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Come, Let's Play

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Book Condition: New. Publisher/Verlag: Springer, Berlin | Scenario-Based Programming Using LSCs and the Play-Engine | This book does not tell a story. Instead, it is about stories. Or rather, in technical terms, it is about scenarios. Scenarios of system behavior. It concentrates on reactive systems, be they software or hardware, or combined computer-embedded systems, including distributed and real-time systems. We propose a different way to program such systems, centered on inter object scenario-based behavior. The book describes a language, two techniques, and a supporting tool. The language is a rather broad extension of live sequence charts (LSCs), the original version of which was proposed in 1998 by W. Damm and the first-listed author of this book. The first of the two techniques, called play-in, is a convenient way to 'play in' scenario based behavior directly from the system's graphical user interface (GUI). The second technique, play-out, makes it possible to execute, or 'play out', the behavior on the GUI as if it were programmed in a conventional intra object state-based fashion. All this is implemented in full in our tool, the Play-Engine. The book can be viewed as offering improvements in some of the phases of known system development...



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Reviews

An incredibly amazing ebook with perfect and lucid answers. It is written in basic terms and never difficult to understand. It's been written in an exceptionally basic way and it is only right after I finished reading this ebook in which it in fact modified me, affected the way I really believe.

-- **Beverly Hoppe**

Extremely helpful for all class of individuals. Better than never, though I am quite late in starting reading this one. I realized this publication from my dad and he suggested this ebook to discover.

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