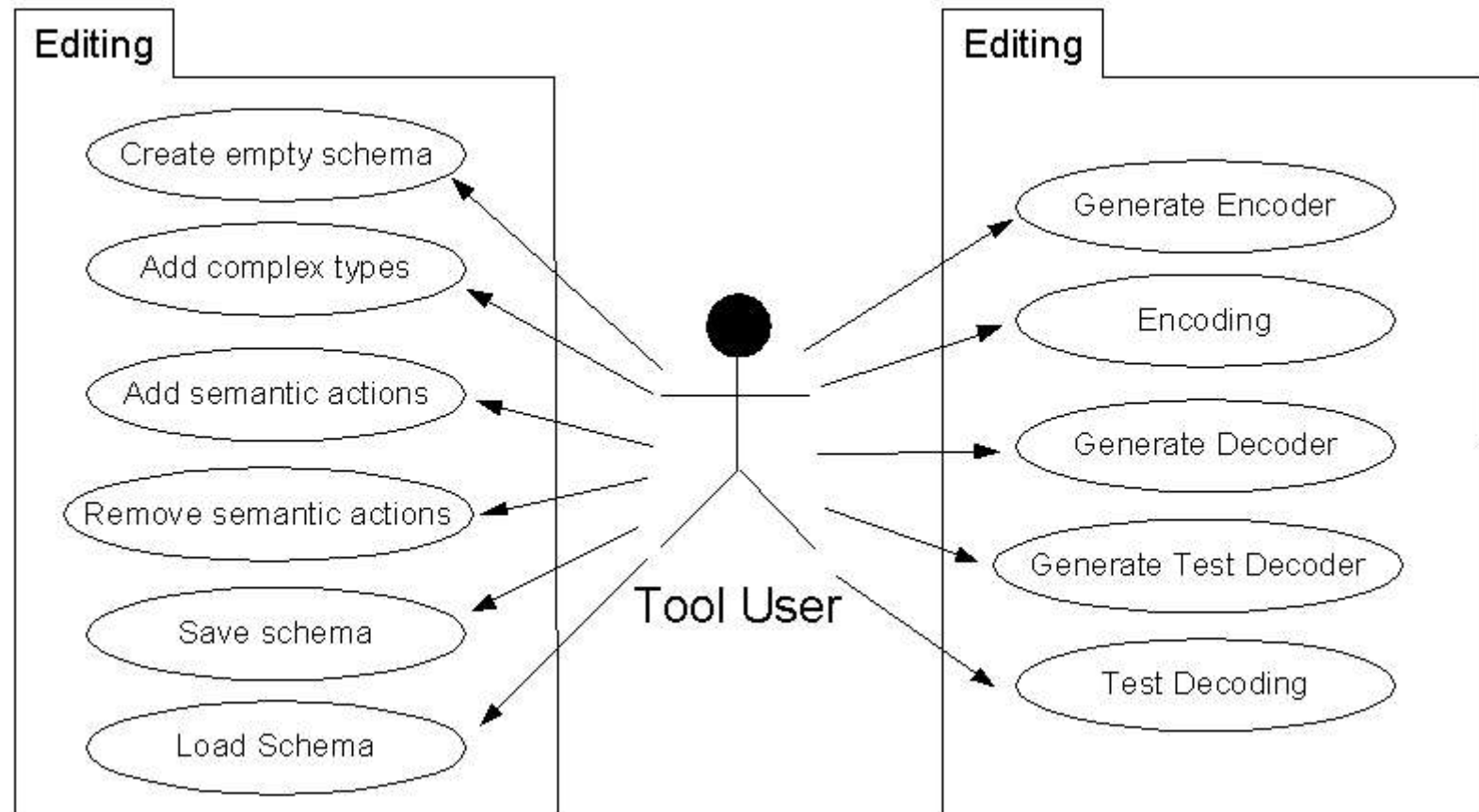
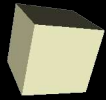
- B4J Compilateur de compilateurs
- Cas d'utilisation
- Architecture
- Chaînes de Transformation
- Modèle de fonctionnement

