

# Using Natural Programming Objects

This chapter covers the following topics:

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

Within a Natural application, you can use the following types of programming objects:

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

## Creating and Maintaining Programming Objects

To create and maintain the programming 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.
- Dialogs are created/maintained with the dialog editor.
- Classes are created/maintained with the Class Builder.
- 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*.

For detailed information on using these objects, see *Creating, Maintaining and Executing Natural Objects* in *Using Natural Studio*.