

# First Steps

This part is organized under the following headings:

- About this Tutorial
- Starting the Development Workplace
- Creating a Project
- Getting Started with the Layout Painter
- Writing the GUI Layout
- Setting Up Your Development and Runtime Environment for Natural
- Creating the Natural Code
- Some Background Information

It is important that you work through the exercises in the same sequence as they appear in this tutorial. Problems may occur if you skip an exercise.