

Next Steps

When you can create a simple page and access your data, learn about these important basics:

- [Bindings](#) - Create graphical elements that change based on live data.
- [Actions](#) - Create dynamic interfaces that respond to user interactions.
- [Dataflow](#) - Use a visual programming environment that requires no coding. Dataflow is necessary for [loading data tables](#) that drive your graphical elements, and it enables you to fully customize the logic behind your application.

To optimize the design process, learn about these concepts:

- [Symbols](#) - Reuse an object, with some properties identical and other properties dynamic across instances. Symbols can streamline the design process, and they are required for repeaters and callouts.
- [Widgets](#) - Share DGLux5 elements across pages, projects, and users.
- [Templates](#) - Enable your team to start projects with specified pages and other elements already designed.

[Previous: Other Options for Getting Started](#)

[Next: Project Assist 2.0](#)

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