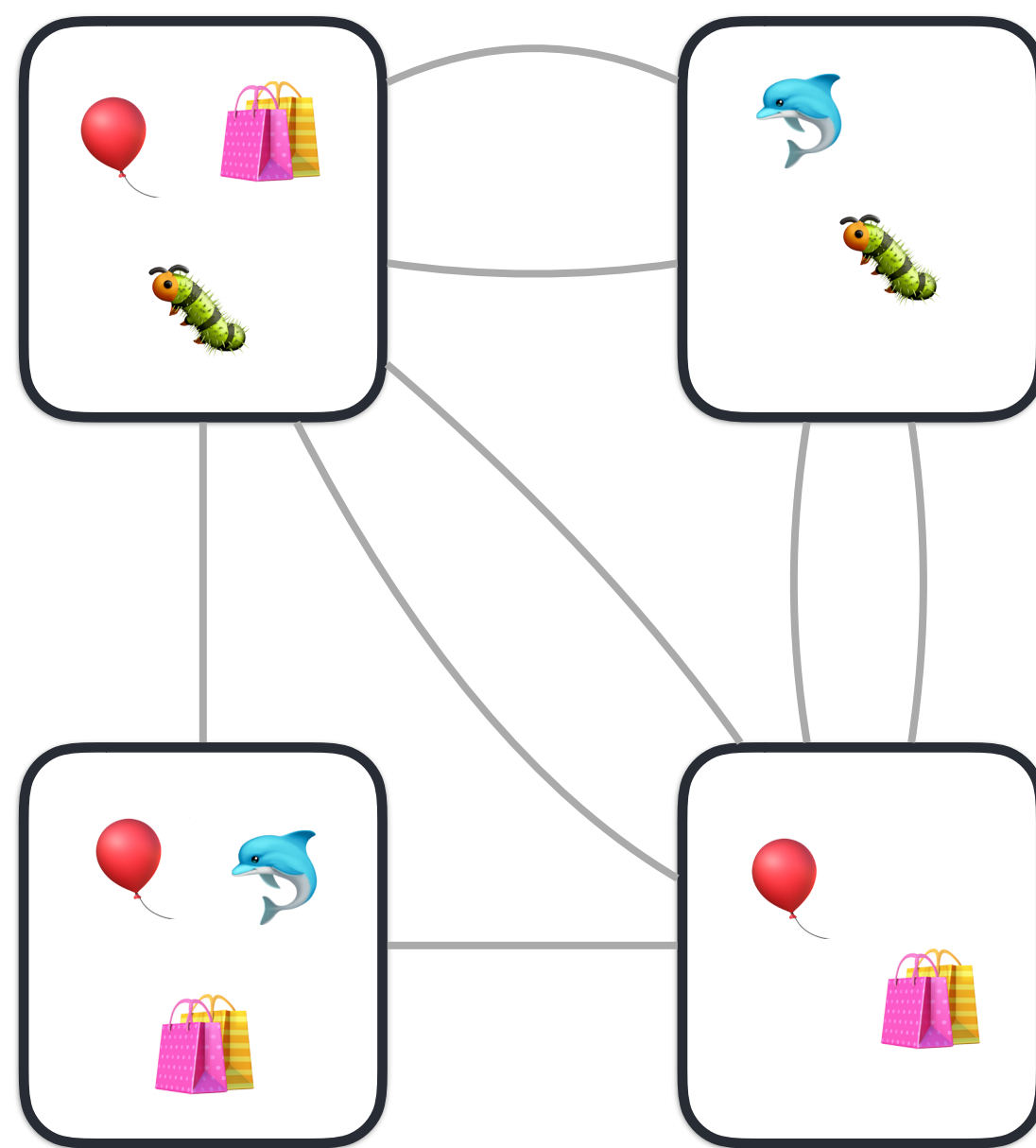
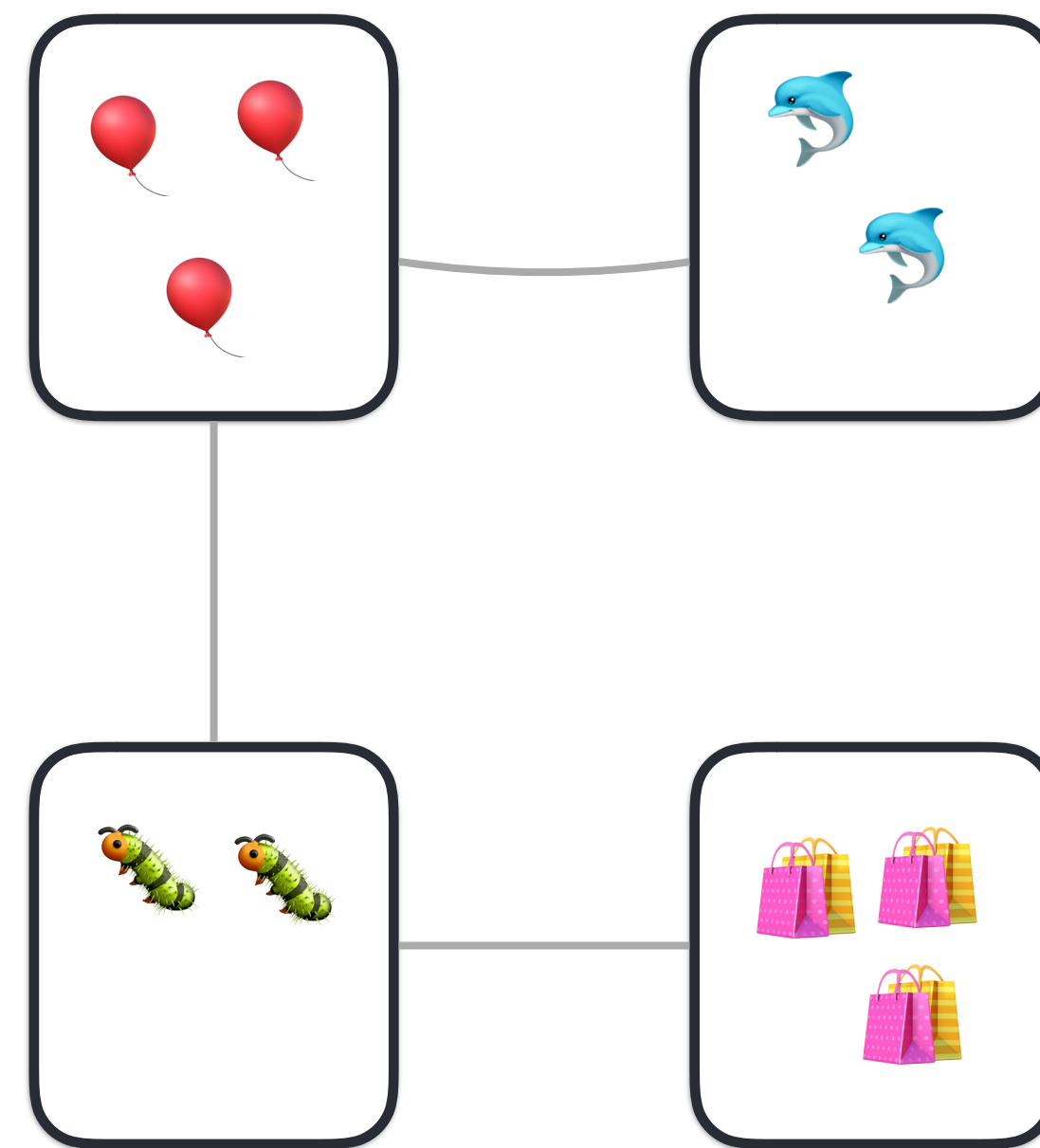


