

What Types of Objects Are There?

This chapter covers the following topics:

- Types of Programming Objects
 - Creating and Maintaining Objects
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Types of Programming Objects

Within a Natural application, several types of objects can be used to achieve an efficient application structure.

There are the following types of Natural objects:

- Program
- Class
- Subprogram
- Adapter
- Subroutine
- Copycode
- Helproutine
- Text
- Map
- Local Data Area
- Global Data Area
- Parameter Data Area

Creating and Maintaining Objects

To create and maintain all these objects, you use the Natural editors.

- Local data areas, global data areas and parameter data areas are created/maintained with the data area editor.
- Maps are created/maintained with the map editor.
- Classes are created/maintained with the program editor.

- All other types of objects listed above are created/maintained with the program editor.

For information about the naming conventions that apply to Natural objects, see *Object Naming Conventions*.