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R.J. Wieringa is the author of Design Methods for Reactive Systems (3.67 avg rating, 3 ratings, 0 reviews, published 2002), Requirements Engineering (4.0 [(Design Methods for Reactive Systems: Yourdon ... -

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Main description: Design Methods for Reactive Systems describes methods and techniques for the design of software systems particularly reactive software systems that engage in stimulus-response behavior.

Part I: Reactive System Design | Engineering360

Part I introduces the design concepts used in all chapters.

Chapter 1. I define reactive systems as systems that, when switched on, are able to create desirable effects in their environment by responding to events. Chapter 2. The environment is structured into subject and connection domains. The