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| Circle Language Spec: Events |

## Events

Events are notification calls. Call receivers subscribe to an event. The call sender will call the receivers whenever it feels like it. Another name for events that the world adopts, is *‘the observer pattern’*. The caller decides what the message looks like. The receiver has to supply a command, that has an interface, specified by the caller.

The concept of events is nothing more than a combination of constructs: an array of command references, a command interface and supporting the command interface, registering the command inside the array of command references and then calling all the commands in the array at specific times.

Even though it is just a combination of some other constructs, it is such an important concept, that the new computer language explicitly defines it as a sepate construct, following the footsteps of other programming environments, that did this as well.

The documentation will also show how events look in the diagram notation of the new computer language.