|  |
| --- |
| Circle Language Construct Drafts | 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’.