

Natural Programming Objects

Within a Natural application, several types of programming object can be used to establish an efficient application structure. Programming objects include subprograms, routines and data areas. Programming objects are described in detail in the Natural Programming Guide.

Natural programming objects can be stored in source form or executable (cataloged) form in a Natural system file (see the relevant section in Natural Components).

Related Topics:

- Object Types - Natural Programming Guide
- SAVE, CATALOG, STOW - Natural System Command Reference documentation.