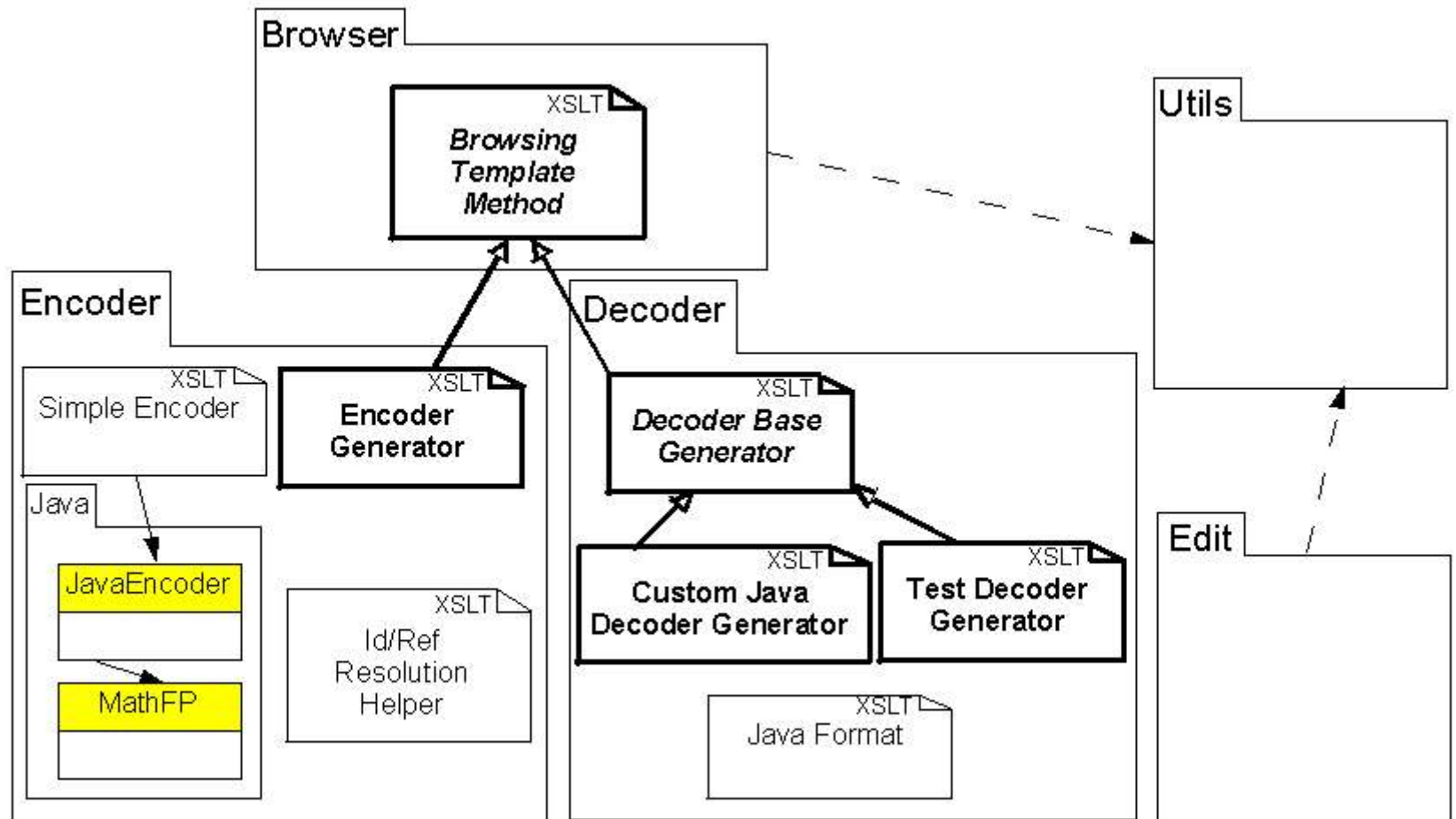




B4J Compilateur de Compilateurs

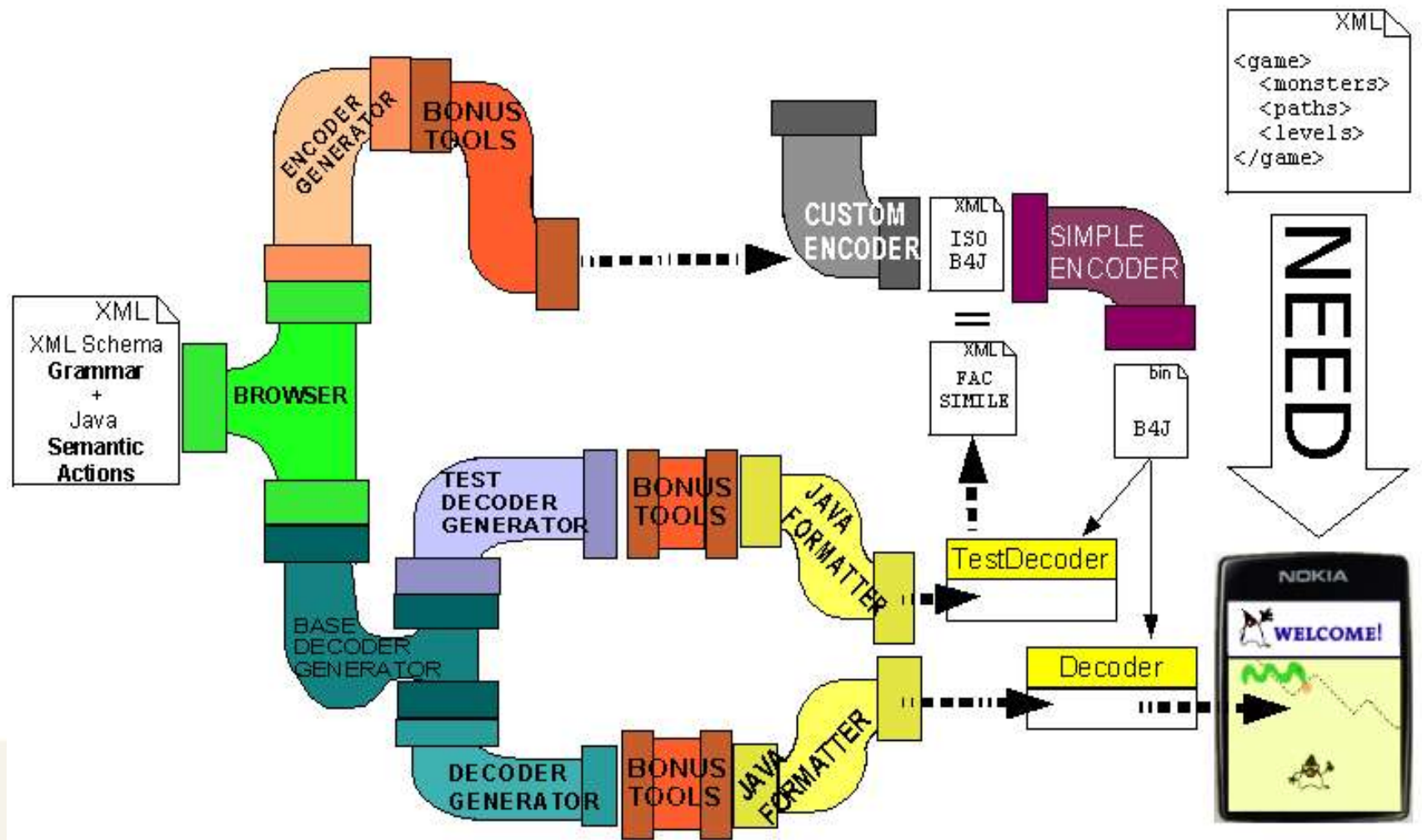








