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| Circle Language Spec: Interfaces |

## Interface Assignment 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’.