

Overview

About This Course

Styles

- *This* is a definition
- `this/is/a.path`
- code **is** highlighted
- `commands are emphasised --like-this`

A Little History

The Name

- First called DoD-1
- Augusta Ada Byron, "first programmer"
 - Lord Byron's daughter
 - Planned to calculate **Bernoulli's numbers**
 - **First** computer program
 - On **Babbage's Analytical Engine**
- Writing **ADA** is like writing **CPLUSPLUS**
- International Standards Organization standard
 - Updated about every 10 years

Ada Evolution Highlights

Ada 83 Abstract Data Types
Modules
Concurrency
Generics
Exceptions

Ada 95 OOP
Efficient synchronization
Better Access Types
Child Packages
Annexes

Ada 2005 Multiple Inheritance
Containers
Better Limited Types
More Real-Time
Ravenscar

Ada 2012 Contracts
Iterators
Flexible Expressions
More containers
Multi-processor Support
More Real-Time

Ada 2022 'Image for all types
Target name symbol
Support for C varidics
Declare expression
Simplified **renames**

Big Picture

Language Structure (Ada95 and Onward)

- **Required** *Core* implementation
 - Reference Manual (RM) sections 1 → 13
 - Predefined Language Environment (Annex A)
 - Interface to Other Languages (Annex B)
 - Obsolescent Features (Annex J)
- **Optional** *Specialized Needs Annexes*
 - No additional syntax
 - Systems Programming (C)
 - Real-Time Systems (D)
 - Distributed Systems (E)
 - Information Systems (F)
 - Numerics (G)
 - High-Integrity Systems (H)

Core Language Content

- Ada is a **compiled, multi-paradigm** language
- With a **static** and **strong** type model
- Language-defined types, including string
- User-defined types
- Overloading procedures and functions
- Compile-time visibility control
- Abstract Data Types (ADT)
- Exceptions
- Generic units
- Dynamic memory management
- Low-level programming
- Object-Oriented Programming (OOP)
- Concurrent programming
- Contract-Based Programming

Ada Type Model

- Each *object* is associated a *type*
- **Static** Typing
 - Object type **cannot change**
 - ... but run-time polymorphism available (OOP)
- **Strong** Typing
 - **Compiler-enforced** operations and values
 - **Explicit** conversions for "related" types
 - **Unchecked** conversions possible
- Predefined types
- Application-specific types
 - User-defined
 - Checked at compilation and run-time

Strongly-Typed vs Weakly-Typed Languages

- Weakly-typed:
 - Conversions are **unchecked**
 - Type errors are easy

```
typedef enum {north, south, east, west} direction;  
typedef enum {sun, mon, tue, wed, thu, fri, sat} days;  
direction heading = north;
```

```
heading = 1 + 3 * south/sun; // what?
```

- Strongly-typed:
 - Conversions are **checked**
 - Type errors are hard

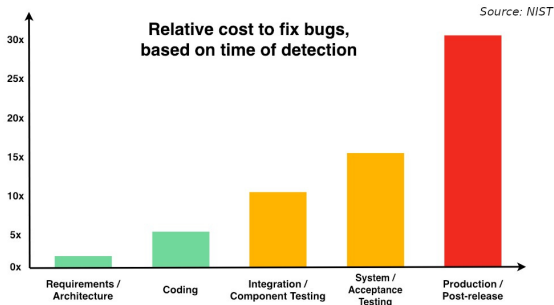
```
type Directions is (North, South, East, West);  
type Days is (Sun, Mon, Tue, Wed, Thu, Fri, Sat);  
Heading : Directions := North;
```

```
...
```

```
Heading := 1 + 3 * South/Sun; -- Compile Error
```

The Type Model Saves Money

- Shifts fixes and costs to **early phases**
- **Cheaper**
 - Cost of an error *during a flight?*



Type Model Run-Time Costs

- Checks at compilation **and** run-time
- **Same performance** for identical programs
 - Run-time type checks can be disabled
 - Compile-time check is *free*

C

```
int X;  
int Y; // range 1 .. 10  
...  
if (X > 0 && X < 11)  
    Y = X;  
else  
    // signal a failure
```

Ada

```
X : Integer;  
Y, Z : Integer range 1 .. 10;  
...  
Y := X;  
Z := Y; -- no check required
```

Subprograms

- Syntax differs between *values* and *actions*
- **function** for a *value*

```
function Is_Leaf (T : Tree) return Boolean
```

- **procedure** for an *action*

```
procedure Split (T      : in out Tree;  
                Left   : out Tree;  
                Right  : out Tree)
```

- Specification \neq Implementation

```
function Is_Leaf (T : Tree) return Boolean;  
function Is_Leaf (T : Tree) return Boolean is  
begin  
  ...  
end Is_Leaf;
```

Dynamic Memory Management

- Raw pointers are error-prone
- Ada **access types** abstract facility
 - Static memory
 - Allocated objects
 - Subprograms
- Accesses are **checked**
 - Unless unchecked mode is used
- Supports user-defined storage managers
 - Storage **pools**

Packages

- Grouping of related entities
 - Subsystems like *Fire Control* and *Navigation*
 - Common processing like *HMI* and *Operating System*
- Separation of concerns
 - Definition \neq usage
 - Single definition by **designer**
 - Multiple use by **users**
- Information hiding
 - Compiler-enforced **visibility**
 - Powerful **privacy** system

Package Structure

- Declaration view
 - **Can** be referenced by user code
 - Exported types, variables...
- Private view
 - **Cannot** be referenced by user code
 - Exported **representations**
- Implementation view
 - Not exported

Abstract Data Types (ADT)

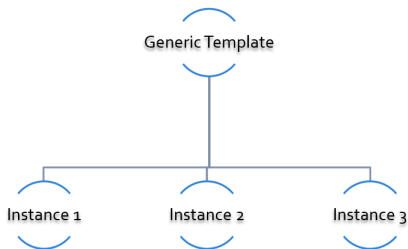
- **Variables** of the **type** encapsulate the **state**
- Classic definition of an ADT
 - Set of **values**
 - Set of **operations**
 - **Hidden** compile-time **representation**
- Compiler-enforced
 - Check of values and operation
 - Easy for a computer
 - Developer can focus on **earlier** phase: requirements

Exceptions

- Dealing with **errors**, **unexpected** events
- Separate error-handling code from logic
- Some flexibility
 - Re-raising
 - Custom messages

Generic Units

- Code Templates
 - Subprograms
 - Packages
- Parameterization
 - Strongly typed
 - **Expressive** syntax



Object-Oriented Programming

- Extension of ADT
 - Sub-types
 - Run-time flexibility
- Inheritance
- Run-time polymorphism
- Dynamic **dispatching**
- Abstract types and subprograms
- **Interface** for multiple inheritance

Contract-Based Programming

- Pre- and post-conditions
- Formalizes specifications

```
procedure Pop (S : in out Stack) with  
    Pre => not S.Empty, -- Requirement  
    Post => not S.Full; -- Guarantee
```

- Type invariants

```
type Table is private with Invariant => Sorted (Table);
```

Language-Based Concurrency

■ Expressive

- Close to problem-space
- Specialized constructs
- **Explicit** interactions

■ Run-time handling

- Maps to OS primitives
- Several support levels (Ravenscar...)

■ Portable

- Source code
- People
- OS & Vendors

Concurrency Mechanisms

- Task
 - **Active**
 - **Rich** API
 - OS threads
- Protected object
 - **Passive**
 - *Monitors* protected data
 - **Restricted** set of operations
 - No thread overhead
 - Very portable
- Object-Oriented
 - Synchronized interfaces
 - Protected objects inheritance

Low Level Programming

- **Representation** clauses
- Bit-level layouts
- Storage pools definition
 - With access safeties
- Foreign language integration
 - C
 - C++
 - Assembly
 - etc...
- Explicit specifications
 - Expressive
 - Efficient
 - Reasonably portable
 - Abstractions preserved

Standard Language Environment

Standardized common API

■ Types

- Integer
- Floating-point
- Fixed-point
- Boolean
- Characters, Strings, Unicode
- etc...

■ Math

- Trigonometric
- Complexes

■ Pseudo-random number generators

■ I/O

- Text
- Binary (direct / sequential)
- Files
- Streams

■ Exceptions

- Call-stack

■ **Command-line** arguments

■ **Environment** variables

■ **Containers**

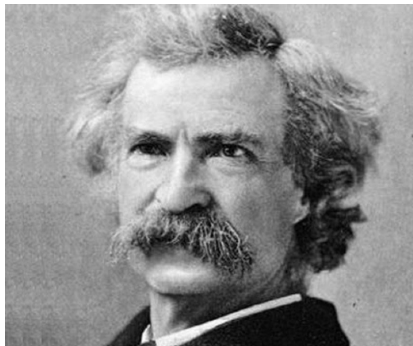
- Vector
- Map

Language Examination Summary

- Unique capabilities
- Three main goals
 - **Reliability**, maintainability
 - Programming as a **human** activity
 - Efficiency
- Easy-to-use
 - ...and hard to misuse
 - Very **few pitfalls** and exceptions

So Why Isn't Ada Used Everywhere?

- "... in all matters of opinion our adversaries are insane"
 - *Mark Twain*



Setup

Canonical First Program

```
1 with Ada.Text_IO;  
2 -- Everyone's first program  
3 procedure Say_Hello is  
4 begin  
5   Ada.Text_IO.Put_Line ("Hello, World!");  
6 end Say_Hello;
```

- Line 1 - **with** - Package dependency
- Line 2 - **--** - Comment
- Line 3 - Say_Hello - Subprogram name
- Line 4 - **begin** - Begin executable code
- Line 5 - Ada.Text_IO.Put_Line () - Subprogram call
- (cont) - "Hello, World!" - String literal (type-checked)

"Hello World" Lab - Command Line

- Use an editor to enter the program shown on the previous slide
 - Use your favorite editor or just gedit/notepad/etc.
- Save and name the file `say_hello.adb` exactly
 - In a command prompt shell, go to where the new file is located and issue the following command:
 - `gprbuild say_hello`
- In the same shell, invoke the resulting executable:
 - `say_hello` (Windows)
 - `./say_hello` (Linux/Unix)

"Hello World" Lab - GNAT STUDIO

- Start GNAT STUDIO from the command-line (`gnatstudio`) or Start Menu
- Create new project
 - Select `Simple Ada Project` and click `Next`
 - Fill in a location to to deploy the project
 - Set **main name** to `say_hello` and click `Apply`
- Expand the **src** level in the Project View and double-click `say_hello.adb`
 - Replace the code in the file with the program shown on the previous slide
- Execute the program by selecting `Build` → `Project` → `Build & Run` → `say_hello.adb`
 - Shortcut is the ► in the icons bar
- Result should appear in the bottom pane labeled *Run*:
`say_hello.exe`

Note on GNAT File Naming Conventions

- GNAT compiler assumes one compilable entity per file
 - Package specification, subprogram body, etc
 - So the body for `say_hello` should be the only thing in the file
- Filenames should match the name of the compilable entity
 - Replacing "." with "-"
 - File extension is ".ads" for specifications and ".adb" for bodies
 - So the body for `say_hello` will be in `say_hello.adb`
 - If there was a specification for the subprogram, it would be in `say_hello.ads`
- This is the **default** behavior. There are ways around both of these rules
 - For further information, see Section 3.3 *File Naming Topics and Utilities* in the **GNAT User's Guide**

Declarations

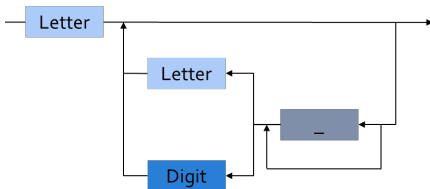
Introduction

Declarations

- *Declaration* associates a *name* to an *entity*
 - Objects
 - Types
 - Subprograms
 - et cetera
- In a *declarative part*
- Example: N : **Type** := Value;
 - N is usually an *identifier*
- Declaration **must precede** use
- **Some** implicit declarations
 - **Standard** types and operations
 - **Implementation**-defined

Identifiers, Comments, and Pragmas

Identifiers



- Legal identifiers

Phase2

A

Space_Person

- Not legal identifiers

Phase2__1

A_

_space_person

- Character set **Unicode 4.0**

- Case **not significant**

- **SpacePerson** \iff **SPACEPERSON**

- but **different** from **Space_Person**

- Reserved words are **forbidden**

Reserved Words

<code>abort</code>	<code>else</code>	<code>null</code>	<code>reverse</code>
<code>abs</code>	<code>elsif</code>	<code>of</code>	<code>select</code>
<code>abstract</code> (95)	<code>end</code>	<code>or</code>	<code>separate</code>
<code>accept</code>	<code>entry</code>	<code>others</code>	<code>some</code> (2012)
<code>access</code>	<code>exception</code>	<code>out</code>	<code>subtype</code>
<code>aliased</code> (95)	<code>exit</code>	<code>overriding</code> (2005)	<code>synchronized</code> (2005)
<code>all</code>	<code>for</code>	<code>package</code>	<code>tagged</code> (95)
<code>and</code>	<code>function</code>	<code>parallel</code> (2022)	<code>task</code>
<code>array</code>	<code>generic</code>	<code>pragma</code>	<code>terminate</code>
<code>at</code>	<code>goto</code>	<code>private</code>	<code>then</code>
<code>begin</code>	<code>if</code>	<code>procedure</code>	<code>type</code>
<code>body</code>	<code>in</code>	<code>protected</code> (95)	<code>until</code> (95)
<code>case</code>	<code>interface</code> (2005)	<code>raise</code>	<code>use</code>
<code>constant</code>	<code>is</code>	<code>range</code>	<code>when</code>
<code>declare</code>	<code>limited</code>	<code>record</code>	<code>while</code>
<code>delay</code>	<code>loop</code>	<code>rem</code>	<code>with</code>
<code>delta</code>	<code>mod</code>	<code>renames</code>	<code>xor</code>
<code>digits</code>	<code>new</code>	<code>requeue</code> (95)	
<code>do</code>	<code>not</code>	<code>return</code>	

Comments

- Terminate at end of line (i.e., no comment terminator sequence)

```
-- This is a multi-
```

```
-- line comment
```

```
A : B; -- this is an end-of-line comment
```


Pragmas

- Compiler directives
 - Compiler action *not part of* Ada grammar
 - Only **suggestions**, may be **ignored**
 - Either standard or implementation-defined
- Unrecognized pragmas
 - **No effect**
 - Cause **warning** (standard mode)
- Malformed pragmas are **illegal**

```
pragma Page;
```

```
pragma Optimize (Off);
```

Declaring Constants / Variables (simplified)

- An *expression* is a piece of Ada code that returns a **value**.

```
<identifier> : constant := <expression>;
```

```
<identifier> : <type> := <expression>;
```

```
<identifier> : constant <type> := <expression>;
```

Quiz

Which statement is legal?

