



circle

Prosi

• *Soundness level of safety as Rust*

- Almost completely statically enforced

- Sensible defaults (checked bounds and arithmetic)

• incrementally opt-in

• PerfectC++interop

Goins:

• Closest source, individual built on pile (business risk)

• *Incrementally opt-in*

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Type	Static type system
Bounds	Checked
Lifetime	Enforced borrow checker
Initialisation	Enforced
Arithmetic	Checked/defined
Thread	Enforced sync/send & BC
Definition	Modules



- **Pros:**

- Same level of safety as Rust
- Almost completely statically enforced
- Sensible defaults (checked bounds and arithmetic)
- Incrementally opt-in
- Perfect C++ interop

- **Cons:**

- Closed source, individual built compiler (business risk)
- *Incrementally opt-in*

Type	Static type system
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What do Circle, Swift and Rust
have in common?