

Évolution(s) Révolution(s) 23 - 29 mars 2009

LANGAGES DE PROGRAMMATION VISUELS
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Langages textuels

```
protected Entry createEntry(K k, V v, Entry p, Entry n) {
    return new Entry(k, v, p, n);
}

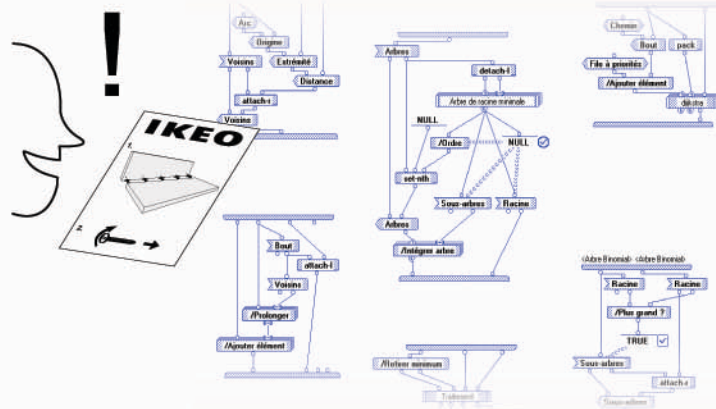
protected void insert(Entry entry) {
    if(loadPercent() > _setting.maximumAllowedLoad)
        rehash(null);
    Entry original_entry = entry;
    ListIterator<CuckooTable> l = _tables.listIterator();
    int cycles = 0;
    while(entry != null) {
        if(! l.hasNext())
            l = _tables.listIterator();
        CuckooTable tbl = l.next();

        entry = tbl.insert(entry);
        if(entry == original_entry) {
            cycles++;
            if(cycles == _tables.size()) {
                rehash(entry);
                return;
            }
        }
    }
}

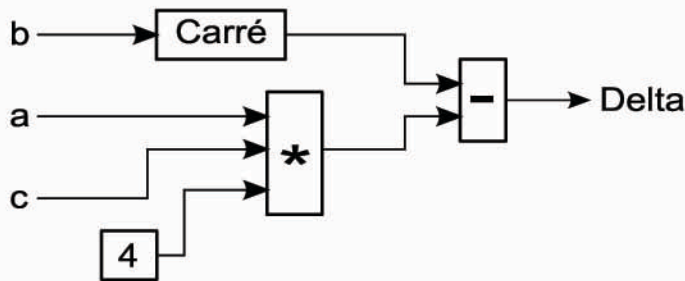
protected void rehash(Entry nestless) {
    if(_tables.size() < _setting.maximumNumberOfTables) {
        addTable();
    } else {
        for(CuckooTable tbl : _tables) {
```



Langages visuels



Les plus répandus : langages de type Dataflow :



Pour usages généraux ...



... ou spécifiques

