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| Circle Language Spec: System Objects |

## Assignment With Pointer Source

If something is already a pointer-to-pointer and it is the source of a conventional assignment, the target also becomes a pointer-to-pointer. Pointer assignments *establish* pointers to pointers, but in this case a pointer-to-pointer is already there.

So a conventional object assignment can also have the following implementations:

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| Object Assignment: |
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| Object Get 🡨 (~= Use Reference As Object ~= Reference Get)  Object Set 🡪 (~= Set Object to Other Related Item) |
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|  |
| Object Get 🡨 (~= Use Reference As Object ~= Reference Get)  Object Set 🡪 (~= Set Object to Other Related List Item) |

Assignment when source is pointer to pointer also works for the Class aspect:

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| Class Assignment: |
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|  |
| Use As Class 🡨 (~= Use Reference As Class)  Class Set 🡪 (~= Set Class to Other Related Item) |
|  |
|  |
| Use As Class 🡨 (~= Use Reference As Class)  Class Set 🡪 (~= Set Class to Other Related List Item) |