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| Circle Language Spec: Commands |

## Clause

### Concept

A clause is a command defined within a command. A clause does not redirect its definition or object. A clause has a fixed logical residence inside another command. A clause can also reside inside *yet* *another* clause.

A clause can be *active* or *inactive*. If it is active, it is like a command call, executed when its parent command is executed. If a clause is *inactive*, then it is only executed when it is *called*.

A clause is always created as long as the parent command is created.

A clause does not redirect its definition, because then it would be a command call.

A clause does not redirect its object, because then it would be a command reference.

A clause is never situated inside an object, or it would not be a clause.

Clauses are like command definitions, therefore they can have parameters just like command definitions.

### Diagram Notation

A clause is a command, defined within a command.

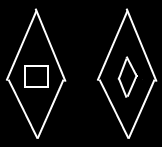
An active clause is shown in a diagram as a diamond placed inside a command symbol:



An *inactive* clause is shown in a diagram as a square inside a command symbol.



A clause can just as well be placed inside a diamond, instead of a square:



A clause will never redirect its definition or object to another command.

Clauses can have parameters, just like command definitions:

