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| Circle Language Spec: Interfaces |

## Interfaces Introduction

Up till now the idea of interfaces was fully left out of the stories. This chapter makes the concept of interfaces catch up with the rest of the documentation. The basic concept of interfaces is covered along with its diagram notation. Also covered are: interface assignment, interface reference and relations that form through the use of interfaces. Another concept, yet to be worked out, is how commands of an object are grouped by site: an object can have commands, defined on different sites, and the commands should be grouped by site in order to judge how reliable the commands are *(grouped by source)*. As interfaces can be applied to objects, but interfaces can also be applied to *commands*.

At some point the idea was, to also cover all the different *uses* of interfaces. But the different uses of interfaces are adequately described by other literature. The focus will lie on explaining the raw concept of interfaces and their presence in the new computer language.