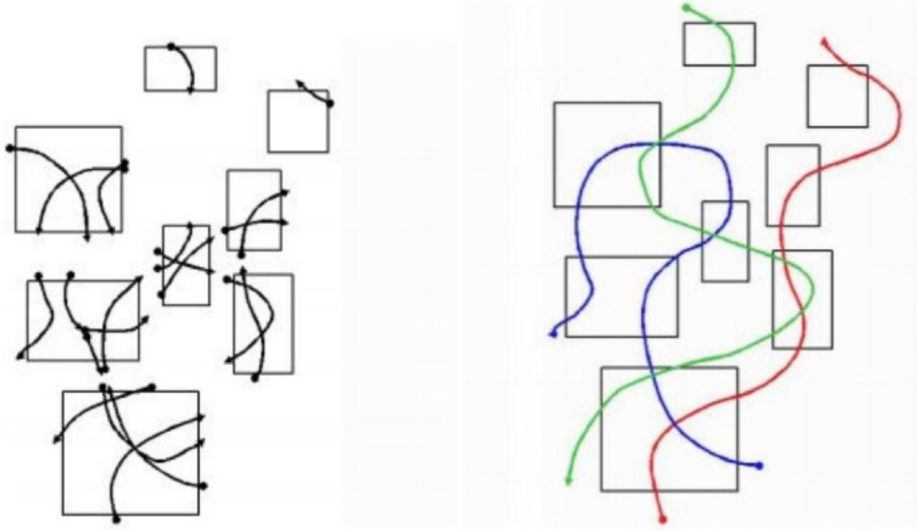
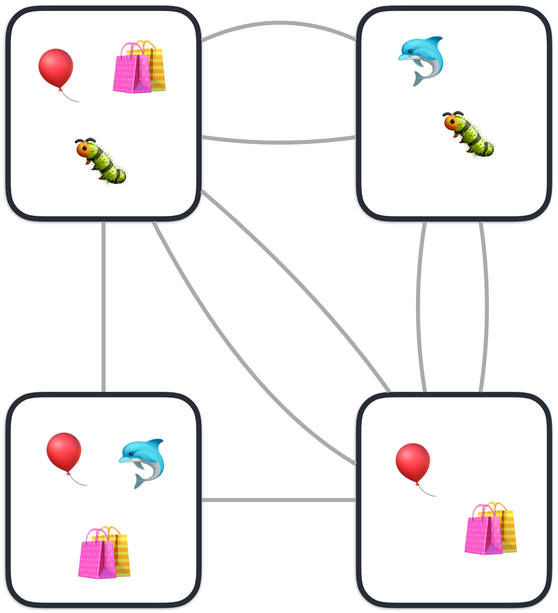
Harel, David, and Assaf Marron. "The quest for runware: on compositional, executable and intuitive models." Software & Systems Modeling 11.4 (2012): 599-608.

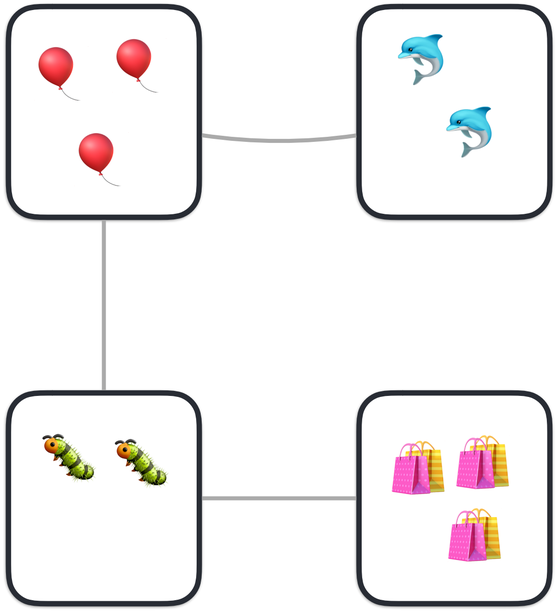


In our vision, the units of the specification and models are not assembled in detail like resistors or chips on a computer board, or methods and fields in an OO-programming object class. The interweaving of behavioral modules will be facilitated by their reference to common aspects of system behavior described using shared vocabularies (for example, common events), and not via mutual awareness and direct communication between components. From the point of view of such a module, the other modules could be transparently replaced by new ones.

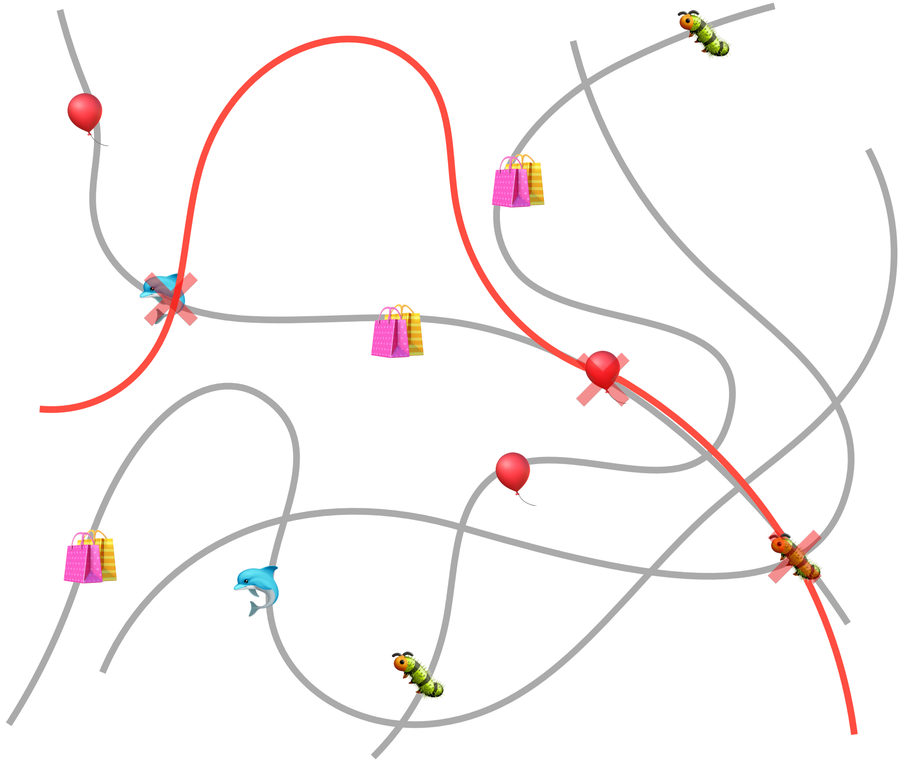
In this approach, modularity is not necessarily achieved by the structure, but can be done by behaviours. You don't have to think of your system's behaviour as being "chopped up" into objects or tasks or components; you can chop it up any way you want according to the way you like to think about the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



Low Cohesion & High Coupling



High Cohesion & Low Coupling



Behavioral Programming