- A. `Function : constant := 1;`
- B. `Fun_ction : constant := 1;`
- C. `Fun_ction : constant := --initial value-- 1;`
- D. `Integer Fun_ction;`

Quiz

Which statement is legal?

- A. `Function : constant := 1;`
- B. `Fun_ction : constant := 1;`
- C. `Fun_ction : constant := --initial value-- 1;`
- D. `Integer Fun_ction;`

Explanations

- A. `function` is a reserved word
- B. Correct
- C. Cannot have inline comments
- D. C-style declaration not allowed

Literals

String Literals

- A **literal** is a *textual* representation of a value in the code

```
A_Null_String : constant String := "";
```

```
  -- two double quotes with nothing inside
```

```
String_Of_Length_One : constant String := "A";
```

```
Embedded_Single_Quotes : constant String :=  
    "Embedded 'single' quotes";
```

```
Embedded_Double_Quotes : constant String :=  
    "Embedded ""double"" quotes";
```

Decimal Numeric Literals

- Syntax

```
decimal_literal ::=  
    numeral [.numeral] E [+numeral|-numeral]  
numeral ::= digit {'_' digit}
```

- Underscore is not significant
- **E** (exponent) must always be integer
- Examples

```
12      0      1E6      123_456  
12.0    0.0    3.14159_26  2.3E-4
```

Based Numeric Literals

```
based_literal ::= base # numeral [.numeral] # exponent  
numeral ::= base_digit { '_' base_digit }
```

- Base can be 2 .. 16
- Exponent is always a base 10 integer

```
16#FFF#           => 4095  
2#1111_1111_1111# => 4095 -- With underline  
16#F.FF#E+2      => 4095.0  
8#10#E+3         => 4096 (8 * 8**3)
```


Comparison To C's Based Literals

- Design in reaction to C issues
- C has **limited** bases support
 - Bases 8, 10, 16
 - No base 2 in standard
- Zero-prefixed octal `0nnn`
 - **Hard** to read
 - **Error-prone**

Quiz

Which statement is legal?

- A.** `I : constant := 0_1_2_3_4;`
- B.** `F : constant := 12.;`
- C.** `I : constant := 8#77#E+1.0;`
- D.** `F : constant := 2#1111;`

Quiz

Which statement is legal?

- A. `I : constant := 0_1_2_3_4;`
- B. `F : constant := 12.;`
- C. `I : constant := 8#77#E+1.0;`
- D. `F : constant := 2#1111;`

Explanations

- A. Underscores are not significant - they can be anywhere (except first and last character, or next to another underscore)
- B. Must have digits on both sides of decimal
- C. Exponents must be integers
- D. Missing closing #

Object Declarations

Object Declarations

- An object is either `variable` or `constant`

- Basic Syntax

```
<name> : <subtype> [:= <initial value>];  
<name> : constant <subtype> := <initial value>;
```

- Constant should have a value
 - Except for privacy (seen later)

- Examples

```
Z, Phase : Analog;  
Max : constant Integer := 200;  
-- variable with a constraint  
Count : Integer range 0 .. Max := 0;  
-- dynamic initial value via function call  
Root : Tree := F(X);
```

Multiple Object Declarations

- Allowed for convenience

```
A, B : Integer := Next_Available (X);
```

- Identical to series of single declarations

```
A : Integer := Next_Available (X);
```

```
B : Integer := Next_Available (X);
```

- Warning: may get different value

```
T1, T2 : Time := Current_Time;
```

Predefined Declarations

- **Implicit** declarations
- Language standard
- Annex A for *Core*
 - Package Standard
 - Standard types and operators
 - Numerical
 - Characters
 - About **half the RM** in size
- "Specialized Needs Annexes" for *optional*
- Also, implementation specific extensions

Implicit vs. Explicit Declarations

- **Explicit** → in the source

```
type Counter is range 0 .. 1000;
```

- **Implicit** → **automatically** by the compiler

```
function "+" (Left, Right : Counter) return Counter;
```

```
function "-" (Left, Right : Counter) return Counter;
```

```
function "*" (Left, Right : Counter) return Counter;
```

```
function "/" (Left, Right : Counter) return Counter;
```

...

- Compiler creates appropriate operators based on the underlying type
 - Numeric types get standard math operators
 - Array types get concatenation operator
 - Most types get assignment operator

Elaboration

- *Elaboration* has several aspects:
- **Initial value** calculation
 - Evaluation of the expression
 - Done at **run-time** (unless static)
- Object creation
 - Memory **allocation**
 - Initial value assignment (and type checks)
- Runs in linear order
 - Follows the program text
 - Top to bottom

declare

```
First_One : Integer := 10;  
Next_One  : Integer := First_One;  
Another_One : Integer := Next_One;
```

begin

...

Quiz

Which block is **not** legal?

- A. `A, B, C : Integer;`
- B. `Integer : Standard.Integer;`
- C. `Null : Integer := 0;`
- D. `A : Integer := 123;`
`B : Integer := A * 3;`

Quiz

Which block is **not** legal?

- A. `A, B, C : Integer;`
- B. `Integer : Standard.Integer;`
- C. `Null : Integer := 0;`
- D. `A : Integer := 123;`
`B : Integer := A * 3;`

Explanations

- A. Multiple objects can be created in one statement
- B. `Integer` is *predefined* so it can be overridden
- C. `null` is *reserved* so it can **not** be overridden
- D. Elaboration happens in order, so B will be 369

Universal Types

Universal Types

- Implicitly defined
- Entire *classes* of numeric types
 - `universal_integer`
 - `universal_real`
 - `universal_fixed` (not seen here)
- Match any integer / real type respectively
 - **Implicit** conversion, as needed

```
X : Integer64 := 2;  
Y : Integer8  := 2;  
F : Float    := 2.0;  
D : Long_Float := 2.0;
```

Numeric Literals Are Universally Typed

- No need to type them
 - e.g 0UL as in C
- Compiler handles typing
 - No bugs with precision

```
X : Unsigned_Long := 0;  
Y : Unsigned_Short := 0;
```

Literals Must Match "Class" of Context

- **universal_integer** literals → **Integer**
- **universal_real** literals → **fixed** or **floating** point
- Legal

```
X : Integer := 2;
```

```
Y : Float := 2.0;
```

- Not legal

```
X : Integer := 2.0;
```

```
Y : Float := 2;
```

Named Numbers

Named Numbers

- Associate a **name** with an **expression**
 - Used as **constant**
 - **universal_integer**, or **universal_real**
 - compatible with integer / real respectively
 - Expression must be **static**

- Syntax

```
<name> : constant := <static_expression>;
```

- Example

```
Pi : constant := 3.141592654;  
One_Third : constant := 1.0 / 3.0;
```

A Sample Collection of Named Numbers

```
package Physical_Constants is
  Polar_Radius : constant := 20_856_010.51;
  Equatorial_Radius : constant := 20_926_469.20;
  Earth_Diameter : constant :=
    2.0 * ((Polar_Radius + Equatorial_Radius)/2.0);
  Gravity : constant := 32.1740_4855_6430_4;
  Sea_Level_Air_Density : constant :=
    0.002378;
  Altitude_Of_Tropopause : constant := 36089.0;
  Tropopause_Temperature : constant := -56.5;
end Physical_Constants;
```

Named Number Benefit

- Evaluation at **compile time**
 - As if **used directly** in the code
 - **Perfect** accuracy

```
Named_Number    : constant :=      1.0 / 3.0;
```

```
Typed_Constant  : constant Float := 1.0 / 3.0;
```

Object	Named_Number	Typed_Constant
F32 : Float_32;	3.33333E-01	3.33333E-01
F64 : Float_64;	3.333333333333333E-01	3.333333_43267441E-01
F128 : Float_128;	3.3333333333333333E-01	3.333333_43267440796E-01

Scope and Visibility

Scope and Visibility

- **Scope** of a name
 - Where the name is **potentially** available
 - Determines **lifetime**
 - Scopes can be **nested**
- **Visibility** of a name
 - Where the name is **actually** available
 - Defined by **visibility rules**
 - **Hidden** → *in scope* but not **directly** visible

Introducing Block Statements

- **Sequence** of statements

- Optional *declarative part*
- Can be **nested**
- Declarations **can hide** outer variables

- **Syntax**

```
[<block-name> :] declare
    <declarative part>
begin
    <statements>
end [block-name];
```

- **Example**

```
Swap: declare
    Temp : Integer;
begin
    Temp := U;
    U := V;
    V := Temp;
end Swap;
```

Scope and "Lifetime"

- Object in scope → exists
- No *scoping* keywords
 - C's **static**, **auto** etc...

```
Outer : declare
  I : Integer;
begin
  I := 1;
  Inner : declare
    F : Float;
  begin
    F := 1.0;
  end Inner;
  I := I + 1;
end Outer;
```

The diagram illustrates the scope of variables in the code. A blue bracket on the right side of the code groups the 'Outer' block (from 'Outer : declare' to 'end Outer;') and is labeled 'Scope of I'. An orange bracket on the right side of the code groups the 'Inner' block (from 'Inner : declare' to 'end Inner;') and is labeled 'Scope of F'.

Name Hiding

- Caused by **homographs**
 - **Identical** name
 - **Different** entity

```
declare
  M : Integer;
begin
  M := 123;
  declare
    M : Float;
  begin
    M := 12.34; -- OK
    M := 0;    -- compile error: M is a Float
  end;
  M := 0.0;  -- compile error: M is an Integer
  M := 0;    -- OK
end;
```


Overcoming Hiding

- Add a **prefix**
 - Needs named scope
- Homographs are a *code smell*
 - May need **refactoring**...

```
Outer : declare
  M : Integer;
begin
  M := 123;
  declare
    M : Float;
  begin
    M := 12.34;
    Outer.M := Integer (M);  -- reference "hidden" Integer M
  end;
end Outer;
```

Quiz

What output does the following code produce? (Assume Print prints the current value of its argument)

```
1 declare
2   M : Integer := 1;
3 begin
4   M := M + 1;
5   declare
6     M : Integer := 2;
7   begin
8     M := M + 2;
9     Print (M);
10  end;
11  Print (M);
12 end;
```

A. 2, 2

B. 2, 4

C. 4, 4

D. 4, 2

Quiz

What output does the following code produce? (Assume Print prints the current value of its argument)

```
1 declare
2   M : Integer := 1;
3 begin
4   M := M + 1;
5   declare
6     M : Integer := 2;
7   begin
8     M := M + 2;
9     Print (M);
10  end;
11  Print (M);
12 end;
```

A. 2, 2

B. 2, 4

C. 4, 4

D. 4, 2

Explanation

- Inner M gets printed first. It is initialized to 2 and incremented by 2
- Outer M gets printed second. It is initialized to 1 and incremented by 1

Aspect Clauses

Aspect Clauses

- Define **additional** properties of an entity
 - Representation (eg. `with Pack`)
 - Operations (eg. `Inline`)
 - Can be **standard** or **implementation**-defined
- Usage close to pragmas
 - More **explicit, typed**
 - **Cannot** be ignored
 - **Recommended** over pragmas
- Syntax
 - *Note*: always part of a **declaration**

```
with aspect_mark [ => expression]  
    {, aspect_mark [ => expression] }
```

Aspect Clause Example: Objects

- Updated **object syntax**

```
<name> : <subtype_indication> [:= <initial value>]  
      with aspect_mark [ => expression]  
      {, aspect_mark [ => expression] };
```

- Usage

```
CR1 : Control_Register with  
    Size      => 8,  
    Address => To_Address (16#DEAD_BEEF#);
```

```
-- Prior to Ada 2012
```

```
-- using *representation clauses*
```

```
CR2 : Control_Register;  
for CR2'Size use 8;  
for CR2'Address use To_Address (16#DEAD_BEEF#);
```

Boolean Aspect Clauses

- **Boolean** aspects only

- Longhand

```
procedure Foo with Inline => True;
```

- Aspect name only → **True**

```
procedure Foo with Inline; -- Inline is True
```

- No aspect → **False**

```
procedure Foo; -- Inline is False
```

- Original form!

Summary

Summary

- Declarations of a **single** type, permanently
 - OOP adds flexibility
- Named-numbers
 - **Infinite** precision, **implicit** conversion
- **Elaboration** concept
 - Value and memory initialization at **run-time**
- Simple **scope** and **visibility** rules
 - **Prefixing** solves **hiding** problems
- Pragmas, Aspects
- Detailed syntax definition in Annex P (using BNF)

Basic Types

Introduction

Ada Type Model

- *Static* Typing
 - Object type **cannot change**
- *Strong* Typing
 - By **name**
 - **Compiler-enforced** operations and values
 - **Explicit** conversion for "related" types
 - **Unchecked** conversions possible

Strong Typing

- Definition of *type*
 - Applicable **values**
 - Applicable *primitive* **operations**
- Compiler-enforced
 - **Check** of values and operations
 - Easy for a computer
 - Developer can focus on **earlier** phase: requirement

A Little Terminology

- **Declaration** creates a **type name**

```
type <name> is <type definition>;
```

- **Type-definition** defines its structure

- Characteristics, and operations
- Base "class" of the type

```
type Type_1 is digits 12; -- floating-point  
type Type_2 is range -200 .. 200; -- signed integer  
type Type_3 is mod 256; -- unsigned integer
```

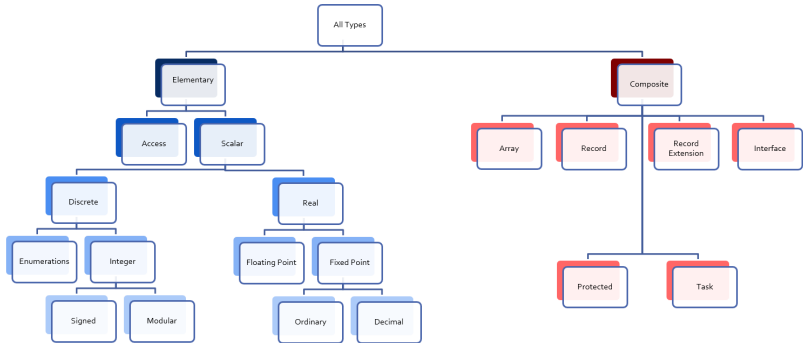
- **Representation** is the memory-layout of an **object** of the type

Ada "Named Typing"

- **Name** differentiate types
- Structure does **not**
- Identical structures may **not** be interoperable

```
type Yen is range 0 .. 100_000_000;  
type Ruble is range 0 .. 100_000_000;  
Mine : Yen;  
Yours : Ruble;  
...  
Mine := Yours; -- not legal
```

Categories of Types



Scalar Types

- Indivisible: No components
- **Relational** operators defined (<, =, ...)
 - **Ordered**
- Have common **attributes**
- **Discrete** Types
 - Integer
 - Enumeration
- **Real** Types
 - Floating-point
 - Fixed-point

Discrete Types

- **Individual** ("discrete") values
 - 1, 2, 3, 4 ...
 - Red, Yellow, Green
- Integer types
 - Signed integer types
 - Modular integer types
 - Unsigned
 - **Wrap-around** semantics
 - Bitwise operations
- Enumeration types
 - Ordered list of **logical** values

Attributes

- Functions *associated* with a type
 - May take input parameters
- Some are language-defined
 - *May* be implementation-defined
 - **Built-in**
 - Cannot be user-defined
 - Cannot be modified
- See RM K.2 *Language-Defined Attributes*
- Syntax

```
Type_Name'Attribute_Name;  
Type_Name'Attribute_With_Param (Param);
```

- ' often named *tick*

Discrete Numeric Types

Signed Integer Types

- Range of signed **whole** numbers
 - Symmetric about zero ($-0 = +0$)

- Syntax

```
type <identifier> is range <lower> .. <upper>;
```

- Implicit numeric operators

```
-- 12-bit device
```

```
type Analog_Conversions is range 0 .. 4095;
```

```
Count : Analog_Conversions := 0;
```

```
...
```

```
begin
```

```
...
```

```
    Count := Count + 1;
```

```
...
```

```
end;
```

Signed Integer Bounds

- Must be **static**
 - Compiler selects **base type**
 - Hardware-supported integer type
 - Compilation **error** if not possible

Predefined Signed Integer Types

- `Integer` \geq **16 bits** wide
- Other **probably** available
 - `Long_Integer`, `Short_Integer`, etc.
 - Guaranteed ranges: `Short_Integer` \leq `Integer` \leq `Long_Integer`
 - Ranges are all **implementation-defined**
- Portability not guaranteed
 - But may be difficult to avoid

Operators for Signed Integer Type

- By increasing precedence

relational operator = | /= | < | <= | > | >=

binary adding operator + | -

unary adding operator + | -

multiplying operator * | / | **mod** | **rem**

highest precedence operator ** | **abs**

- *Note:* for exponentiation **
 - Result will be a signed integer
 - So power **must** be **Integer** >= 0
- Division by zero → **Constraint_Error**

Signed Integer Overflows

- Finite binary representation
- Common source of bugs

```
K : Short_Integer := Short_Integer'Last;
```

```
...
```

```
K := K + 1;
```

```
2#0111_1111_1111_1111# = (2**16)-1
```

```
+                1
```

```
=====
```

```
2#1000_0000_0000_0000# = -32,768
```

Signed Integer Overflow: Ada vs others

- Ada
 - `Constraint_Error` standard exception
 - Incorrect numerical analysis
- Java
 - Silently **wraps** around (as the hardware does)
- C/C++
 - **Undefined** behavior (typically silent wrap-around)

Modular Types

- Integer type
- **Unsigned** values
- Adds operations and attributes
 - Typically **bit-wise** manipulation

- Syntax

```
type <identifier> is mod <modulus>;
```

- Modulus must be **static**

- Resulting range is `0 .. modulus - 1`

```
type Unsigned_Word is mod 2**16;  -- 16 bits, 0..65535
type Byte is mod 256;             -- 8 bits, 0..255
```

Modular Type Semantics

- Standard **Integer** operators
- **Wraps-around** in overflow
 - Like other languages' unsigned types
 - Attributes 'Pred and 'Succ
- Additional bit-oriented operations are defined
 - **and, or, xor, not**
 - **Bit shifts**
 - Values as **bit-sequences**

Predefined Modular Types

- In Interfaces package
 - Need **explicit** import
- **Fixed-size** numeric types
- Common name **format**
 - Unsigned_n
 - Integer_n

```
type Integer_8 is range -2 ** 7 .. 2 ** 7 - 1;  
type Integer_16 is range -2 ** 15 .. 2 ** 15 - 1;  
...  
type Unsigned_8 is mod 2 ** 8;  
type Unsigned_16 is mod 2 ** 16;
```

String Attributes For All Scalars

- T'Image (input)
 - Converts $T \rightarrow \text{String}$
- T'Value (input)
 - Converts $\text{String} \rightarrow T$

```
Number : Integer := 12345;  
Input   : String (1 .. N);  
...  
Put_Line (Integer'Image (Number));  
...  
Get (Input);  
Number := Integer'Value (Input);
```

Range Attributes For All Scalars

- T'First
 - First (**smallest**) value of type T
- T'Last
 - Last (**greatest**) value of type T
- T'Range
 - Shorthand for T'First .. T'Last

```
type Signed_T is range -99 .. 100;  
Smallest : Signed_T := Signed_T'First;  -- -99  
Largest  : Signed_T := Signed_T'Last;   -- 100
```

Neighbor Attributes For All Scalars

- T'Pred (Input)
 - Predecessor of specified value
 - Input type must be T
- T'Succ (Input)
 - Successor of specified value
 - Input type must be T

```
type Signed_T is range -128 .. 127;
```

```
type Unsigned_T is mod 256;
```

```
Signed    : Signed_T := -1;
```

```
Unsigned  : Unsigned_T := 0;
```

```
...
```

```
Signed := Signed_T'Succ (Signed); -- Signed = 0
```

```
...
```

```
Unsigned := Unsigned_T'Pred (Unsigned); -- Signed = 255
```


Min/Max Attributes For All Scalars

- `T'Min (Value_A, Value_B)`
 - **Lesser** of two T
- `T'Max (Value_A, Value_B)`
 - **Greater** of two T

```
Safe_Lower : constant := 10;  
Safe_Upper : constant := 30;  
C : Integer := 15;  
...  
C := Integer'Max (Safe_Lower, C - 1);  
...  
C := Integer'Min (Safe_Upper, C + 1);
```

Quiz

What happens when you try to compile/run this code?

```
C1 : constant := 2 ** 1024;  
C2 : constant := 2 ** 1024 + 10;  
C3 : constant := C1 - C2;  
V  : Integer := C1 - C2;
```

- A. Compile error
- B. Run-time error
- C. V is assigned to -10
- D. Unknown - depends on the compiler

Quiz

What happens when you try to compile/run this code?

```
C1 : constant := 2 ** 1024;  
C2 : constant := 2 ** 1024 + 10;  
C3 : constant := C1 - C2;  
V  : Integer := C1 - C2;
```

- A. Compile error
- B. Run-time error
- C. *V is assigned to -10*
- D. Unknown - depends on the compiler

Explanations

- 2^{1024} too big for most run-times BUT
- C1, C2, and C3 are named numbers, not typed constants
 - Compiler uses unbounded precision for named numbers
 - Large intermediate representation does not get stored in object code
- For assignment to V, subtraction is computed by compiler
 - V is assigned the value -10

Enumeration Types

Enumeration Types

- Enumeration of **logical** values
 - Integer value is an implementation detail

- Syntax

```
type <identifier> is (<identifier-list>) ;
```

- Literals

- Distinct, ordered
- Can be in **multiple** enumerations

```
type Colors is (Red, Orange, Yellow, Green, Blue, Violet);
```

```
type Stop_Light is (Red, Yellow, Green);
```

```
...
```

```
-- Red both a member of Colors and Stop_Light
```

```
Shade : Colors := Red;
```

```
Light : Stop_Light := Red;
```

Enumeration Type Operations

- Assignment, relationals
- **Not** numeric quantities
 - *Possible* with attributes
 - Not recommended

```
type Directions is (North, South, East, West);
type Days is (Mon, Tue, Wed, Thu, Fri, Sat, Sun);
Heading : Directions;
Today, Tomorrow : Days;
...
Today := Mon;
Today := North; -- compile error
Heading := South;
Heading := East + 1; -- compile error
if Today < Tomorrow then ...
```

Character Types

- Literals
 - Enclosed in single quotes eg. 'A'
 - Case-sensitive
- **Special-case** of enumerated type
 - At least one character enumeral
- System-defined **Character**
- Can be user-defined

```
type EBCDIC is (nul, ..., 'a' , ..., 'A', ..., del);  
Control : EBCDIC := 'A';  
Nullo : EBCDIC := nul;
```

Language-Defined Type Boolean

- Enumeration

```
type Boolean is (False, True);
```

- Supports assignment, relational operators, attributes

```
A : Boolean;
```

```
Counter : Integer;
```

```
...
```

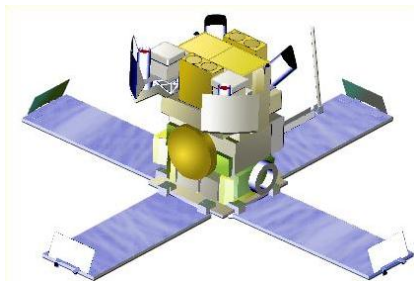
```
A := (Counter = 22);
```

- Logical operators **and**, **or**, **xor**, **not**

```
A := B or (not C); -- For A, B, C boolean
```


Why Boolean Isn't Just An Integer?

- Example: Real-life error
 - HETE-2 satellite **attitude control** system software (ACS)
 - Written in **C**
- Controls four "solar paddles"
 - Deployed after launch



Why Boolean Isn't Just An Integer!

- **Initially** variable with paddles' state
 - Either **all** deployed, or **none** deployed

- Used `int` as a boolean

```
if (rom->paddles_deployed == 1)
    use_deployed_inertia_matrix();
else
    use_stowed_inertia_matrix();
```

- Later `paddles_deployed` became a **4-bits** value
 - One bit per paddle
 - `0` → none deployed, `0xF` → all deployed
- Then, `use_deployed_inertia_matrix()` if only first paddle is deployed!
- Better: boolean function `paddles_deployed()`
 - Single line to modify

Boolean Operators' Operand Evaluation

- Evaluation order **not specified**
- May be needed
 - Checking value **before** operation
 - Dereferencing null pointers
 - Division by zero

```
if Divisor /= 0 and K / Divisor = Max then ... -- Problem!
```

Short-Circuit Control Forms

- **Short-circuit** → **fixed** evaluation order
- Left-to-right
- Right only evaluated **if necessary**

- **and then**: if left is False, skip right

`Divisor /= 0 and then K / Divisor = Max`

- **or else**: if left is True, skip right

`Divisor = 0 or else K / Divisor = Max`

Quiz

```
type Enum_T is (Able, Baker, Charlie);
```

Which statement will generate an error?

- A. V1 : Enum_T := Enum_T'Value ("Able");
- B. V2 : Enum_T := Enum_T'Value ("BAKER");
- C. V3 : Enum_T := Enum_T'Value (" charlie ");
- D. V4 : Enum_T := Enum_T'Value ("Able Baker Charlie");

Quiz

```
type Enum_T is (Able, Baker, Charlie);
```

Which statement will generate an error?

