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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,...

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- Authored by Harel, David / Marelly, Rami
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