

# Dialog Component Reference

This documentation provides a reference of the components that can be used when developing an event-driven application with the dialog editor. These components include:

•	Dialogs and Dialog Elements	Dialogs and dialog elements represent the GUI object types available to Natural programs.
•	Attributes	List of attributes that be can be set in dialogs and controls.
•	Events	List of events that can be created by dialog elements.
•	PROCESS GUI Statement Actions	The PROCESS GUI statement actions execute procedures from within the PROCESS GUI statement.
•	NGU Subprograms and Dialogs	The NGU-prefixed subprograms and dialogs in library SYSTEM provide you with frequently needed functionality.

See also:

- *Dialog Editor* in the *Editors* documentation.
- *Introduction to Event-Driven Programming* and *Event-Driven Programming Techniques* in the *Programming Guide*.

When working with the dialog editor, you should have a working knowledge of Microsoft Windows and its terminology. If not, consult the Windows documentation for a description of basic Windows elements, usage and terminology.