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| Circle Language Spec: Commands |

## Executable Command Class Redirection

If an executable command redirects its class, then it is a command call. The class redirection points to the command definition of the command call.

If an executable command *does not have* a class redirection, then it defines its own contents. An object redirection automatically also redirects the class aspect of a symbol. So then it also does not define its own contents. If an executable command, that does not redirect its class or object resides inside another command, then it is called an *active clause*. If the executable command without redirections resides inside an object, then it is simply an executable command with no definition, that can be manually run by a user.

You could let an executable command redirect its definition to another executable command, but this is far less common. But an active command *can* function as the prototype for another executable command.