# Circle Language Spec Plan | Diagrams, Coding Principles & Coding Concepts (Out of Scope)

*June, 2008*

## Goal

*This document is an extract of notes taken out of original documentation of the Circle Language Spec planning docs, because these topics are now out of scope of Circle Language Spec.*

### Pros and cons for this project

The argument against it, is that fundamental principles should be worked out first.

### Extra goals

I have extra goals for this project. What those goals share with the main goal, is that they are also easier to write than other things.

- Put a small description of all the modules in Software System.doc.

- Extend the article Automatic Containment

- Extra article: Relational = Object Oriented

(perhaps in Fundamental Principles (that’s where all the =’s are))

- Extra article: Class = Prototype

(perhaps in Fundamental Principles (that’s where all the =’s are))

- Change the article Symbol = Creator.doc

## Elements

Articles to write:

Coding Concepts:

- Extended Coding Principles:

- Namespaces

- Namespaces in a Diagram

- Aliases

- Aliases in a Diagram

- Ambiguity

- Ambiguity in a Diagram

- Special Access

- Special Access in a Diagram

- Global Access

- Global Access in a Diagram

- Clause Access

- Clause Access in a Diagram

- Interface Access

- Interface Access in a Diagram