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| Circle Language Spec: Execution Control |

## Call & Return in a Diagram

The concept of call and return is covered by the article *Call & Return*. The current article only explains its expression in a diagram.

Call and return is mentioned here for completeness sake, because it is considered a form of jump. But call and return was already explained in the article *Command Call in a Diagram*.

Here is what a call looks like in a diagram.

