

Design Methods For Reactive Systems Yourdon Statemate And The Uml

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Design approach to reactive systems To design reactive systems, environment models are important: Possible entities and behavior in environment (chapter 2). Communication of system with environment (chapter 3) 11

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The current generation of information system design methods cannot cope with the high demands that originate from mission-critical application, geographic distribution, and a mix of data-intensive, behavior-intensive and communication-intensive properties of many modern reactive systems.

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bridge design and navigational systems. The requirements for the functionality of the bridge design and layout, and the navigational equipment/ systems laid down in this Guide are intended to improve and optimize the work environment within the bridge area and enhance the navigational capabilities, and safety of a vessel. ...

Bridge Design and Navigational Equipment/Systems

Active design is a system or structure that uses or produces electricity. The term passive design is most often used with respect to architecture and infrastructure. For example, a building may have

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wide windows that automatically let in more light when the building needs heat and automatically shade when the building is too hot.

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