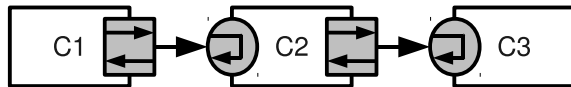


TLM



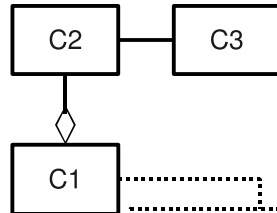
```

SC_MODULE(C1) {
  ...
  sc_port<...> *outport;
  ...
  void c1_behavior(){
    ...
    outport->write(...);
    ...
  }
  ...
};
  
```

```

SC_MODULE(System) {
  ...
  C1 *c1;
  C2 *c2;
  C3 *c3;
  ...
  c1->outport(c2);
  c2->outport(c3);
  ....
};
  
```

OOP



```

class C1 {
  ...
  C2 c2;
  ...
  void c1_behavior(){
    ...
    c2.operation0(...);
    ...
    c2.operation1(...);
    ...
  }
  ...
};
  
```