# Circle Language Spec Plan Events Spec Products

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## Purpose of this document

The goal and strategy of the job was already described in the strategy document. The current document gives an overview of the realized products.

## Products

The following was produced:

*Events articles*

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Basic Concepts:

*- Events Introduction*

*- Prime Event Example: Button Clicked*

*- Events Main Concepts*

Main Notation of Event

Event Procedure / Event Implementation

Event Connector

Event Raising

Call to Parent

Event Implementation & Connector

*- Event Situations*

Multi-Cast Events

Multi-Cast in Same Parent

Event with Parameters

Event from Deeper Object

*- Explicit Implementation of Event Object*

*- Explicit Interface of Event Object*

For the sender

For the receiver

*- Event Interface Reference*

*- System Events*

Changed Events

Changing Events

Get Events

Use Events

List Events

Execution & Existence Events

Pointer to Pointer Events

*- System Events in Normal Notation*

*- Simplified System Event Notation*

*- System Event Parameters*

*- System Event Design Choices*

Misc topics:

*- Qualified Event Names*

*- Interaction Events*

*- Black Boxing Events*

*- Event Alternatives*