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| Circle Language Spec: Events |

## Event Alternatives

An event is a means for a child to call the parent. The Events concept works well for this. But there are alternatives for a child to call a parent. A simple command reference would do as well, only this does not allow multi-cast events.

Another alternative is that the child defines an interface, that the parent must support, the parent implements the interface, and the child calls upon the interface of the parent. If you want this to work in a multi-cast situation, you have to program the multi-cast functionality yourself pretty much the same way as an event object implements it (see *Explicit Implementation of Event Object*). Just using standard events might be an easier solution.