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| Circle Language Spec: Commands |

## Inactive Clause

A clause is a command defined within a command. The article *Clause* explains the general properties of clauses. An *inactive* clause is only executed when it is called. An inactive clause can be called and referenced like any other command. It is common to pass a reference to an inactive clause to an execution control command, such as a conditional execution or a loop (see the *Execution Control* articles). An inactive clause *is* a command definition, with a fixed logical residence inside another command.

### In a Diagram

A clause is a command defined within a command.

An inactive clause is shown in a diagram as a square inside another 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.