

# Object Types

This document describes the various types of Natural programming object that can be used to achieve an efficient application structure.

The following topics are covered:

- What Types of Programming Objects Are There?
- Data Areas
- Programs, Subprograms and Subroutines
- Maps
- Help routines
- Multiple Use of Source Code - Copycode
- Documenting Natural Objects - Text
- Creating Event Driven Applications - Dialog
- Creating Component Based Applications - Class
- Using Non-Natural Files - Resource