- A. `V1 : Enum_T := Enum_T'Value ("Able");`
- B. `V2 : Enum_T := Enum_T'Value ("BAKER");`
- C. `V3 : Enum_T := Enum_T'Value (" charlie ");`
- D. `V4 : Enum_T := Enum_T'Value ("Able Baker Charlie");`

Explanations

- A. Legal
- B. Legal - conversion is case-insensitive
- C. Legal - leading/trailing blanks are ignored
- D. Value tries to convert entire string, which will fail at run-time

Real Types

Real Types

- Approximations to **continuous** values
 - 1.0, 1.1, 1.11, 1.111 ... 2.0, ...
 - Finite hardware → approximations
- Floating-point
 - **Variable** exponent
 - **Large** range
 - Constant **relative** precision
- Fixed-point
 - **Constant** exponent
 - **Limited** range
 - Constant **absolute** precision
 - Subdivided into Binary and Decimal
- Class focuses on floating-point

Real Type (Floating and Fixed) Literals

- **Must** contain a fractional part
- No silent promotion

```
type Phase is digits 8; -- floating-point
```

```
OK : Phase := 0.0;
```

```
Bad : Phase := 0 ; -- compile error
```

Declaring Floating Point Types

■ Syntax

```
type <identifier> is  
    digits <expression> [range constraint];
```

- *digits* → **minimum** number of significant digits
- **Decimal** digits, not bits

■ Compiler chooses representation

- From **available** floating point types
- May be **more** accurate, but not less
- If none available → declaration is **rejected**

Predefined Floating Point Types

- Type `Float` \geq 6 digits
- Additional implementation-defined types
 - `Long_Float` \geq 11 digits
- General-purpose
- Best to **avoid** predefined types
 - Loss of **portability**
 - Easy to avoid

Floating Point Type Operators

- By increasing precedence

relational operator = | /= | < | >= | > | >=

binary adding operator + | -

unary adding operator + | -

multiplying operator * | /

highest precedence operator ** | **abs**

- *Note* on floating-point exponentiation **

- Power must be **Integer**

- Not possible to ask for root
- $X^{**0.5} \rightarrow \text{sqrt}(x)$

Floating Point Type Attributes

■ Core attributes

```
type My_Float is digits N;  -- N static
```

■ My_Float'Digits

- Number of digits **requested** (N)

■ My_Float'Base'Digits

- Number of **actual** digits

■ My_Float'Rounding (X)

- Integral value nearest to X
- *Note* Float'Rounding (0.5) = 1 and
Float'Rounding (-0.5) = -1

■ Model-oriented attributes

- Advanced machine representation of the floating-point type
- Mantissa, strict mode

Numeric Types Conversion

- Ada's integer and real are **numeric**
 - Holding a numeric value
- Special rule: can always convert between numeric types
 - Explicitly
 - **Float** → **Integer** causes **rounding**

declare

```
N : Integer := 0;
```

```
F : Float := 1.5;
```

begin

```
N := Integer (F); -- N = 2
```

```
F := Float (N); -- F = 2.0
```

Quiz

What is the output of this code?

```
declare
  F : Float := 7.6;
  I : Integer := 10;
begin
  F := Float (Integer (F) / I);
  Put_Line (Float'Image (F));
end;
```

- A. 7.6
- B. Compile Error
- C. 8.0
- D. 0.0

Quiz

What is the output of this code?

```
declare
  F : Float := 7.6;
  I : Integer := 10;
begin
  F := Float (Integer (F) / I);
  Put_Line (Float'Image (F));
end;
```

- A. 7.6
- B. Compile Error
- C. 8.0
- D. **0.0**

Explanations

- A. Result of `F := F / Float (I);`
- B. Result of `F := F / I;`
- C. Result of `F := Float (Integer (F)) / Float (I);`
- D. Integer value of F is 8. Integer result of dividing that by 10 is 0. Converting to float still gives us 0

Miscellaneous

Checked Type Conversions

- Between "closely related" types
 - Numeric types
 - Inherited types
 - Array types
- Illegal conversions **rejected**
 - Unsafe **Unchecked_Conversion** available
- Called as if it was a function
 - Named using destination type name
 - Target_Float := Float (Source_Integer);
 - Implicitly defined
 - **Must** be explicitly called

Default Value

- Not defined by language for **scalars**
- Can be done with an **aspect clause**
 - Only during type declarations
 - <value> must be static

```
type Type_Name is <type_definition>  
    with Default_Value => <value>;
```

- Example

```
type Tertiary_Switch is (Off, On, Neither)  
    with Default_Value => Neither;  
Implicit : Tertiary_Switch; -- Implicit = Neither  
Explicit : Tertiary_Switch := Neither;
```

Simple Static Type Derivation

- New type from an existing type
 - **Limited** form of inheritance: operations
 - **Not** fully OOP
 - More details later
- Strong type benefits
 - Only **explicit** conversion possible
 - eg. Meters can't be set from a Feet value

- Syntax

```
type identifier is new Base_Type [<constraints>]
```

- Example

```
type Measurement is digits 6;  
type Distance is new Measurement  
    range 0.0 .. Measurement'Last;
```

Subtypes

Subtype

- May **constrain** an existing type
- Still the **same** type
- Syntax

```
subtype Defining_Identifier is Type_Name [constraints];
```

- Type_Name is an existing **type** or **subtype**
- If no constraint → type alias

Subtype Example

- Enumeration type with **range** constraint

```
type Days is (Sun, Mon, Tues, Wed, Thurs, Fri, Sat);  
subtype Weekdays is Days range Mon .. Fri;  
Workday : Weekdays; -- type Days limited to Mon .. Fri
```

- Equivalent to **anonymous** subtype

```
Same_As_Workday : Days range Mon .. Fri;
```

Kinds of Constraints

- Range constraints on scalar types

```
subtype Positive is Integer range 1 .. Integer'Last;  
subtype Natural is Integer range 0 .. Integer'Last;  
subtype Weekdays is Days range Mon .. Fri;  
subtype Symmetric_Distribution is  
    Float range -1.0 .. +1.0;
```

- Other kinds, discussed later
- Constraints apply only to values
- Representation and set of operations are **kept**

Subtype Constraint Checks

- Constraints are checked
 - At initial value assignment
 - At assignment
 - At subprogram call
 - Upon return from subprograms
- Invalid constraints
 - Will cause `Constraint_Error` to be raised
 - May be detected at compile time
 - If values are **static**
 - Initial value → error
 - ... else → warning

```
Max : Integer range 1 .. 100 := 0; -- compile error
```

```
...
```

```
Max := 0; -- run-time error
```

Performance Impact of Constraints Checking

- Constraint checks have run-time performance impact
- The following code

```
procedure Demo is
  K : Integer := F;
  P : Integer range 0 .. 100;
begin
  P := K;
```

- Generates assignment checks similar to

```
if K < 0 or K > 100 then
  raise Constraint_Error;
else
  P := K;
end if;
```

- These checks can be disabled with `-gnatp`

Optimizations of Constraint Checks

- Checks happen only if necessary
- Compiler assumes variables to be **initialized**
- So this code generates **no check**

```
procedure Demo is
  P, K : Integer range 0 .. 100;
begin
  P := K;
  -- But K is not initialized!
```

Range Constraint Examples

```
subtype Proper_Subset is Positive range 1 .. 10;
subtype Same_Constraints is Positive
    range 1 .. Integer'Last;
subtype Letter is Character range 'A' .. 'z';
subtype Upper_Case is Letter range 'A' .. 'Z';
subtype Lower_Case is Letter range 'a' .. 'z';
subtype Null_Range is Integer
    range 1 .. 0;  -- silly when hard-coded...
-- evaluated when subtype defined, not when object declared
subtype Dynamic is Integer range Lower .. Upper;
```

Quiz

```
type Enum_T is (Sat, Sun, Mon, Tue, Wed, Thu, Fri);  
subtype Enum_Sub_T is Enum_T range Mon .. Fri;
```

Which subtype definition is valid?

- A.** `subtype A is Enum_Sub_T range Enum_Sub_T'Pred
 (Enum_Sub_T'First) .. Enum_Sub_T'Last;`
- B.** `subtype B is range Sat .. Mon;`
- C.** `subtype C is Integer;`
- D.** `subtype D is digits 6;`

Quiz

```
type Enum_T is (Sat, Sun, Mon, Tue, Wed, Thu, Fri);  
subtype Enum_Sub_T is Enum_T range Mon .. Fri;
```

Which subtype definition is valid?

- A. `subtype A is Enum_Sub_T range Enum_Sub_T'Pred (Enum_Sub_T'First) .. Enum_Sub_T'Last;`
- B. `subtype B is range Sat .. Mon;`
- C. `subtype C is Integer;`
- D. `subtype D is digits 6;`

Explanations

- A. This generates a run-time error because the first enumerals specified is not in the range of Enum_Sub_T
- B. Compile error - no type specified
- C. Correct - standalone subtype
- D. `Digits 6` is used for a type definition, not a subtype

Lab

Basic Types Lab

- Create types to handle the following concepts
 - Determining average test score
 - Number of tests taken
 - Total of all test scores
 - Number of degrees in a circle
 - Collection of colors
- Create objects for the types you've created
 - Assign initial values to the objects
 - Print the values of the objects
- Modify the objects you've created and print the new values
 - Determine the average score for all the tests
 - Add 359 degrees to the initial circle value
 - Set the color object to the value right before the last possible value

Using The "Prompts" Directory

- Course material should have a link to a **Prompts** folder
- Folder contains everything you need to get started on the lab
 - GNAT STUDIO project file **default.gpr**
 - Annotated / simplified source files
 - Source files are templates for lab solutions
 - Files compile as is, but don't implement the requirements
 - Comments in source files give hints for the solution
- To load prompt, either
 - From within GNAT STUDIO, select **File** → **Open Project** and navigate to and open the appropriate **default.gpr** **OR**
 - From a command prompt, enter

```
gnastudio -P <full path to GPR file>
```

 - If you are in the appropriate directory, and there is only one GPR file, entering **gnatstudio** will start the tool and open that project
- These prompt folders should be available for most labs

Basic Types Lab Hints

- Understand the properties of the types
 - Do you need fractions or just whole numbers?
 - What happens when you want the number to wrap?
- Predefined package **Ada.Text_IO** is handy...
 - Procedure **Put_Line** takes a **String** as the parameter
- Remember attribute **'Image** returns a **String**

<typemark>'Image (Object)

Object 'Image

Basic Types Lab Solution - Declarations

```
1  with Ada.Text_IO; use Ada.Text_IO;
2  procedure Main is
3
4      type Number_Of_Tests_T is range 0 .. 100;
5      type Test_Score_Total_T is digits 6 range 0.0 .. 10_000.0;
6
7      type Degrees_T is mod 360;
8
9      type Cymk_T is (Cyan, Magenta, Yellow, Black);
10
11     Number_Of_Tests   : Number_Of_Tests_T;
12     Test_Score_Total  : Test_Score_Total_T;
13
14     Angle             : Degrees_T;
15
16     Color             : Cymk_T;
```

Basic Types Lab Solution - Implementation

```
18 begin
19
20     -- assignment
21     Number_Of_Tests := 15;
22     Test_Score_Total := 1_234.5;
23     Angle           := 180;
24     Color           := Magenta;
25
26     Put_Line (Number_Of_Tests'Image);
27     Put_Line (Test_Score_Total'Image);
28     Put_Line (Angle'Image);
29     Put_Line (Color'Image);
30
31     -- operations / attributes
32     Test_Score_Total := Test_Score_Total / Test_Score_Total_T (Number_Of_Tests);
33     Angle           := Angle + 359;
34     Color           := Cymk_T'Pred (Cymk_T'Last);
35
36     Put_Line (Test_Score_Total'Image);
37     Put_Line (Angle'Image);
38     Put_Line (Color'Image);
39
40 end Main;
```

Basic Types Extra Credit

- See what happens when your data is invalid / illegal
 - Number of tests = 0
 - Assign a very large number to the test score total
 - Color type only has one value
 - Add a number larger than 360 to the circle value

Summary

Benefits of Strongly Typed Numerics

- **Prevent** subtle bugs
- Cannot mix Apples and Oranges
- Force to clarify **representation** needs
 - eg. constant with or with fractional part

```
type Yen is range 0 .. 1_000_000;  
type Ruble is range 0 .. 1_000_000;  
Mine : Yen := 1;  
Yours : Ruble := 1;  
Mine := Yours; -- illegal
```

User-Defined Numeric Type Benefits

- Close to **requirements**
 - Types with **explicit** requirements (range, precision, etc.)
 - Best case: Incorrect state **not possible**
- Either implemented/respected or rejected
 - No run-time (bad) surprise
- **Portability** enhanced
 - Reduced hardware dependencies

Summary

- User-defined types and strong typing is **good**
 - Programs written in application's terms
 - Computer in charge of checking constraints
 - Security, reliability requirements have a price
 - Performance **identical**, given **same requirements**
- User definitions from existing types *can* be good
- Right **trade-off** depends on **use-case**
 - More types → more precision → less bugs
 - Storing **both** feet and meters in **Float** has caused bugs
 - More types → more complexity → more bugs
 - A `Green_Round_Object_Altitude` type is probably **never needed**
- Default initialization is **possible**
 - Use **sparingly**

Statements

Introduction

Statement Kinds

- Simple
 - `null`
 - `A := B` (assignments)
 - `exit`
 - `goto`
 - `delay`
 - `raise`
 - `P (A, B)` (procedure calls)
 - `return`
 - Tasking-related: `requeue`, entry call T.E (A, B), `abort`
- Compound
 - `if`
 - `case`
 - `loop` (and variants)
 - `declare`
 - Tasking-related: `accept`, `select`

Tasking-related are seen in the tasking chapter

Procedure Calls (Overview)

- Procedures must be defined before they are called

```
procedure Activate (This : in out Foo;  
                   Flag : Boolean);
```

