## Circle Language Spec Plan, Input Output, Project Summary

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### Goal

Work out the Input Output article group.

This includes the exact specification of the terms input and output. This should lead to the definition of how automatic execution order can be established. Also, there will be looked at, to which extent this all can solve concurrency issues.

### Super-Project

This project used to be part of the project ‘Command As A Concept’, which proved to be quite large, so it was split up into multiple projects.

### Products

The product list below is outdated and needs to be redone.

The following articles are to be produced:

Influential concepts:

- Events

- Versioning

Advanced Command Topics:

- Automatic determination of parameter in / out / thru

(do start listing out topics in a general Flat & Structured interchange article)

- Command IO

- Command IO in a Diagram

(taken out of the automatic execution order section)

- Accessing parameters’ sub-objects

- Specific data unknown

- Parameters & IO

- Sub-commands’ IO

- Pre- & Postconditions

- Conditions

- Conditions in a Diagram

- User Commands

> If executions are only executed by parent executions, then what is the parent execution of the parent execution of the parent execution? Well, the upper parent command is actually comes from a human being. A person can execute a command definition.

Flat & Structured Interchange:

- Commands & Classes Loosely Coupled

Redo, making it a real relation between commands and objects.

Subdividing the commands from different site into different interfaces of an object, is a separate issue to address.

The use of object lines and class lines for commands has changed.

Apply commands & classes loosely coupled to basic command articles.

- Automatic Execution Order

(I am going to have to take a lot of these topics out from under automatic execution order. Because many things are just facilitating and handy for other stuff too. But it’s not priority nr. 1 to do that.)

- Parameters of calls directly tied together

- Parameters tied together

- Parameters tied to objects

- Outcome dependency

- Compared IO

- Implementation of System Commands: **(1)**

You may need to add separate explanations about the implementation of the system commands.

- Scheduling & Waiting

### Project steps

<…>

- Finally:

- Update the article Flat & Structured Interchange

- Update the articles Coding Principles and Coding Concepts