

# Object Types

This part describes the various types of Natural programming objects that can be used to achieve an efficient application structure. All Natural objects are stored in Natural libraries. Natural libraries are contained in Natural system files.

The following topics are covered:

- Using Natural Programming Objects
- Data Areas
- Programs, Functions, Subprograms and Subroutines
- Processing a Rich GUI Page - Adapter
- Maps
- Help routines
- Multiple Use of Source Code - Copycode
- Documenting Natural Objects - Text
- Creating Component Based Applications - Class
- Using Non-Natural Files - Resource