- Procedure calls are statements

- Traditional call notation

```
Activate (Idle, True);
```

- "Distinguished Receiver" notation

```
Idle.Activate (True);
```

- More details in "Subprograms" section

Block Statements

Block Statements

- Local **scope**
- Optional declarative part
- Used for
 - Temporary declarations
 - Declarations as part of statement sequence
 - Local catching of exceptions
- Syntax

```
[block-name :]  
[declare <declarative part> ]  
begin  
    <statements>  
end [block-name];
```

Block Statements Example

```
begin
  Get (V);
  Get (U);
  if U > V then -- swap them
    Swap: declare
      Temp : Integer;
    begin
      Temp := U;
      U := V;
      V := Temp;
    end Swap;
    -- Temp does not exist here
  end if;
  Print (U);
  Print (V);
end;
```


Null Statements

Null Statements

- Explicit no-op statement
- Constructs with required statement
- Explicit statements help compiler
 - Oversights
 - Editing accidents

```
case Today is
  when Monday .. Thursday =>
    Work (9.0);
  when Friday =>
    Work (4.0);
  when Saturday .. Sunday =>
    null;
end case;
```

Assignment Statements

Assignment Statements

- Syntax

```
<variable> := <expression>;
```

- Value of expression is copied to target variable
- The type of the RHS must be same as the LHS
 - Rejected at compile-time otherwise

declare

```
type Miles_T is range 0 .. Max_Miles;  
type Km_T is range 0 .. Max_Kilometers
```

```
M : Miles_T := 2; -- universal integer legal for any integer  
K : Km_T := 2; -- universal integer legal for any integer
```

begin

```
M := K; -- compile error
```

Assignment Statements, Not Expressions

- Separate from expressions

- No Ada equivalent for these:

```
int a = b = c = 1;
while (line = readline(file))
    { ...do something with line... }
```

- No assignment in conditionals

- E.g. `if (a == 1)` compared to `if (a = 1)`

Assignable Views

- A `view` controls the way an entity can be treated
 - At different points in the program text
- The named entity must be an assignable variable
 - Thus the view of the target object must allow assignment
- Various un-assignable views
 - Constants
 - Variables of `limited` types
 - Formal parameters of mode `in`

```
Max : constant Integer := 100;
```

```
...
```

```
Max := 200; -- illegal
```

Quiz

```
type One_T is range 0 .. 100;  
type Two_T is range 0 .. 100;  
A : constant := 100;  
B : constant One_T := 99;  
C : constant Two_T := 98;  
X : One_T := 0;  
Y : Two_T := 0;
```

Which block is **not** legal?

- A. X := A;
Y := A;
- B. X := B;
Y := C;
- C. X := One_T(X + C);
- D. X := One_T(Y);
Y := Two_T(X);

Quiz

```
type One_T is range 0 .. 100;  
type Two_T is range 0 .. 100;  
A : constant := 100;  
B : constant One_T := 99;  
C : constant Two_T := 98;  
X : One_T := 0;  
Y : Two_T := 0;
```

Which block is **not** legal?

- A. X := A;
Y := A;
- B. X := B;
Y := C;
- C. X := One_T(X + C);
- D. X := One_T(Y);
Y := Two_T(X);

Explanations

- A. Legal - A is an untyped constant
- B. Legal - B, C are correctly typed
- C. Illegal - No such "+" operator: must convert operand individually
- D. Legal - Correct conversion and types

Conditional Statements

If-then-else Statements

- Control flow using Boolean expressions
- Syntax

```
if <boolean expression> then -- No parentheses
    <statements>;
[else
    <statements>;]
end if;
```

- At least one statement must be supplied
 - `null` for explicit no-op

If-then-elsif Statements

- Sequential choice with alternatives
- Avoids **if** nesting
- **elsif** alternatives, tested in textual order
- **else** part still optional

```
1  if Valve (N) /= Closed then 1  if Valve (N) /= Closed then
2    Isolate (Valve (N));      2    Isolate (Valve (N));
3    Failure (Valve (N));      3    Failure (Valve (N));
4  else                        4    elsif System = Off then
5    if System = Off then      5    Failure (Valve (N));
6    Failure (Valve (N));      6  end if;
7  end if;
8  end if;
```

Case Statements

- Exclusionary choice among alternatives
- Syntax

```
case <expression> is
  when <choice> => <statements>;
  { when <choice> => <statements>; }
end case;
```

```
choice ::= <expression> | <discrete range>
         | others { "|" <other choice> }
```

Simple case Statements

```
type Directions is (Forward, Backward, Left, Right);
Direction : Directions;
...
case Direction is
  when Forward =>
    Set_Mode (Forward);
    Move (1);
  when Backward =>
    Set_Mode (Backup);
    Move (-1);
  when Left =>
    Turn (1);
  when Right =>
    Turn (-1);
end case;
```

Note: No fall-through between cases

Case Statement Rules

- More constrained than a if-elsif structure
- **All** possible values must be covered
 - Explicitly
 - ... or with **others** keyword
- Choice values cannot be given more than once (exclusive)
 - Must be known at **compile** time

Others Choice

- Choice by default
 - "everything not specified so far"
- Must be in last position

```
case Today is    -- work schedule
  when Monday =>
    Go_To (Work, Arrive=>Late, Leave=>Early);
  when Tuesday | Wednesday | Thursday => -- Several choices
    Go_To (Work, Arrive=>Early, Leave=>Late);
  when Friday =>
    Go_To (Work, Arrive=>Early, Leave=>Early);
  when others => -- weekend
    Go_To (Home, Arrive=>Day_Before, Leave=>Day_After);
end case;
```

Case Statements Range Alternatives

```
case Altitude_Ft is
  when 0 .. 9 =>
    Set_Flight_Indicator (Ground);
  when 10 .. 40_000 =>
    Set_Flight_Indicator (In_The_Air);
  when others => -- Large altitude
    Set_Flight_Indicator (Too_High);
end case;
```


Dangers of *Others* Case Alternative

- Maintenance issue: new value requiring a new alternative?
 - Compiler won't warn: `others` hides it

```
type Agencies_T is (NASA, ESA, RFSA); -- could easily grow
Bureau : Agencies_T;
...
case Bureau is
  when ESA =>
    Set_Region (Europe);
  when NASA =>
    Set_Region (America);
  when others =>
    Set_Region (Russia); -- New agencies will be Russian!
end case;
```

Quiz

```
A : Integer := 100;
```

```
B : Integer := 200;
```

Which choice needs to be modified to make a valid `if` block

A. `if A == B and then A != 0 then`

```
  A := Integer'First;
```

```
  B := Integer'Last;
```

B. `elsif A < B then`

```
  A := B + 1;
```

C. `elsif A > B then`

```
  B := A - 1;
```

D. `end if;`

Quiz

```
A : Integer := 100;
```

```
B : Integer := 200;
```

Which choice needs to be modified to make a valid `if` block

A. `if A == B and then A != 0 then`

```
    A := Integer'First;
```

```
    B := Integer'Last;
```

B. `elsif A < B then`

```
    A := B + 1;
```

C. `elsif A > B then`

```
    B := A - 1;
```

D. `end if;`

Explanations

- A uses the C-style equality/inequality operators
- D is legal because `else` is not required

Quiz

```
type Enum_T is (Sun, Mon, Tue, Wed, Thu, Fri, Sat);  
A : Enum_T;
```

Which choice needs to be modified to make a valid `case` block

```
case A is
```

- A. when Sun =>
 Put_Line ("Day Off");
- B. when Mon | Fri =>
 Put_Line ("Short Day");
- C. when Tue .. Thu =>
 Put_Line ("Long Day");
- D. end case;

Quiz

```
type Enum_T is (Sun, Mon, Tue, Wed, Thu, Fri, Sat);  
A : Enum_T;
```

Which choice needs to be modified to make a valid `case` block

```
case A is
```

- A. when Sun =>
 Put_Line ("Day Off");
- B. when Mon | Fri =>
 Put_Line ("Short Day");
- C. when Tue .. Thu =>
 Put_Line ("Long Day");
- D. `end case;`

Explanations

- Ada requires all possibilities to be covered
- Add `when others` or `when Sat`

Loop Statements

Basic Loops and Syntax

- All kind of loops can be expressed
 - Optional iteration controls
 - Optional exit statements

- Syntax

```
[<name> :] [iteration_scheme] loop  
    <statements>  
end loop [<name>];
```

```
iteration_scheme ::= while <boolean expression>  
                  | for <loop_parameter_specification>  
                  | for <loop_iterator_specification>
```

- Example

```
Wash_Hair : loop  
    Lather (Hair);  
    Rinse (Hair);  
end loop Wash_Hair;
```

Loop Exit Statements

- Leaves innermost loop
 - Unless loop name is specified
- Syntax

```
exit [<loop name>] [when <boolean expression>];
```

- `exit when` exits with condition

```
loop
...
-- If it's time to go then exit
exit when Time_to_Go;
...
end loop;
```


Exit Statement Examples

- Equivalent to C's `do while`

```
loop
  Do_Something;
  exit when Finished;
end loop;
```

- Nested named loops and exit

```
Outer : loop
  Do_Something;
  Inner : loop
    ...
    exit Outer when Finished; -- will exit all the way out
    ...
  end loop Inner;
end loop Outer;
```

While-loop Statements

- Syntax

```
while boolean_expression loop
    sequence_of_statements
end loop;
```

- Identical to

```
loop
    exit when not boolean_expression;
    sequence_of_statements
end loop;
```

- Example

```
while Count < Largest loop
    Count := Count + 2;
    Display (Count);
end loop;
```

For-loop Statements

- One low-level form
 - General-purpose (looping, array indexing, etc.)
 - Explicitly specified sequences of values
 - Precise control over sequence
- Two high-level forms
 - Ada 2012
 - Focused on objects
 - Seen later with Arrays

For in Statements

- Successive values of a **discrete** type
 - eg. enumerations values
- Syntax

```
for name in [reverse] discrete_subtype_definition loop
...
end loop;
```

- Example

```
for Day in Days_T loop
  Refresh_Planning (Day);
end loop;
```

Variable and Sequence of Values

- Variable declared implicitly by loop statement
 - Has a view as constant
 - No assignment or update possible
- Initialized as 'First, incremented as 'Succ
- Syntactic sugar: several forms allowed

-- All values of a type or subtype

```
for Day in Days_T loop
```

```
for Day in Days_T range Mon .. Fri -- anonymous subtype
```

-- Constant and variable range

```
for Day in Mon .. Fri loop
```

```
Today, Tomorrow : Days_T;
```

...

```
for Day in Today .. Tomorrow loop
```

Low-Level For-loop Parameter Type

- The type can be implicit
 - As long as it is clear for the compiler
 - Warning: same name can belong to several enums

```
1 procedure Main is
2   type Color_T is (Red, White, Blue);
3   type Rgb_T is (Red, Green, Blue);
4 begin
5   for Color in Red .. Blue loop -- which Red and Blue?
6     null;
7   end loop;
8   for Color in Rgb_T'(Red) .. Blue loop -- OK
9     null;
10  end loop;
```

```
main.adb:5:21: error: ambiguous bounds in range of iteration
main.adb:5:21: error: possible interpretations:
main.adb:5:21: error: type "Rgb_T" defined at line 3
main.adb:5:21: error: type "Color_T" defined at line 2
main.adb:5:21: error: ambiguous bounds in discrete range
```

- If bounds are **universal_integer**, then type is **Integer** unless otherwise specified

```
for Idx in 1 .. 3 loop -- Idx is Integer
```

```
for Idx in Short range 1 .. 3 loop -- Idx is Short
```

Null Ranges

- **Null range** when lower bound $>$ upper bound
 - `1 .. 0, Fri .. Mon`
 - Literals and variables can specify null ranges
- No iteration at all (not even one)
- Shortcut for upper bound validation

```
-- Null range: loop not entered  
for Today in Fri .. Mon loop
```

Reversing Low-Level Iteration Direction

- Keyword **reverse** reverses iteration values
 - Range must still be ascending
 - Null range still cause no iteration

```
for This_Day in reverse Mon .. Fri loop
```


For-Loop Parameter Visibility

- Scope rules don't change
- Inner objects can hide outer objects

Block: **declare**

```
Counter : Float := 0.0;
```

begin

```
-- For_Loop.Counter hides Block.Counter
```

```
For_Loop : for Counter in Integer range A .. B loop
```

```
...
```

```
end loop;
```

end;

Referencing Hidden Names

- Must copy for-loop parameter to some other object if needed after the loop exits
- Use dot notation with outer scope name when hiding occurs

Foo:

declare

```
Counter : Float := 0.0;
```

begin

...

```
for Counter in Integer range 1 .. Number_Read loop
```

```
    -- set declared "Counter" to loop counter
```

```
    Foo.Counter := Float (Counter);
```

...

```
end loop;
```

...

```
end Foo;
```

Iterations Exit Statements

- Early loop exit

- Syntax

```
exit [<loop_name>] [when <condition>]
```

- No name: Loop exited **entirely**

- Not only current iteration

```
for K in 1 .. 1000 loop  
    exit when K > F(K);  
end loop;
```

- With name: Specified loop exited

```
for J in 1 .. 1000 loop  
    Inner: for K in 1 .. 1000 loop  
        exit Inner when K > F(K);  
    end loop;  
end loop;
```

For-Loop with Exit Statement Example

```
-- find position of Key within Table
Found := False;
-- iterate over Table
Search : for Index in Table'Range loop
  if Table (Index) = Key then
    Found := True;
    Position := Index;
    exit Search;
  elsif Table (Index) > Key then
    -- no point in continuing
    exit Search;
  end if;
end loop Search;
```

Quiz

```
A, B : Integer := 123;
```

Which loop block is **not** legal?