Chaînes de Transformation



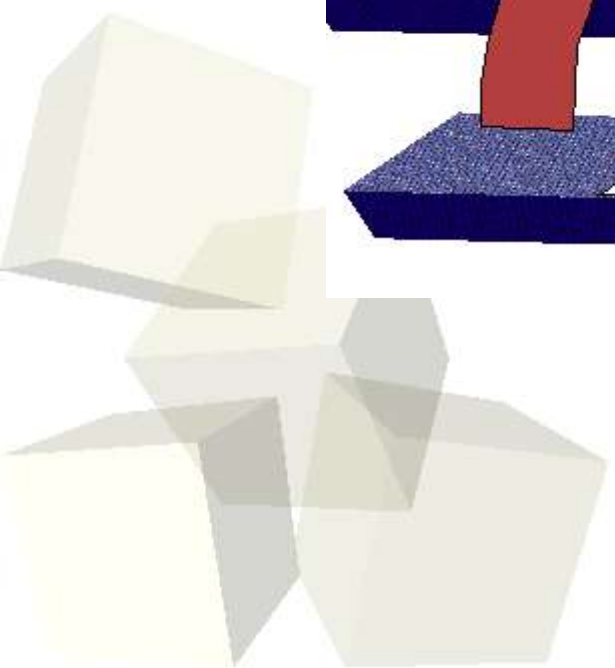
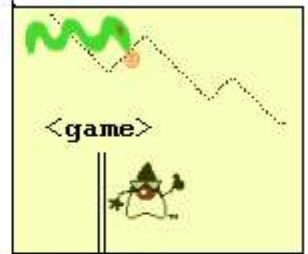
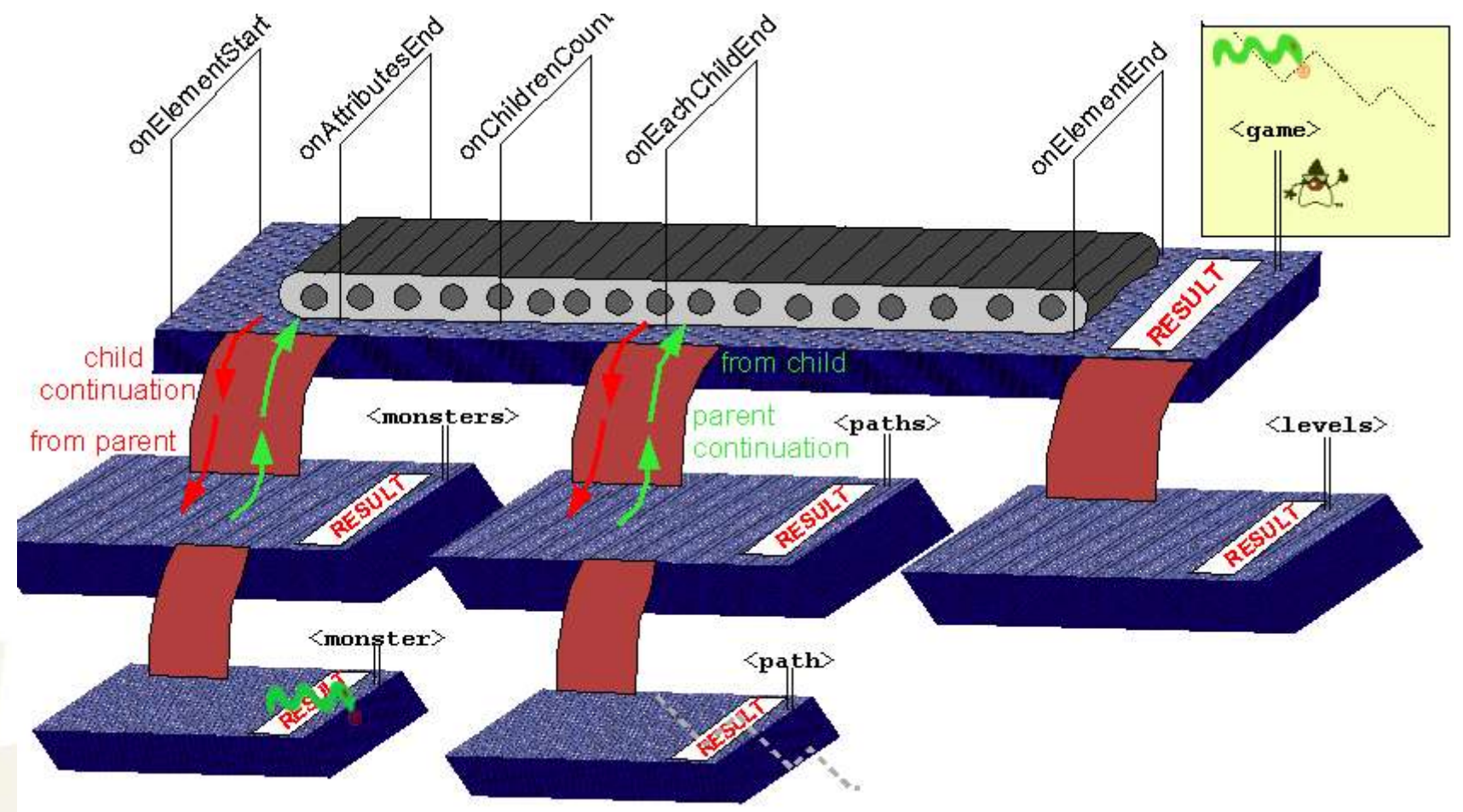
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XML
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NEED



