# Circle Language Spec Plan Interfaces Spec Product List

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Version: XXXX-XX-XX XX

Template: Software Development Elements & Time Estimation Template.doc

## Products

The following were produced:

*Interfaces articles*

version *2010-05-08 00 1.0*

*- Introduction*

*- Interfaces Main Concepts*

The general notation

Interface = Publics

Interface & implementation

Interface = Objects Melting Together

Interface = Contract

Mutliple Interfaces

Interface Type Controls

Explicit Interfaces

Implicit Interfaces

Polymorphism

Interface Object Resolution

Inheritance

Main Usages of Contracts:

A contract = a guarantee

A contract = a contract of usage

A contract = a contract of participation

*- Interface Aspect*

*- Interface Commands for the Interface Aspect*

*- Interface Commmands for the Interface Merging Aspect*

*- Interface Aspect in System Interface*

*- Interface Assignment Types*

*- Interface System Command Calls*

*- Interface Connectors*

*- Interface Connectors*

*- New Command with Interface Parameter*

*- Command Interfaces*

*- Interface Referencing and Redirectioning* (examples)

*- Member Grouping*

*- Relations Through Interfaces*

*- Interface Referrers*

*- Reliability of Interfaces*

*- Group By Source*

*- Imaginary Backward Relations*

*- Target Interfaces*

*- Mutual Commands, Mutual Interfaces (Unfinished)*

*- Extensive Classification with Interfaces (Unfinished)*

Changes to *System Objects* chapter:

*- Use As Class is applicable to both references and objects*

*- Some wordings were changed*

Added to the *Classes* chapter:

*- Brainstorm about Static, that seems to really nail it*

About *Fundamental Principles*:

*- Brainstormed a little.*

*Other work:*

*- Organized idea-box, but it was very little*