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| Circle Language Spec: Commands |

## Active Clause

### Concept

A clause is a command defined within a command. The article *Clause* explains the general properties of clauses. An *active* clause executes when its parent command is executed.

An active clause is actually more primitive than a command call, but command call was explained first, because it is more commonly used.

An active clause is like a call and a definition at the same time. It is analogus to an object that does not have a class. A *call* is more like an object that *does* have a class. Because an active clause has its own definition, its contents are totally arbitrary and definable by the author of the parent command, unlike calls, whose contents comply with the definition, that they call.

An active clause can not be redirected, because that would turn it into a command reference and not make it be an active clause anymore.

Active clauses can freely be used, to put a frame around a piece of code inside a command. In that case, the whole command will still do exactly the same thing.

### Diagram Notation

The principle of active clauses is explained in the article *Active Clause*. The current article demonstrates its expression in a diagram.

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:



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



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

Active clauses can freely be used to put a frame around a piece of code inside a command. In that case the whole command will still do exactly the same thing:



