## Circle Language Spec Plan, 2008-03 Fundamental Principles Spec Part A, Project Summary

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### Goal

Documented some of the fundamental principles of the new computer language.

Not all fundamental principles are documented in this project. Only about half of the articles were covered. This is because a number of fundamental principles required clarity on other subjects first.

That’s why the follow-up project was *Get Clearer View*.

### Super-project

This is a sub-project of the super-project *Document Computer Language Principles*.

### Time

March 5, 2008 – April 13, 2008

5 weeks and 5 days

66 ¾ hours of work

### Products

The following ***16*** articles about fundamental principles of the new computer language were produced:

*Computer Language Programmed Within Itself*

version *2008-03-10 00 1.0*

*Generic, No Generators*

version *2008-03-11 00 1.0*

*Small Base Code*

version *2008-03-13 00 1.1*

*Everything Only (Lack of Choice = Guarantees)*

version *2008-03-13 00 1.0*

*Symbol = Creator*

version *2008-03-14 00 1.0*

*Programming Language = Database*

version *2008-03-16 00 1.0*

*Data = Code*

version *2008-03-16 00 1.0*

*Design Time = Run Time*

version *2008-03-19 00 1.0*

*User = Programmer*

version *2008-03-19 00 1.0*

*Hyperlinks = Referential Structure*

version *2008-03-19 00 1.0*

*Clear Cut Coding Principles*

version *2008-03-19 00 1.0*

*Internet as a single computer (later made out of scope of Circle Language Spec)*

version *2008-04-12 XX 0.9*

Topics:

- A unified paradigm for all digital objects

- A single bulk of storage

- Execution of programs running across machine boundaries

- Security

- Control of concurrent use

- Communication between computers

- ID’s

- Site merging

- Parallel processing

- Mirroring & synchronized copies

- Implications for other concepts

- Legacy modules

*Reflection*

version *2008-04-12 00 1.0*

*Module Integration*

version *2008-04-12 00 1.0*

*C++*

version *2008-04-13 00 1.0*

*User Interface Not Procedure Oriented*

version *2008-04-13 00 1.0*

### Sub-projects

The work was split up into the following ***9*** sub-projects:

First four articles:

1. Orient in first four articles:

- Computer Language Programmed Within Itself

- Generic, Not Generated

- Small Base Code

- Everything Only (Lack of Choice = Guarantees)

2. Document Computer Language Within Itself

3. Document Generic, No Generators

4. Finish articles Small Base Code & Everything Only (Lack of Choice = Guarantees)

Seven relatively easy articles:

5. Document Symbol = Creator

6. Document the articles:

- Programming Language = Database

- Data = Code

7. Document the articles:

- Design Time = Run Time

- User = Programmer

- Hyperlinks = Referential Structure

- Clear Cut Coding Principles

8. Document Internet as a single computer (very hard to do)

9. Document four easy articles:

- Reflection

- Module Integration

- C++

- User Interface Not Procedure Oriented