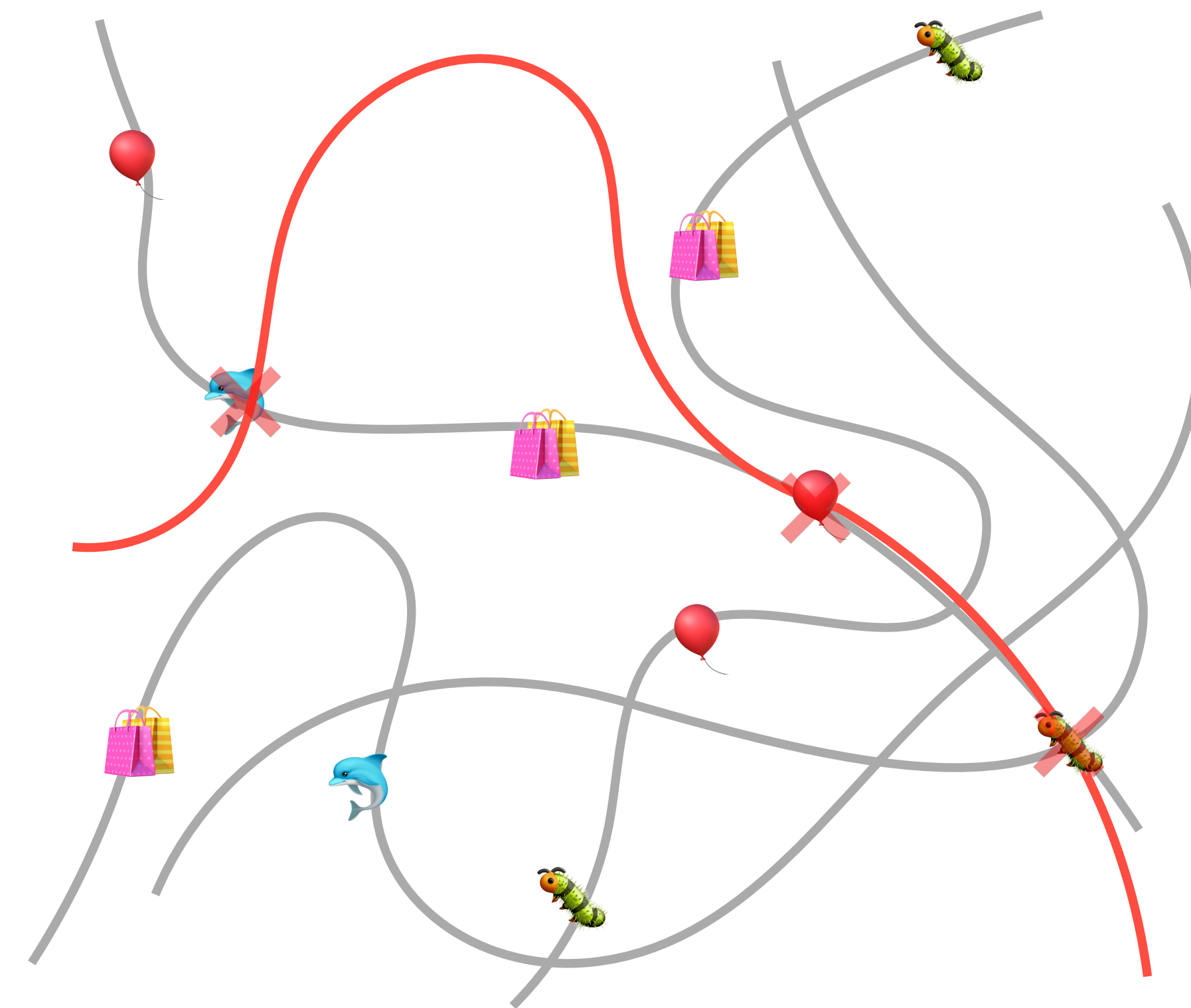
In this approach, modularity is not necessarily achieved by the structure, but can be done by behaviours. You don't have to think of your system's behaviour as being "chopped up" into objects or tasks or components; you can chop it up any way you want according to the way you like to think about the behaviour.



