From Play-In Scenarios To Code: An Achievable Dream

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In this talk I will discuss a vision for a complete system development scheme, supported by semantically rigorous automated tools, within which one can go from a high-level, user-friendly requirement capture method, called "play-in scenarios", to a final implementation. A cyclic process consisting of verification against requirements and synthesis from requirements plays an important part in the scheme, which is not quite as imaginary as it may sound. The entire scheme is consistent with the general UML framework, but most of it is based on rigorous, precisely defined languages, processes and algorithms.