

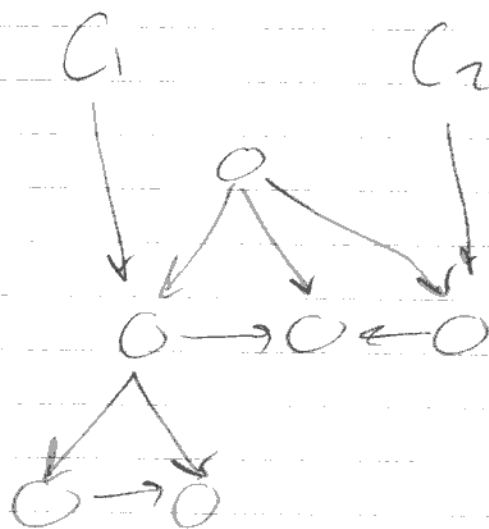
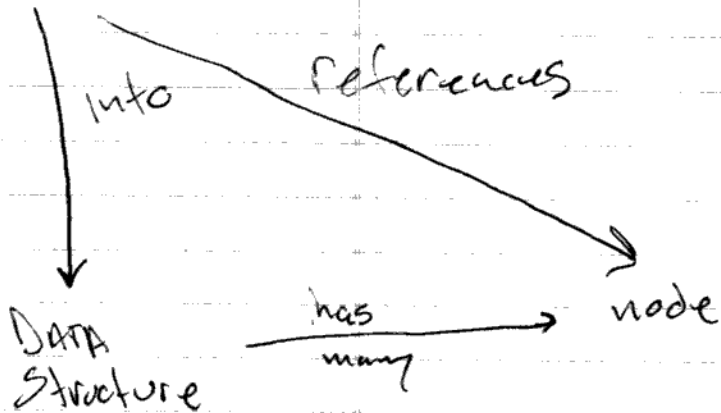
# Observers

## Cursor

extension of Pointer

building block for structure reuse

Cursor

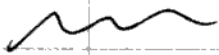


Many cursors  
into same  
structure

Cursor implies Traversable  
Structure

A) Its because <sup>an</sup> observer/cursor  
cant be two places at once

Q) what necessitates compute  
what necessitates  $\Delta$



Q) why are there many observers?

Limits

# of observers

# of locations for observers

# of edges for observers to cross

# Cursor

methodically  
direction

movable indicator  
point of affect

sequence  
disposition  
condition  
property

origin

structure → runner  
courier

order &

arrangement

parts

build

→ agreement

range

expand

extend

limits

action

\* traversal

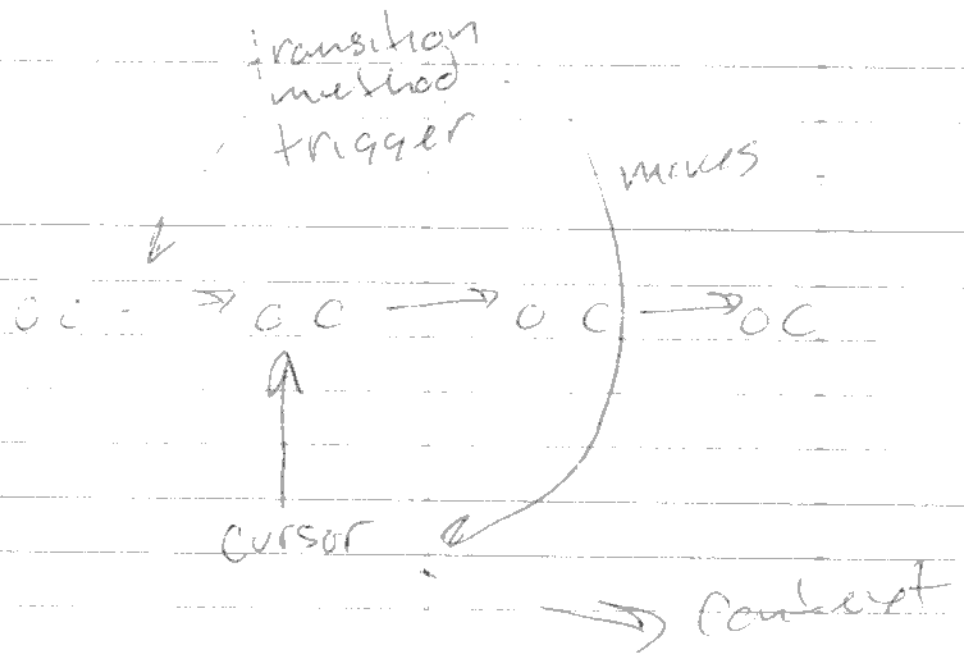
pass

move

extend across or over

fine

Looks like Turing Machine



this is the Lock

Conservation??



key - (a)

→ cursor

↑

triggers / allows



(a) → cursor

↓ @

structure