- A** for A in 1 .. 10 loop
 A := A + 1;
end loop;
- B** for B in 1 .. 10 loop
 Put_Line (Integer'Image (B));
end loop;
- C** for C in reverse 1 .. 10 loop
 Put_Line (Integer'Image (C));
end loop;
- D** for D in 10 .. 1 loop
 Put_Line (Integer'Image (D));
end loop;

Quiz

A, B : Integer := 123;

Which loop block is **not** legal?

- A for A in 1 .. 10 loop
 A := A + 1;
end loop;
- B for B in 1 .. 10 loop
 Put_Line (Integer'Image (B));
end loop;
- C for C in reverse 1 .. 10 loop
 Put_Line (Integer'Image (C));
end loop;
- D for D in 10 .. 1 loop
 Put_Line (Integer'Image (D));
end loop;

Explanations

- A Cannot assign to a loop parameter
- B Legal - 10 iterations
- C Legal - 10 iterations
- D Legal - 0 iterations

GOTO Statements

GOTO Statements

■ Syntax

```
goto_statement ::= goto label;  
label ::= << identifier >>
```

■ Rationale

- Historic usage
- Arguably cleaner for some situations

■ Restrictions

- Based on common sense
- Example: cannot jump into a **case** statement

GOTO Use

- Mostly discouraged
- May simplify control flow
- For example in-loop **continue** construct

loop

-- lots of code

...

goto continue;

-- lots more code

...

<<continue>>

end loop;

- As always maintainability beats hard set rules

Lab

Statements Lab

■ Requirements

- Create a simple algorithm to count number of hours worked in a week
 - Use **Ada.Text_IO.Get_Line** to ask user for hours worked on each day
 - Any hours over 8 gets counted as 1.5 times number of hours (e.g. 10 hours worked will get counted as 11 hours towards total)
 - Saturday hours get counted at 1.5 times number of hours
 - Sunday hours get counted at 2 times number of hours
- Print total number of hours "worked"

■ Hints

- Use **for** loop to iterate over days of week
- Use **if** statement to determine overtime hours
- Use **case** statement to determine weekend bonus

Statements Lab Extra Credit

- Use an inner loop when getting hours worked to check validity
 - Less than 0 should exit outer loop
 - More than 24 should not be allowed

Statements Lab Solution

```
1 with Ada.Text_IO; use Ada.Text_IO;
2 procedure Main is
3   type Days_Of_Week_T is
4     (Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, Saturday);
5   type Hours_Worked is digits 6;
6
7   Total_Worked : Hours_Worked := 0.0;
8   Hours_Today  : Hours_Worked;
9   Overtime     : Hours_Worked;
10 begin
11   Day_Loop :
12   for Day in Days_Of_Week_T loop
13     Put_Line (Day'Image);
14     Input_Loop :
15     loop
16       Hours_Today := Hours_Worked'Value (Get_Line);
17       exit Day_Loop when Hours_Today < 0.0;
18       if Hours_Today > 24.0 then
19         Put_Line ("I don't believe you");
20       else
21         exit Input_Loop;
22       end if;
23     end loop Input_Loop;
24     if Hours_Today > 8.0 then
25       Overtime := Hours_Today - 8.0;
26       Hours_Today := Hours_Today + 0.5 * Overtime;
27     end if;
28     case Day is
29       when Monday .. Friday => Total_Worked := Total_Worked + Hours_Today;
30       when Saturday      => Total_Worked := Total_Worked + Hours_Today * 1.5;
31       when Sunday        => Total_Worked := Total_Worked + Hours_Today * 2.0;
32     end case;
33   end loop Day_Loop;
34
35   Put_Line (Total_Worked'Image);
36 end Main;
```

Summary

Summary

- Assignments must satisfy any constraints of LHS
 - Invalid assignments don't alter target
- Intent to do nothing must be explicitly specified
- Case statements alternatives don't fall through
- Any kind of loop can be expressed with building blocks

Array Types

Introduction

Introduction

- Traditional array concept supported to any dimension

declare

```
type Hours is digits 6;
```

```
type Days is (Mon, Tue, Wed, Thu, Fri, Sat, Sun);
```

```
type Schedule is array (Days) of Hours;
```

```
Workdays : Schedule;
```

begin

```
...
```

```
Workdays (Mon) := 8.5;
```

Terminology

- *Index type*
 - Specifies the values to be used to access the array components
- *Component type*
 - Specifies the type of values contained by objects of the array type
 - All components are of this same type

```
type Array_T is array (Index_T) of Component_T;
```

Array Type Index Constraints

- Must be of an integer or enumeration type
- May be dynamic
- Default to predefined **Integer**
 - Same rules as for-loop parameter default type
- Allowed to be null range
 - Defines an empty array
 - Meaningful when bounds are computed at run-time
- Used to define constrained array types

```
type Schedule is array (Days range Mon .. Fri) of Float;  
type Flags_T is array (-10 .. 10) of Boolean;
```

- Or to constrain unconstrained array types

```
subtype Line is String (1 .. 80);  
subtype Translation is Matrix (1..3, 1..3);
```

Run-Time Index Checking

- Array indices are checked at run-time as needed
- Invalid index values result in `Constraint_Error`

```
procedure Test is
  type Int_Arr is array (1..10) of Integer;
  A : Int_Arr;
  K : Integer;
begin
  A := (others => 0);
  K := FOO;
  A (K) := 42; -- runtime error if Foo returns < 1 or > 10
  Put_Line (A(K)'Image);
end Test;
```

Kinds of Array Types

- **Constrained** Array Types
 - Bounds specified by type declaration
 - **All** objects of the type have the same bounds
- **Unconstrained** Array Types
 - Bounds not constrained by type declaration
 - Objects share the type, but not the bounds
 - More flexible

```
type Unconstrained is array (Positive range <>)
  of Integer;
```

```
U1 : Unconstrained (1 .. 10);
```

```
S1 : String (1 .. 50);
```

```
S2 : String (35 .. 95);
```

Constrained Array Types

Constrained Array Type Declarations

■ Syntax

```
constrained_array_definition ::=
    array index_constraint of subtype_indication
index_constraint ::= (discrete_subtype_definition
    {, discrete_subtype_indication})
discrete_subtype_definition ::=
    discrete_subtype_indication | range
subtype_indication ::= subtype_mark [constraint]
range ::= range_attribute_reference |
    simple_expression .. simple_expression
```

■ Examples

```
type Full_Week_T is array (Days) of Float;
type Work_Week_T is array (Days range Mon .. Fri) of Float;
type Weekdays is array (Mon .. Fri) of Float;
type Workdays is array (Weekdays'Range) of Float;
```


Multiple-Dimensional Array Types

- Declared with more than one index definition
 - Constrained array types
 - Unconstrained array types
- Components accessed by giving value for each index

```
type Three_Dimensioned is
  array (
    Boolean,
    12 .. 50,
    Character range 'a' .. 'z')
  of Integer;
TD : Three_Dimensioned;
...
begin
  TD (True, 42, 'b') := 42;
  TD (Flag, Count, Char) := 42;
```

Tic-Tac-Toe Winners Example

```

-- 9 positions on a board
type Move_Number is range 1 .. 9;
-- 8 ways to win
type Winning_Combinations is
  range 1 .. 8;
-- need 3 positions to win
type Required_Positions is
  range 1 .. 3;
Winning : constant array (
  Winning_Combinations,
  Required_Positions)
of Move_Number := (1 => (1,2,3),
                   2 => (1,4,7),
                   ...

```

1	X	2	X	3	X
4		5		6	
7		8		9	

1	X	2		3	
4	X	5		6	
7	X	8		9	

1	X	2		3	
4		5	X	6	
7		8		9	X

Quiz

```
type Array1_T is array (1 .. 8) of Boolean;  
type Array2_T is array (0 .. 7) of Boolean;  
X1, Y1 : Array1_T;  
X2, Y2 : Array2_T;
```

Which statement is not legal?

- A. X1 (1) := Y1 (1);
- B. X1 := Y1;
- C. X1 (1) := X2 (1);
- D. X2 := X1;

Quiz

```
type Array1_T is array (1 .. 8) of Boolean;  
type Array2_T is array (0 .. 7) of Boolean;  
X1, Y1 : Array1_T;  
X2, Y2 : Array2_T;
```

Which statement is not legal?

- A. X1 (1) := Y1 (1);
- B. X1 := Y1;
- C. X1 (1) := X2 (1);
- D. X2 := X1;

Explanations

- A. Legal - elements are **Boolean**
- B. Legal - object types match
- C. Legal - elements are **Boolean**
- D. Although the sizes are the same and the elements are the same, the type is different

Unconstrained Array Types

Unconstrained Array Type Declarations

- Do not specify bounds for objects
- Thus different objects of the same type may have different bounds
- Bounds cannot change once set
- Syntax (with simplifications)

```
unconstrained_array_definition ::=  
    array (index_subtype_definition  
          {, index_subtype_definition})  
    of subtype_indication  
index_subtype_definition ::= subtype_mark range <>
```

- Examples

```
type Index is range 1 .. Integer'Last;  
type Char_Arr is array (Index range <>) of Character;
```

Supplying Index Constraints for Objects

- Bounds set by:
 - Object declaration
 - Constant's value
 - Variable's initial value
 - Further type definitions (shown later)
 - Actual parameter to subprogram (shown later)
- Once set, bounds never change

```
type Schedule is array (Days range <>) of Float;  
Work : Schedule (Mon .. Fri);  
All_Days : Schedule (Days);
```

Bounds Must Satisfy Type Constraints

- Must be somewhere in the range of possible values specified by the type declaration
- `Constraint_Error` otherwise

```
type Index is range 1 .. 100;
type Char_Arr is array (Index range <>) of Character;
...
Wrong : Char_Arr (0 .. 10);    -- runtime error
OK : Char_Arr (50 .. 75);
```


Null Index Range

- When 'Last of the range is smaller than 'First
 - Array is empty - no elements
- When using literals, the compiler will allow out-of-range numbers to indicate empty range
 - Provided values are within the index's base type

```
type Index_T is range 1 .. 100;  
-- Index_T'Size = 8
```

```
type Array_T is array (Index_T range <>) of Integer;
```

```
Typical_Empty_Array : Array_T (1 .. 0);  
Weird_Empty_Array   : Array_T (123 .. -5);  
Illegal_Empty_Array : Array_T (999 .. 0);
```

- When the index type is a single-valued enumerated type, no empty array is possible

"String" Types

- Language-defined unconstrained array types
 - Allow double-quoted literals as well as aggregates
 - Always have a character component type
 - Always one-dimensional
- Language defines various types
 - **String**, with **Character** as component

```
subtype Positive is Integer range 1 .. Integer'Last;
type String is array (Positive range <>) of Character;
```
 - **Wide_String**, with **Wide_Character** as component
 - **Wide_Wide_String**, with **Wide_Wide_Character** as component
 - Ada 2005 and later
- Can be defined by applications too

Application-Defined String Types

- Like language-defined string types
 - Always have a character component type
 - Always one-dimensional
- Recall character types are enumeration types with at least one character literal value

```
type Roman_Digit is ('I', 'V', 'X', 'L', 'C', 'D', 'M');  
type Roman_Number is array (Positive range <>)  
  of Roman_Digit;  
Orwellian : constant Roman_Number := "MCMLXXXIV";
```

Specifying Constraints via Initial Value

- Lower bound is `Index_subtype'First`
- Upper bound is taken from number of items in value

```
subtype Positive is Integer range 1 .. Integer'Last;  
type String is array (Positive range <>  
  of Character;
```

...

```
M : String := "Hello World!";  
-- M'First is Positive'First (1)
```

```
type Another_String is array (Integer range <>  
  of Character;
```

...

```
M : Another_String := "Hello World!";  
-- M'First is Integer'First
```

Indefinite Types

- *Indefinite types* do not provide enough information to be instantiated
 - Size
 - Representation
- Unconstrained arrays types are indefinite
 - They do not have a definite 'Size
- Other indefinite types exist (seen later)

No Indefinite Component Types

- Arrays: consecutive elements of the exact **same type**
- Component size must be **defined**
 - No indefinite types
 - No unconstrained types
 - Constrained subtypes allowed

```
type Good is array (1 .. 10) of String (1 .. 20); -- OK
type Bad is array (1 .. 10) of String; -- Illegal
```

Arrays of Arrays

- Allowed (of course!)
 - As long as the "component" array type is constrained
- Indexed using multiple parenthesized values
 - One per array

declare

```
type Array_of_10 is array (1..10) of Integer;
```

```
type Array_of_Array is array (Boolean) of Array_of_10;
```

```
A : Array_of_Array;
```

begin

```
...
```

```
A (True)(3) := 42;
```

Quiz

```
type Array_T is array (Integer range <>) of Integer;  
subtype Array1_T is Array_T (1 .. 4);  
subtype Array2_T is Array_T (0 .. 3);  
X : Array_T := (1, 2, 3, 4);  
Y : Array1_T := (1, 2, 3, 4);  
Z : Array2_T := (1, 2, 3, 4);
```

Which statement is **not** legal?

- A. X (1) := Y (1);
- B. Y (1) := Z (1);
- C. Y := X;
- D. Z := X;

Quiz

```
type Array_T is array (Integer range <>) of Integer;  
subtype Array1_T is Array_T (1 .. 4);  
subtype Array2_T is Array_T (0 .. 3);  
X : Array_T := (1, 2, 3, 4);  
Y : Array1_T := (1, 2, 3, 4);  
Z : Array2_T := (1, 2, 3, 4);
```

Which statement is **not** legal?

