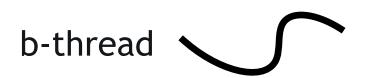
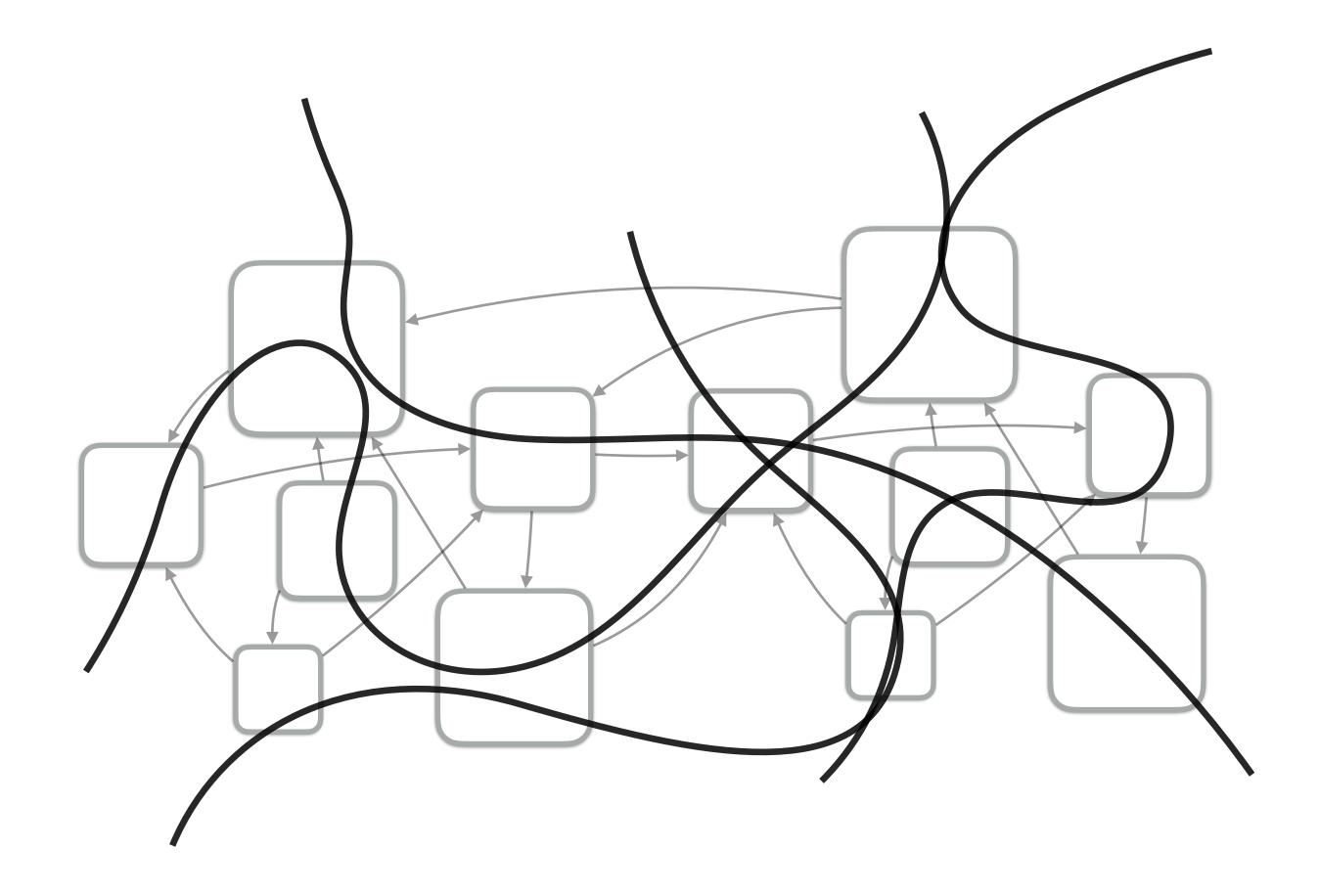
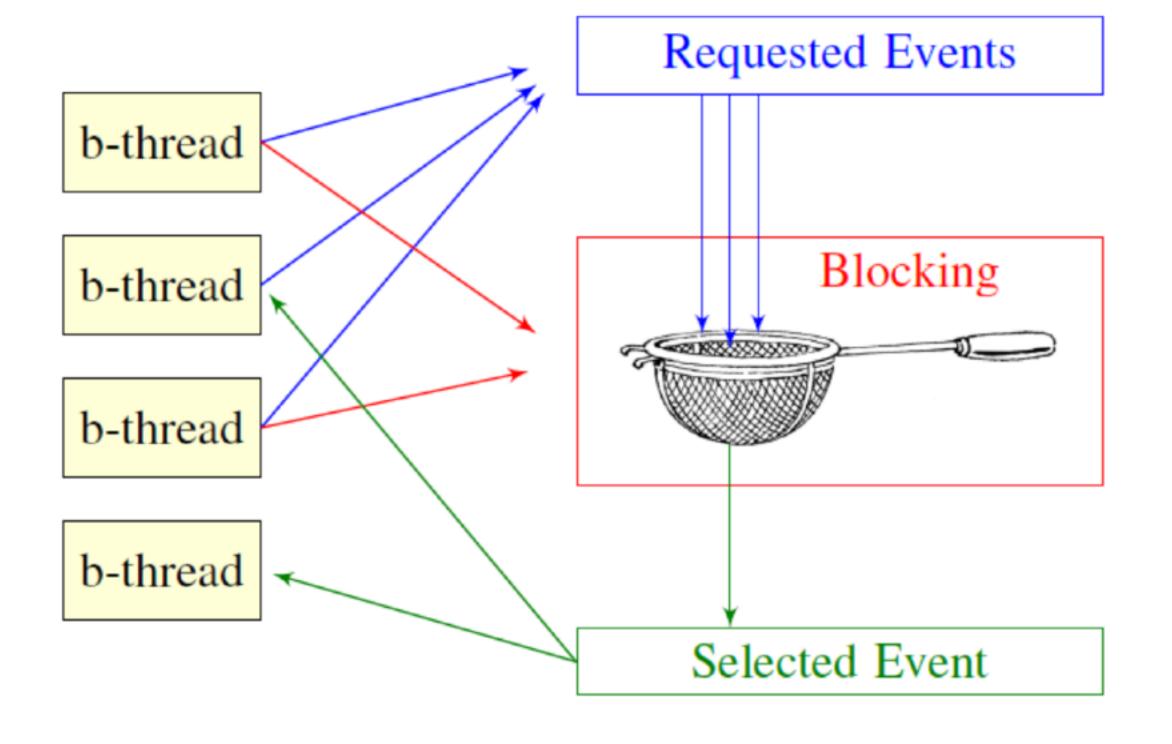
Behavioral Programming

Main units: <u>B-threads</u> (aka Scenarios, Stories, Use-Cases, User Stories)







- 1. All b-threads synchronize and place their "bids":
 - Requesting an event: proposing that the event be considered for triggering, and asking to be notified when it is triggered;
 - Waiting for an event: without proposing its triggering, asking to be notified when the event is triggered;
 - Blocking an event: forbidding the triggering of the event, vetoing requests of other b-threads.
- 2. An event that is requested and not blocked is selected;
 - b-threads that requested or wait for the selected event are notified;

The notified b-threads progress to their next states, where they place new bids.