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| Circle Language Spec: Interfaces |

## Interface Referencing and Redirecting

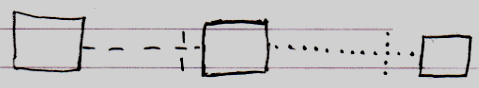
This article contains examples of what diferent interface referencing and redirecting situations would look like in a diagram and what name we could give to this situation.

#### Interface Reference

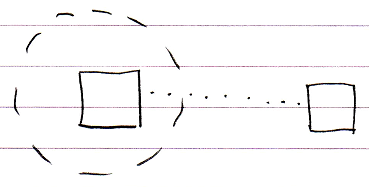
An object’s specification of which interface it has, is also called an *interface reference*.



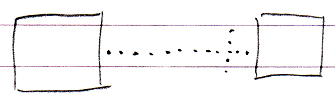
#### Command Class Interface



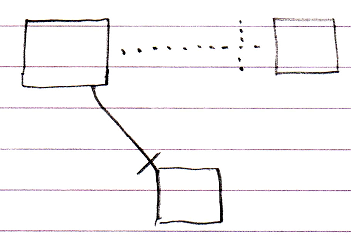
#### Class Command Interface



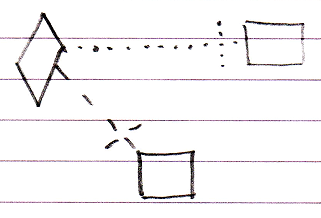
#### Command Definition Interface Redirection



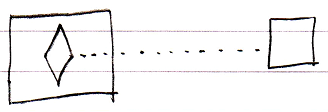
#### Command Reference Interface Redirection



#### Command Call Interface Redirection



#### Active Clause Interface Redirection



#### Inactive Clause Interface Redirection

