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| Circle Language Spec: Commands |

## Execute Once

Every command object can only be executed *once*. Each command object represents a single execution. An execution can be created and dormant until it is run. This gives you a chance to set the input of the command. After the command is run, the execution will stay created for long as it is referenced, so output can be read, until everybody is done with it. Only when the executable object is not referenced anymore, it gets destroyed. You cannot run the same command object twice: when you want to run the command again, you have to create a new command object with the same definition. You *can* *re*create an executable object, which means the old object is released, and a new object is created in its place. The reason why a command object is only executed once, is that this gives all the referrers a chance to read the execution’s output, whenever they want, without it being overwritten by new output. A command object stays created for as long as it is being referenced, so everybody can read the output of the command. The command object will only be destroyed when nothing refers to it anymore.