Low Cohesion & High Coupling

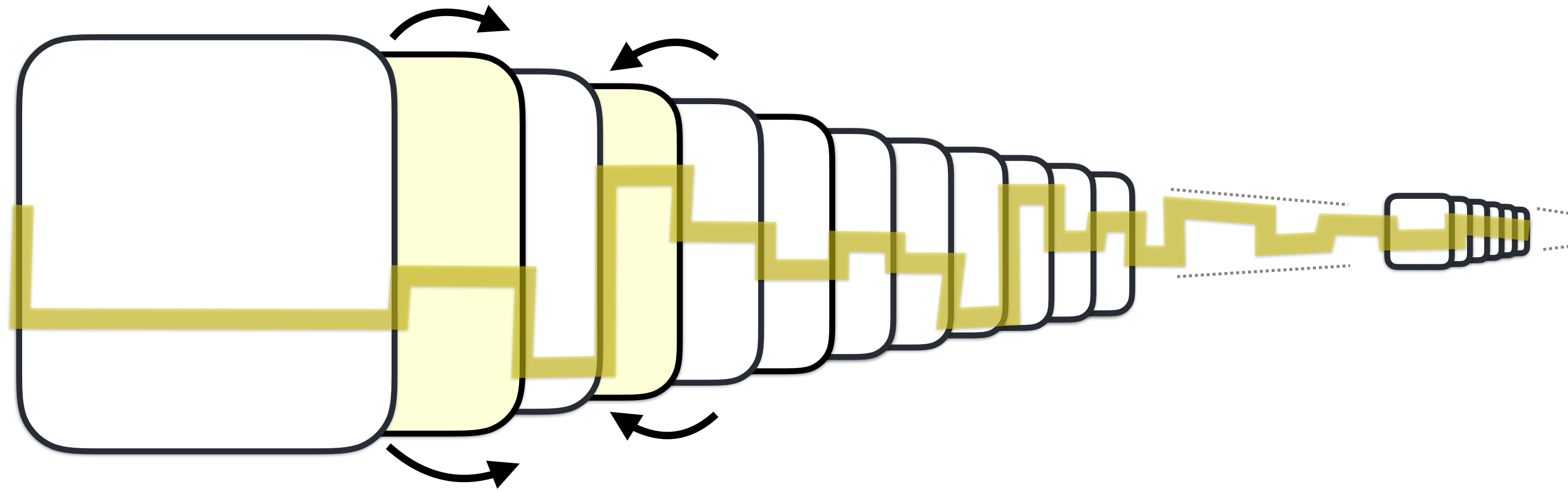


High Cohesion & Low Coupling



Behavioral Programming

Independent Pluggable Behavior



rather than

Modifying Crucial Points of the Structure

