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| Circle Language Spec: Objects |

## Values

Most objects are just composed of sub-objects. But some objects represent a simple value, like a number. An object can store a piece of binary data on top of storing references to other objects. It is mostly simple types of objects, that need to store a small piece of binary data. But any object is free to reserve a piece of binary storage to use at its own discretion.

The value of an object can not be directly displayed in a diagram. A binary value first needs to be converted to text, that can be displayed on screen. The conversion of a binary value into text is implemented as a concept. This concept is called *literals*. An object can support the concept, to be able to display the binary value as text. A literal is a textual representation of the binary value of an object. A literal can be displayed in the diagram. The binary value itself can not.