



## Come, Let&apos;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 &apos;play in&apos; scenario based behavior directly from the system&apos;s graphical user interface (GUI). The second technique, play-out, makes it possible to execute, or &apos;play out&apos;, 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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