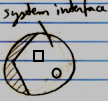
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| Circle Language Spec: System Objects |

## System Interfaces of Objects and References

There are system commands that apply to Objects and system commands that apply to References, but when you show the system interface of a symbol, which do you show? The system interface of the Object or the system interface of the Reference?



The solution for this problem is that you always deal with *references* to objects, never with the object directly, so when you open up the system interface of a symbol, the system interface of the Reference is shown. However, inside of it you will find the referenced Object, showing its system interface.

