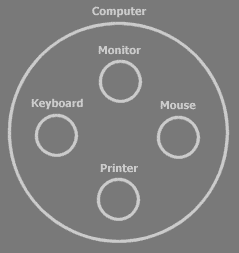
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| Circle Language Spec |

## Introduction

This chapter aims to introduce the basics of Circle language. It is an idea for a programming language mostly about a diagram notation for visualizing computer code.

### Splitting up Ideas

Something that can play a role in making software, is splitting up a larger idea into smaller ideas.



Here you can see the idea of *the computer*, split up into four sub ideas: the monitor, keyboard, mouse and printer.

In Circle language, the main symbol for an idea could be a *circle*:

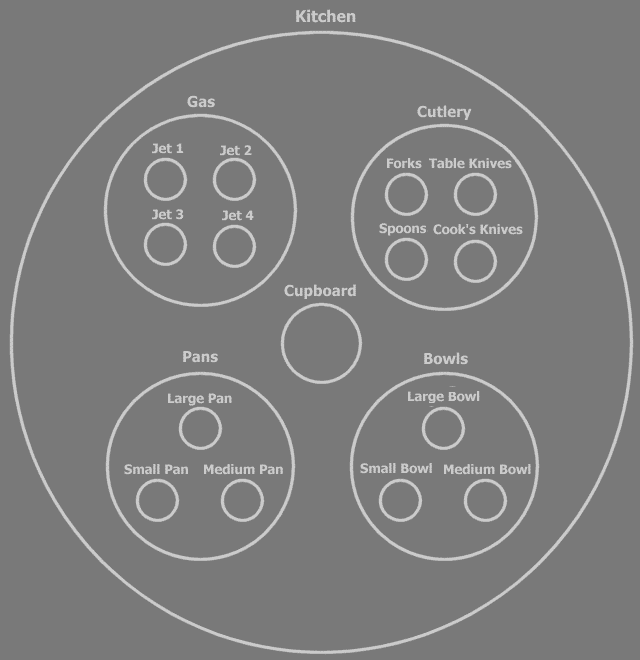


Each sub idea might work more or less independently of the othes. **Monitor** does something, **Keyboard** does something, and so on. It's the larger idea that might tie the sub ideas together. Meaning: the computer might make the link between monitor, keyboard, mouse and printer. The larger idea might combine the sub ideas and could manage the communication between the sub ideas.

In computer programming, ideas, so both larger ideas and sub ideas, can be called *objects*. Each object can be responsible for its own part of the system.



Each sub idea can be split up in sub ideas itself and you can go on and on splitting up ideas.



But to see the general point of the system, you might only need to see the top layers of the split up.