- A. `X (1) := Y (1);`
- B. `Y (1) := Z (1);`
- C. `Y := X;`
- D. `Z := X;`

Explanations

- A. Array_T starts at Integer'First not 1
- B. OK, both in range
- C. OK, same type and size
- D. OK, same type and size

Quiz

```
type My_Array is array (Boolean range <>) of Boolean;
```

```
O : My_Array (False .. False) := (others => True);
```

What is the value of O (True)?

- A. False
- B. True
- C. None: Compilation error
- D. None: Runtime error

Quiz

```
type My_Array is array (Boolean range <>) of Boolean;
```

```
O : My_Array (False .. False) := (others => True);
```

What is the value of O (True)?

- A. False
- B. True
- C. None: Compilation error
- D. **None: Runtime error**

True is not a valid index for O.

NB: GNAT will emit a warning by default.

Quiz

```
type My_Array is array (Positive range <>) of Boolean;
```

```
O : My_Array (0 .. -1) := (others => True);
```

What is the value of O.Length?

- A. 1
- B. 0
- C. None: Compilation error
- D. None: Runtime error

Quiz

```
type My_Array is array (Positive range <>) of Boolean;
```

```
O : My_Array (0 .. -1) := (others => True);
```

What is the value of O'Length?

- A. 1
- B. 0
- C. None: Compilation error
- D. None: Runtime error

When the second index is less than the first index, this is an empty array. For empty arrays, the index can be out of range for the index type.

Attributes

Array Attributes

- Return info about array index bounds
 - O'Length number of array components
 - O'First value of lower index bound
 - O'Last value of upper index bound
 - O'Range another way of saying T'First .. T'Last
- Meaningfully applied to constrained array types
 - Only constrained array types provide index bounds
 - Returns index info specified by the type (hence all such objects)
- Meaningfully applied to array objects
 - Returns index info for the object
 - Especially useful for objects of unconstrained array types

Attributes' Benefits

- Allow code to be more robust
 - Relationships are explicit
 - Changes are localized
- Optimizer can identify redundant checks

```
declare
```

```
  type Int_Arr is array (5 .. 15) of Integer;  
  Vector : Int_Arr;
```

```
begin
```

```
  ...  
  for Idx in Vector'Range loop  
    Vector (Idx) := Idx * 2;  
  end loop;
```

- Compiler understands Idx has to be a valid index for Vector, so no runtime checks are necessary

Nth Dimension Array Attributes

- Attribute with **parameter**

T'Length (n)

T'First (n)

T'Last (n)

T'Range (n)

- n is the dimension

- defaults to 1

```
type Two_Dimensioned is array
```

```
(1 .. 10, 12 .. 50) of T;
```

```
TD : Two_Dimensioned;
```

- TD'First (2) = 12

- TD'Last (2) = 50

- TD'Length (2) = 39

- TD'First = TD'First (1) = 1

Quiz

```
subtype Index1_T is Integer range 0 .. 7;  
subtype Index2_T is Integer range 1 .. 8;  
type Array_T is array (Index1_T, Index2_T) of Integer;  
X : Array_T;
```

Which comparison is False?

- A. $X'Last(2) = Index2_T'Last$
- B. $X'Last(1) * X'Last(2) = X'Length(1) * X'Length(2)$
- C. $X'Length(1) = X'Length(2)$
- D. $X'Last(1) = 7$

Quiz

```
subtype Index1_T is Integer range 0 .. 7;  
subtype Index2_T is Integer range 1 .. 8;  
type Array_T is array (Index1_T, Index2_T) of Integer;  
X : Array_T;
```

Which comparison is False?

- A. $X'Last(2) = Index2_T'Last$
- B. $X'Last(1) * X'Last(2) = X'Length(1) * X'Length(2)$
- C. $X'Length(1) = X'Length(2)$
- D. $X'Last(1) = 7$

Explanations

- A. $8 = 8$
- B. $7 * 8 \neq 8 * 8$
- C. $8 = 8$
- D. $7 = 7$

Operations

Object-Level Operations

- Assignment of array objects

```
A := B;
```

- Equality and inequality

```
if A = B then
```

- Conversions

```
C := Foo (B);
```

- Component types must be the same type
- Index types must be the same or convertible
- Dimensionality must be the same
- Bounds must be compatible (not necessarily equal)

Extra Object-Level Operations

- *Only for 1-dimensional arrays!*

- Concatenation

```
type String_Type is array
  (Integer range <>) of Character;
A : constant String_Type := "foo";
B : constant String_Type := "bar";
C : constant String_Type := A & B;
-- C now contains "foobar"
```

- Comparison (for discrete component types)

- Not for all scalars

- Logical (for **Boolean** component type)

- Slicing

- Portion of array

Slicing

- Contiguous subsection of an array
- On any **one-dimensional** array type
 - Any component type

```
procedure Test is
  S1 : String (1 .. 9) := "Hi Adam!!";
  S2 : String := "We love    !";
begin
  S2 (9..11) := S1 (4..6);
  Put_Line (S2);
end Test;
```

Result: We love Ada!

Example: Slicing With Explicit Indexes

- Imagine a requirement to have a ISO date
 - Year, month, and day with a specific format

declare

```
  Iso_Date : String (1 .. 10) := "2024-03-27";
```

begin

```
  Put_Line (Iso_Date);
```

```
  Put_Line (Iso_Date (1 .. 4)); -- year
```

```
  Put_Line (Iso_Date (6 .. 7)); -- month
```

```
  Put_Line (Iso_Date (9 .. 10)); -- day
```


Idiom: Named Subtypes for Indexes

- Subtype name indicates the slice index range
 - Names for constraints, in this case index constraints
- Enhances readability and robustness

```
procedure Test is
```

```
  subtype Iso_Index is Positive range 1 .. 10;
```

```
  subtype Year is Positive
```

```
    range Iso_Index'First .. Iso_Index'First + 4;
```

```
  subtype Month is
```

```
    Iso_Index range Year'Last + 2 .. Year'Last + 4;
```

```
  subtype Day is
```

```
    Iso_Index range Month'Last + 2 .. Month'Last + 4;
```

```
  Iso_Date : String (Iso_Index)
```

```
    := "2024-03-27";
```

```
begin
```

```
  Put_Line (Iso_Date (Year));  -- 2024
```

```
  Put_Line (Iso_Date (Month)); -- 03
```

```
  Put_Line (Iso_Date (Day));  -- 27
```

Dynamic Subtype Constraint Example

- Useful when constraints not known at compile-time
- Example: remove file name extension

File_Name

```
(File_Name'First
```

```
..
```

```
Index (File_Name, '.', Direction => Backward));
```

Quiz

```
type Index_T is range 1 .. 10;
type OneD_T is array (Index_T) of Boolean;
type ThreeD_T is array (Index_T, Index_T, Index_T) of OneD_T;
A : ThreeD_T;
B : OneD_T;
```

Which statement is **not** legal?

- A. B(1) := A(1,2,3)(1) or A(4,3,2)(1);
- B. B := A(2,3,4) and A(4,3,2);
- C. A(1,2,3..4) := A(2,3,4..5);
- D. B(3..4) := B(4..5)

Quiz

```
type Index_T is range 1 .. 10;
type OneD_T is array (Index_T) of Boolean;
type ThreeD_T is array (Index_T, Index_T, Index_T) of OneD_T;
A : ThreeD_T;
B : OneD_T;
```

Which statement is **not** legal?

- A. `B(1) := A(1,2,3)(1) or A(4,3,2)(1);`
- B. `B := A(2,3,4) and A(4,3,2);`
- C. `A(1,2,3..4) := A(2,3,4..5);`
- D. `B(3..4) := B(4..5)`

Explanations

- A. All three objects are just Boolean values
- B. An element of A is the same type as B
- C. No slicing of multi-dimensional arrays
- D. Slicing allowed on single-dimension arrays

Operations Added for Ada2012

Default Initialization for Array Types

- Supports constrained and unconstrained array types
- Supports arrays of any dimensionality
 - No matter how many dimensions, there is only one component type
- Uses aspect **Default_Component_Value**

```
type Vector is array (Positive range <>) of Float  
  with Default_Component_Value => 0.0;
```

- Note that creating a large object of type Vector might incur a run-time cost during initialization

Two High-Level For-Loop Kinds

- For arrays and containers
 - Arrays of any type and form
 - Iterable containers
 - Those that define iteration (most do)
 - Not all containers are iterable (e.g., priority queues)!
- For iterator objects
 - Known as "generalized iterators"
 - Language-defined, e.g., most container data structures
- User-defined iterators too
- We focus on the arrays/containers form for now

Array/Container For-Loops

- Work in terms of elements within an object
- Syntax hides indexing/iterator controls

```
for name of [reverse] array_or_container_object loop  
  ...  
end loop;
```

- Starts with "first" element unless you reverse it
- Loop parameter name is a constant if iterating over a constant, a variable otherwise

Array Component For-Loop Example

- Given an array

```
type T is array (Positive range <>) of Integer;  
Primes : T := (2, 3, 5, 7, 11);
```

- Component-based looping would look like

```
for P of Primes loop  
    Put_Line (Integer'Image (P));  
end loop;
```

- While index-based looping would look like

```
for P in Primes'Range loop  
    Put_Line (Integer'Image (Primes (P)));  
end loop;
```

For-Loops with Multidimensional Arrays

- Same syntax, regardless of number of dimensions
- As if a set of nested loops, one per dimension
 - Last dimension is in innermost loop, so changes fastest
- In low-level format looks like

```
for each row loop
  for each column loop
    print Identity (
      row, column)
  end loop
end loop
```

```
declare
  subtype Rows is Positive;
  subtype Columns is Positive;
  type Matrix is array
    (Rows range <>,
     Columns range <>) of Float;
  Identity : constant Matrix
    (1..3, 1..3) :=
    ((1.0, 0.0, 0.0),
     (0.0, 1.0, 0.0),
     (0.0, 0.0, 1.0));
begin
  for C of Identity loop
    Put_Line (Float'Image (C));
  end loop;
```

Quiz

```
declare
  type Array_T is array (1..3, 1..3) of Integer
    with Default_Component_Value => 1;
  A : Array_T;
begin
  for I in 2 .. 3 loop
    for J in 2 .. 3 loop
      A (I, J) := I * 10 + J;
    end loop;
  end loop;
  for I of reverse A loop
    Put (I'Image);
  end loop;
end;
```

Which output is correct?

- A 1 1 1 1 22 23 1 32 33
- B 33 32 1 23 22 1 1 1 1
- C 0 0 0 0 22 23 0 32 33
- D 33 32 0 23 22 0 0 0 0

NB: Without `Default_Component_Value`, init. values are random

Quiz

```
declare
  type Array_T is array (1..3, 1..3) of Integer
    with Default_Component_Value => 1;
  A : Array_T;
begin
  for I in 2 .. 3 loop
    for J in 2 .. 3 loop
      A (I, J) := I * 10 + J;
    end loop;
  end loop;
  for I of reverse A loop
    Put (I'Image);
  end loop;
end;
```

Which output is correct?

- A. 1 1 1 1 22 23 1 32 33
- B. 33 32 1 23 22 1 1 1 1
- C. 0 0 0 0 22 23 0 32 33
- D. 33 32 0 23 22 0 0 0 0

Explanations

- A. There is a **reverse**
- B. Yes
- C. Default value is 1
- D. No

NB: Without `Default_Component_Value`, init. values are random

Aggregates

Aggregates

- Literals for composite types
 - Array types
 - Record types
- Two distinct forms
 - Positional
 - Named
- Syntax (simplified):

```
component_expr ::=  
  expression -- Defined value  
  | <>      -- Default value
```

```
array_aggregate ::= (  
  {component_expr ,} -- Positional  
  | {discrete_choice_list => component_expr ,}) -- Named  
  -- Default "others" indices  
  [others => expression]
```

Aggregate "Positional" Form

- Specifies array component values explicitly
- Uses implicit ascending index values

```
type Days is (Mon, Tue, Wed, Thu, Fri, Sat, Sun);
```

```
type Working is array (Days) of Boolean;
```

```
Week : Working;
```

```
...
```

```
-- Saturday and Sunday are False, everything else true
```

```
Week := (True, True, True, True, True, False, False);
```

Aggregate "Named" Form

- Explicitly specifies both index and corresponding component values
- Allows any order to be specified
- Ranges and choice lists are allowed (like case choices)

```
type Days is (Mon, Tue, Wed, Thu, Fri, Sat, Sun);
```

```
type Working is array (Days) of Boolean;
```

```
Week : Working;
```

```
...
```

```
Week := (Sat => False, Sun => False, Mon..Fri => True);
```

```
Week := (Sat | Sun => False, Mon..Fri => True);
```


Combined Aggregate Forms Not Allowed

- Some cases lead to ambiguity, therefore never allowed for array types
- Are only allowed for record types (shown in subsequent section)

```
type Days is (Mon, Tue, Wed, Thu, Fri, Sat, Sun);
type Working is array (Days) of Boolean;
Week : Working;
...
Week := (True, True, True, True, True, False, False);
Week := (Sat => False, Sun => False, Mon..Fri => True);
Week := (True, True, True, True, True,
         Sat => False, Sun => False); -- invalid
Week := (Sat | Sun => False, Mon..Fri => True);
```

