# Tech Info Library

## HyperCard: HyperTalk, Script, and Handler Defined (7/92)

```
Revised:        12/8/93
Security:       Everyone
```

HyperCard: HyperTalk, Script, and Handler Defined (7/92)

======================================================================

Article Created: 15 November 1990
Article Reviewed/Updated: 23 July 1992

TOPIC -------------------------------------------------------

What is HyperTalk?

DISCUSSION -------------------------------------------------------

HyperTalk is the HyperCard scripting language.  It lets you write
English-like statements that respond to events (such as when the user
clicks a button or goes to a new card).

In HyperTalk, responding to an event is called handling the event. As a
scripter, you will write a specific handler for each event that you want
your stack to handle. A collection of handlers is called a script.


This article is adapted from the Claris Tech Info database.

Copyright 1993, Apple Computer, Inc.

Tech Info Library Article Number:14086