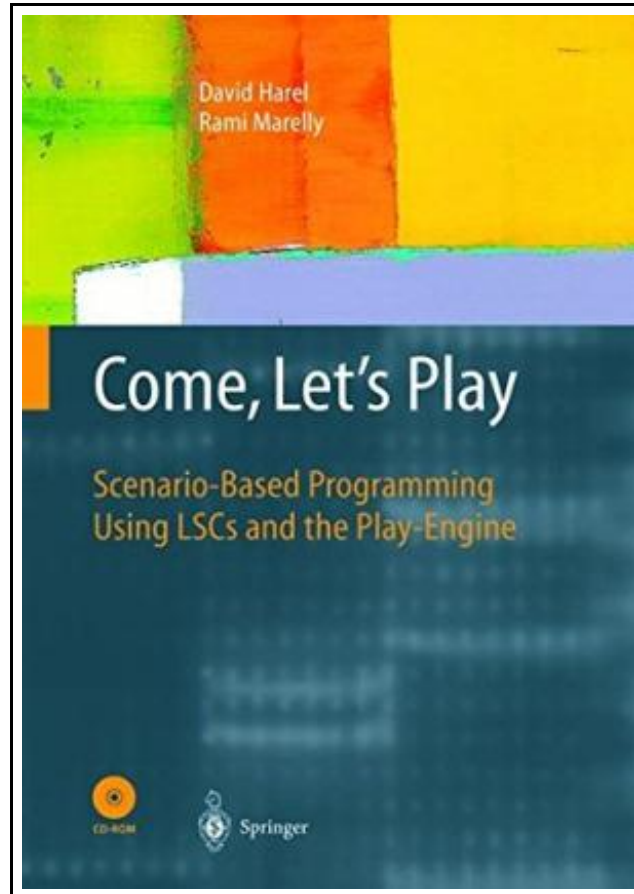


Come, Let's Play



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COME, LET's PLAY



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 life cycles, e.g., requirements capture and analysis, prototyping, and testing. However, there is a more radical way to view the book, namely, as proposing an alternative way to program reactivity, which, being based on inter-object scenarios, is a lot closer to how people think about systems and their behavior. | I. Prelude; 1. Background and Context 2. The Play-in/Play-out Approach - An Overview II. Foundations; 3. The Model: Object Systems 4. The Language: LSCs 5. The Tool: The Play-Engine III. Basic Behavior; 6. Variables and Symbolic Messages 7. Assignments and Implemented Functions 8. Conditions 9. Branching and Subcharts IV....



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