|  |
| --- |
| Circle Language Spec: Classes |

## Class Reference

An object’s specification of which class it has, is also called a class reference.

It is expressed in a diagram by connecting an object symbol to its class with a dashed line:



The object on the left has the class on the right.

## Ideas

Class reference,

2008-07-30

Right now I define class reference as being an object’s specification of what is its class.

But accidently I used class reference as a pointer to a class, as being analogus to a command reference.

JJ

### Out of the original Symbol documentation

An object symbol can also serve as its own type:



Then it is an object that defines its own type. But if it has a type line, it redirects its type to another symbol. Then it is no longer its own type, but a mere object from an existing type, also called an instance of a type. The target of the type line is regarded the type itself.



A is an instance, B is the type.