|  |
| --- |
| Circle Language | Construct Drafts |

## Implementation of System Commands

There is a paradox.

A *command* is a special object, that can execute, but an object has system *commands*. So here I want to replace a command by an object, but an object *must* have system commands in order to function.

The paradox is only there for *fundamental* system commands, that the system can not do without, and have to be implemented in the code base. The code base is the minimal needs, that need to be programmed in another programming language, required to be able to fully reprogram that code base using the new programming language itself. Commands were not to be implemented in the code base, but as a *concept*, programmed within the new computer language itself. How can fundamental system commands be present in the lowest layer of the code base, when commands is a concept, that is programmed using the new computer language itself? Well… the answer is simple: fundamental system commands are exceptional, and will be present in the code base even though later, the principle of commands will be reprogrammed as a concept. That concept will also encompass reimplementing the fundamental system commands, so they behave the same as other commands.

*Object* do not have fundamental system commands. Only object *references*, symbols, have fundamental system commands.

The fundamental system commands are only a limited set, so you only have to consider a few of them. See the *System Objects* articles for all fundamental system objects, that need to be implemented in the code base. They also discuss the fundamental system commands. Those are the system commands we are talking about here.

It is not so much about system commands, that are added by concepts, but about the fundamental system commands. System commands, added by concepts, can build on top of the fundamental layer of the engine of the new computer language.

It is really not that much of a problem. Just *some* commands need to be present in the code base, just like *some* objects need to be present in the code base.