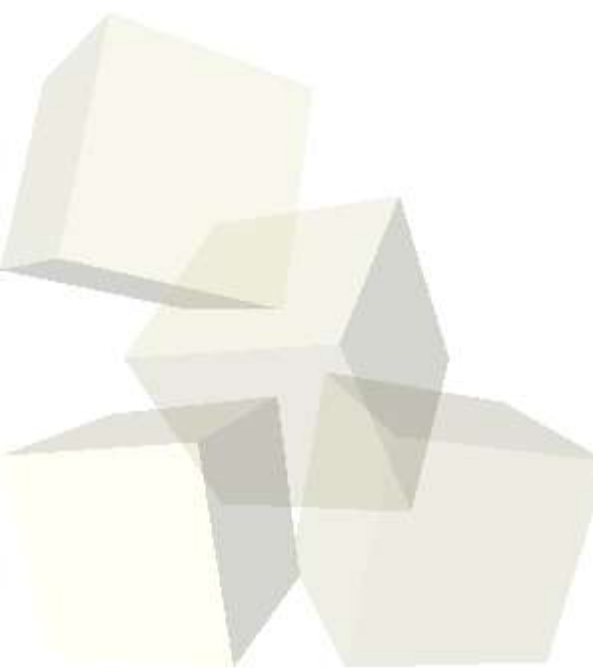


Modèle de Fonctionnement





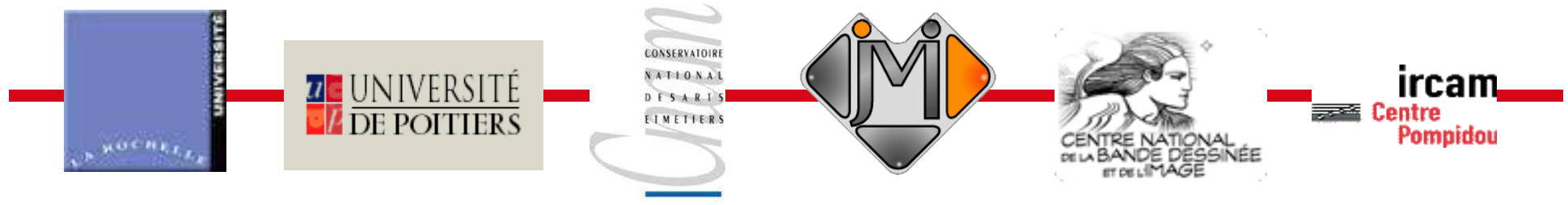
IV. Bilan & Conclusion



Power Pack
Binary 4 Java



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Merci !

Vos Questions

