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| Circle Language Spec: Interfaces |

## Interface Assignment Types

This section is a mere supplement to the *Assignment* articles in the *System Objects* chapter. For a general explanation of assignment, look there. This section only makes the Interface aspect catch up with the rest of the explanations.

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| Interface Assignment |
|  |
| Use As Interface 🡨 (~= Object Get)  Interface Set 🡪 |
| *Makes the source become*  *the interface for the target.* |
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| Interface Pointer Assignment |
|  |
| Use Reference As Interface 🡨 (~= Reference Get)  Interface Set 🡪 (~= Set Interface to Other Related Item) |
|  |
|  |
| Use Reference As Interface 🡨 (~= Reference Get)  Interface Set 🡪 (~= Set Interface to Other Related List Item) |
|  |
|  |
| Use Reference As Interface 🡨 (~= Reference Get)  Interface Set 🡪 (~= Set Interface to Other Related List Item) |
|  |
| Interface Assignment With Pointer Source |
|  |
|  |
| Use As Interface 🡨 (~= Use Reference As Interface)  Interface Set 🡪 (~= Set Interface to Other Related Item) |
|  |
|  |
| Use As Interface 🡨 (~= Use Reference As Interface)  Interface Set 🡪 (~= Set Interface to Other Related List Item) |
|  |
| Cross-Aspect Interface Assignment |
|  |
| Object-Interface to Object Assignment |
|  |
| Object-Interface Get 🡨  Object Set 🡪 |
|  |
| Reference-Interface to Object Assignment |
|  |
| Reference-Interface Get 🡨  Object Set 🡪 |
|  |
| Object-Interface to Reference-Class Assignment |
|  |
| Object-Interface Get 🡨  Reference-Class Set 🡪 |
|  |
| Object-Class to Reference-Interface Assignment |
|  |
| Object-Class Get 🡨  Reference-Interface Set 🡪 |
|  |
| Reference-Class to Reference-Interface Assignment |
|  |
| Reference-Class Get 🡨  Reference-Interface Set 🡪 |

There are more implementations of the cross-aspect assignments for cases when the source of the assignment is a pointer-to-pointer, but they are not shown here. To understand the concept look in the *Cross-Aspect Assignments* article in the *System Objects* chapter.

### In Text Code

If you must have a character symbol for a class assignment, that distinguishes it from the other assignment types, it is the following symbol:

i=

This symbol is the identifier for interface assignment. The letter i stands for *interface*.

The textual symbol for an interface pointer assignment is:

i=🡪

It can be pronounced ‘interface is pointer to’

In an actual text code line it would look like this:

A i=🡪 B

It can be pronounced ‘A interface is pointer to B’.