

What Types of Programming Objects Are There?

The following topics are covered:

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

Within a Natural application, several types of programming objects can be used to achieve an efficient application structure.

There are the following types of Natural programming objects:

- Local Data Area
- Global Data Area
- Parameter Data Area
- Program
- Subprogram
- Subroutine
- Helproutine
- Map
- Copycode
- Text
- Class
- Ressource

Creating and Maintaining Objects

To create and maintain all these 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 (Windows) or with the program editor (Mainframe, UNIX).
- All other types of objects listed above are created/maintained with the program editor.