|  |
| --- |
| Circle Language Spec: Events |

## System Event Design Choices

The names used for the events might not be the eventual names. For instance a more simplified design might simply let all system commands have a Executing and Executed event, instead oof inventing different names for the different events, so that Value Changed is named Value Set . Executed. In another design choice you might not call it the Executing and Executed event, but the Before and After event, or the Happening and Happened events, or the Pre-Extension and Post-Extension events.

This does not change the concept. These are all just benign design choices. You could also call it Value Will Change instead of Value Changing, this is not really the point. It does not change the concept.

The concept is still derived from the fact that you can pick up the Executing and Executed event from any command, including all system commands.

Other design choices that could be made are that other aspect’s changed events may very well all derive from the Value Changed event. And the Class and Interface aspects’ events might all derive from the Object Changed event.