## Circle Language Spec Plan Clarify Command as a Concept Spec 2008-06 Project Summary

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### Goal

Clarify everything unclear about:

- Automatic execution order

- Parameters, input, output, throughput

- The implementation of commands as a concept

And their diagram expression.

To which extent this can solve concurrency issues was also looked at but not fully worked out.

### Super-Project

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

### Date & Time

June 23, 2008 – July 13, 2008

3 weeks

52 ¼ hours of work

### Products

A document was produced: *Command As A Concept Brainstorm Texts*

It is put in the documentation as the *Commands* article group version *2008-07-13 XX .*

It is approximately **32** pages of brainstorm texts trying to clarify commands as a concept.

### Project Steps

- Go through all ideas you can find

- Organize brainstorm items

- Reformulate brainstorm texts, determining how things will be

- In, out, thru, down

- Reconsider

- Integrate old text into new text

- Reformulate the introduction

- Reformulate the Parameter Passing Type Details

- Make the parameter passing specific sections a more complete description, taking over texts from the introduction.

- Reformulate the Issues sections

- Automatic Execution Order

- Reformulate

- Cross out remaining brainstorms

- Regroup information

- Postpone concurrency resolution

- Make it a future project

- System interface

- Remaining topics

- Read over some material:

- Read over the execution control articles

> Was not that influential anymore.

- Read over brainstorm texts.

- Revise the list of articles

- Version the brainstorm texts, before cutting it up.

- Change order of documentation:

- More into the order in which you might like to read it.

- You might have the tendency to jump around the documentation, if something in the flow is off. So a change of the order might help there.

- Drop Diagram and Text expression right next to conceptual explanation

- Mix Coding Principles and Concepts

- I often change my mind about implementing something as a 'principle' or as a 'concept'. (The difference between concept and principle is 'made up' just to label things: a principle would be an intrinsic part of the language, a concept could be programmed out using the language itself.)

- It seems less ideal to have some assignment topics on one end of the documentation, and other assignment topics at the other end of the documentation.

- Add ‘Implementation’ section to each concept.

- Change the documentation titles

(articles have moved to another documentation section)

- Group together Concept and Diagram versions.

- Per concept

- For groups of concepts

- Try to make the file names nice again.

- Better numbering of articles.

~X Summary of what the small base of the code will consist of / which coding 'concepts' are 'principles'.

- Flat & Structure Interchange seem spread around the documentation too.

- But a summary was put in Fundamental Principles

- It may be useful to have some extra diagram expression topics:

- Basic diagram elements

- Diagrams as a concept

- Automatic containment (is also a diagram expression topic.)