Aggregates Are True Literal Values

- Used any place a value of the type may be used

```
type Schedule is array (Mon .. Fri) of Float;  
Work : Schedule;  
Normal : constant Schedule := (8.0, 8.0, 8.0, 8.0, 8.0);  
...  
Work := (8.5, 8.5, 8.5, 8.5, 6.0);  
...  
if Work = Normal then  
...  
if Work = (10.0, 10.0, 10.0, 10.0, 0.0) then -- 4-day week
```

Aggregate Consistency Rules

- Must always be complete
 - They are literals, after all
 - Each component must be given a value
 - But defaults are possible (more in a moment)
- Must provide only one value per index position
 - Duplicates are detected at compile-time
- Compiler rejects incomplete or inconsistent aggregates

```
Week := (Sat => False,  
         Sun => False,  
         Mon .. Fri => True,  
         Wed => False);
```

"Others"

- Indicates all components not yet assigned a value
- All remaining components get this single value
- Similar to case statement's **others**
- Can be used to apply defaults too

```
type Schedule is array (Days) of Float;
```

```
Work : Schedule;
```

```
Normal : constant Schedule := (8.0, 8.0, 8.0, 8.0, 8.0,  
                                others => 0.0);
```

Nested Aggregates

- For multiple dimensions
- For arrays of composite component types

```
type Matrix is array (Positive range <>,
                     Positive range <>) of Float;
Mat_4x2 : Matrix (1..4, 1..2) := (1 => (2.5, 3.0),
                                   2 => (1.5, 0.0),
                                   3 => (2.1, 0.0),
                                   4 => (9.0, 0.0));
```

Tic-Tac-Toe Winners Example

```
type Move_Number is range 1 .. 9;
-- 8 ways to win
type Winning_Combinations is range 1 .. 8;
-- need 3 places to win
type Required_Positions is range 1 .. 3;
Winning : constant array (Winning_Combinations,
                           Required_Positions) of
    Move_Number := (
-- rows
    1 => (1, 2, 3),
    2 => (4, 5, 6),
    3 => (7, 8, 9),
-- columns
    4 => (1, 4, 7),
    5 => (2, 5, 8),
    6 => (3, 6, 9),
-- diagonals
    7 => (1, 5, 9),
    8 => (3, 5, 7) );
```

Defaults Within Array Aggregates

- Specified via the box notation
- Value for component is thus taken as for stand-alone object declaration
 - So there may or may not be a defined default!
- Can only be used with "named association" form
 - But **others** counts as named form
- Syntax

```
discrete_choice_list => <>
```

- Example

```
type Int_Arr is array (1 .. N) of Integer;  
Primes : Int_Arr := (1 => 2, 2 .. N => <>);
```

Named Format Aggregate Rules

- Bounds cannot overlap
 - Index values must be specified once and only once
- All bounds must be static
 - Avoids run-time cost to verify coverage of all index values
 - Except for single choice format

```
type Float_Arr is array (Integer range <>) of Float;  
Ages : Float_Arr (1 .. 10) := (1 .. 3 => X, 4 .. 10 => Y);  
-- illegal: 3 and 4 appear twice  
Overlap : Float_Arr (1 .. 10) := (1 .. 4 => X, 3 .. 10 => Y);  
N, M, K, L : Integer;  
-- illegal: cannot determine if  
-- every index covered at compile time  
Not_Static : Float_Arr (1 .. 10) := (M .. N => X, K .. L => Y);  
-- This is legal  
Values : Float_Arr (1 .. N) := (1 .. N => X);
```


Quiz

```
type Array_T is array (1 .. 5) of Integer;  
X : Array_T;  
J : Integer := X'First;
```

Which statement is correct?

- A. `X := (1, 2, 3, 4 => 4, 5 => 5);`
- B. `X := (1..3 => 100, 4..5 => -100, others => -1);`
- C. `X := (J => -1, J + 1..X'Last => 1);`
- D. `X := (1..3 => 100, 3..5 => 200);`

Quiz

```
type Array_T is array (1 .. 5) of Integer;  
X : Array_T;  
J : Integer := X'First;
```

Which statement is correct?

- A. `X := (1, 2, 3, 4 => 4, 5 => 5);`
- B. `X := (1..3 => 100, 4..5 => -100, others => -1);`
- C. `X := (J => -1, J + 1..X'Last => 1);`
- D. `X := (1..3 => 100, 3..5 => 200);`

Explanations

- A. Cannot mix positional and named notation
- B. Correct - others not needed but is allowed
- C. Dynamic values must be the only choice. (This could be fixed by making J a constant.)
- D. Overlapping index values (3 appears more than once)

Anonymous Array Types

Anonymous Array Types

- Array objects need not be of a named type
A : **array** (1 .. 3) **of** B;
- Without a type name, no object-level operations
 - Cannot be checked for type compatibility
 - Operations on components are still ok if compatible

```
declare
```

```
-- These are not same type!
```

```
  A, B : array (Foo) of Bar;
```

```
begin
```

```
  A := B;  -- illegal
```

```
  B := A;  -- illegal
```

```
  -- legal assignment of value
```

```
  A(J) := B(K);
```

```
end;
```

Lab

Array Lab

■ Requirements

- Create an array type whose index is days of the week and each element is a number
- Create two objects of the array type, one of which is constant
- Perform the following operations
 - Copy the constant object to the non-constant object
 - Print the contents of the non-constant object
 - Use an array aggregate to initialize the non-constant object
 - For each element of the array, print the array index and the value
 - Move part ("source") of the non-constant object to another part ("destination"), and then clear the source location
 - Print the contents of the non-constant object

■ Hints

- When you want to combine multiple strings (which are arrays!) use the concatenation operator (&)
- Slices are how you access part of an array
- Use aggregates (either named or positional) to initialize data

Multiple Dimensions

- Requirements
 - For each day of the week, you need an array of three strings containing names of workers for that day
 - Two sets of workers: weekend and weekday, but the store is closed on Wednesday (no workers)
 - Initialize the array and then print it hierarchically

Array Lab Solution - Declarations

```
1  with Ada.Text_IO; use Ada.Text_IO;
2  procedure Main is
3
4      type Days_Of_Week_T is
5          (Mon, Tue, Wed, Thu, Fri, Sat, Sun);
6      type Unconstrained_Array_T is
7          array (Days_Of_Week_T range <>) of Natural;
8
9      Const_Arr : constant Unconstrained_Array_T := (1, 2, 3, 4, 5, 6);
10     Array_Var : Unconstrained_Array_T (Days_Of_Week_T);
11
12     type Name_T is array (1 .. 6) of Character;
13     Weekly_Staff : array (Days_Of_Week_T, 1 .. 3) of Name_T;
```


Array Lab Solution - Implementation

```
15 begin
16   Array_Var := Const_Arr;
17   for Item of Array_Var loop
18     Put_Line (Item'Image);
19   end loop;
20   New_Line;
21
22   Array_Var :=
23     (Mon => 111, Tue => 222, Wed => 333, Thu => 444, Fri => 555, Sat => 666,
24     Sun => 777);
25   for Index in Array_Var'Range loop
26     Put_Line (Index'Image & " => " & Array_Var (Index)'Image);
27   end loop;
28   New_Line;
29
30   Array_Var (Mon .. Wed) := Const_Arr (Wed .. Fri);
31   Array_Var (Wed .. Fri) := (others => Natural'First);
32   for Item of Array_Var loop
33     Put_Line (Item'Image);
34   end loop;
35   New_Line;
36
37   Weekly_Staff := (Mon | Tue | Thu | Fri => ("Fred ", "Barney", "Wilma "),
38   Wed => ("closed", "closed", "closed"),
39   others => ("Pinky ", "Inky ", "Blinky"));
40
41   for Day in Weekly_Staff'Range (1) loop
42     Put_Line (Day'Image);
43     for Staff in Weekly_Staff'Range (2) loop
44       Put_Line (" " & String (Weekly_Staff (Day, Staff)));
45     end loop;
46   end loop;
47 end Main;
```

Summary

Final Notes on Type **String**

- Any single-dimensional array of some character type is a *string type*
 - Language defines types **String**, **Wide_String**, etc.
- Just another array type: no null termination
- Language-defined support defined in Appendix A
 - **Ada.Strings.***
 - Fixed-length, bounded-length, and unbounded-length
 - Searches for pattern strings and for characters in program-specified sets
 - Transformation (replacing, inserting, overwriting, and deleting of substrings)
 - Translation (via a character-to-character mapping)

Summary

- Any dimensionality directly supported
- Component types can be any (constrained) type
- Index types can be any discrete type
 - Integer types
 - Enumeration types
- Constrained array types specify bounds for all objects
- Unconstrained array types leave bounds to the objects
 - Thus differently-sized objects of the same type
- Default initialization for large arrays may be expensive!
- Anonymously-typed array objects used in examples for brevity but that doesn't mean you should in real programs

Record Types

Introduction

Syntax and Examples

■ Syntax (simplified)

```
type T is record
  Component_Name : Type [:= Default_Value];
  ...
end record;
```

```
type T_Empty is null record;
```

■ Example

```
type Record1_T is record
  Field1 : Integer;
  Field2 : Boolean;
end record;
```

■ Records can be **discriminated** as well

```
type T (Size : Natural := 0) is record
  Text : String (1 .. Size);
end record;
```

Components Rules

Characteristics of Components

- **Heterogeneous** types allowed
- Referenced **by name**
- May be no components, for **empty records**
- **No** anonymous types (e.g., arrays) allowed

```
type Record_1 is record
  This_Is_Not_Legal : array (1 .. 3) of Integer;
end record;
```

- **No** constant components

```
type Record_2 is record
  This_Is_Not_Legal : constant Integer := 123;
end record;
```

- **No** recursive definitions

```
type Record_3 is record
  This_Is_Not_Legal : Record_3;
end record;
```

- **No** indefinite types

```
type Record_5 is record
  This_Is_Not_Legal : String;
  But_This_Is_Legal : String (1 .. 10);
end record;
```

Multiple Declarations

- Multiple declarations are allowed (like objects)

```
type Several is record
  A, B, C : Integer := F;
end record;
```

- Equivalent to

```
type Several is record
  A : Integer := F;
  B : Integer := F;
  C : Integer := F;
end record;
```

"Dot" Notation for Components Reference

```
type Months_T is (January, February, ..., December);
type Date is record
  Day : Integer range 1 .. 31;
  Month : Months_T;
  Year : Integer range 0 .. 2099;
end record;
Arrival : Date;
...
Arrival.Day := 27;  -- components referenced by name
Arrival.Month := November;
Arrival.Year := 1990;
```

- Can reference nested components

Employee

```
.Birth_Date
  .Month := March;
```

Quiz

```
type Record_T is record
    -- Definition here
end record;
```

Which record definition is legal?

- A. Component_1 : array (1 .. 3) of Boolean
- B. Component_2, Component_3 : Integer
- C. Component_1 : Record_T
- D. Component_1 : constant Integer := 123

Quiz

```
type Record_T is record
    -- Definition here
end record;
```

Which record definition is legal?

- A. Component_1 : array (1 .. 3) of Boolean
 - B. *Component_2, Component_3 : Integer*
 - C. Component_1 : Record_T
 - D. Component_1 : constant Integer := 123
-
- A. Anonymous types not allowed
 - B. Correct
 - C. No recursive definition
 - D. No constant component

Quiz

```
type Cell is record
  Val : Integer;
  Message : String;
end record;
```

Is the definition legal?

- A. Yes
- B. No

Quiz

```
type Cell is record
  Val : Integer;
  Message : String;
end record;
```

Is the definition legal?

- A. Yes
- B. **No**

A **record** definition cannot have a component of an indefinite type. **String** is indefinite if you don't specify its size.

Operations

Available Operations

- Predefined
 - Equality (and thus inequality)
`if A = B then`
 - Assignment
`A := B;`
- User-defined
 - Subprograms

Assignment Examples

```
declare
  type Complex is record
    Real : Float;
    Imaginary : Float;
  end record;
  ...
  Phase1 : Complex;
  Phase2 : Complex;
begin
  ...
  -- object reference
  Phase1 := Phase2; -- entire object reference
  -- component references
  Phase1.Real := 2.5;
  Phase1.Real := Phase2.Real;
end;
```

Limited Types - Quick Intro

- A **record** type can be limited
 - And some other types, described later
- **limited** types cannot be **copied** or **compared**
 - As a result then cannot be assigned
 - May still be modified component-wise

```
type Lim is limited record
  A, B : Integer;
end record;
```

```
L1, L2 : Lim := Create_Lim (1, 2); -- Initial value OK
```

```
L1 := L2; -- Illegal
if L1 /= L2 then -- Illegal
[...]
```

Aggregates

Aggregates

- Literal values for composite types
 - As for arrays
 - Default value / selector: `<>`, **others**
- Can use both **named** and **positional**
 - Unambiguous
- Example:

```
(Pos_1_Value,  
Pos_2_Value,  
Component_3 => Pos_3_Value,  
Component_4 => <>, -- Default value (Ada 2005)  
others => Remaining_Value)
```

Record Aggregate Examples

```
type Color_T is (Red);
type Car_T is record
    Color      : Color_T;
    Plate_No   : String (1 .. 6);
    Year       : Natural;
end record;
type Complex_T is record
    Real       : Float;
    Imaginary  : Float;
end record;

declare
    Car      : Car_T      := (Red, "ABC123", Year => 2_022);
    Phase   : Complex_T := (1.2, 3.4);
begin
    Phase := (Real => 5.6, Imaginary => 7.8);
end;
```

Aggregate Completeness

- All component values must be accounted for
 - Including defaults via box
- Allows compiler to check for missed components
- Type definition

```
type Struct is record
```

```
  A : Integer;
```

```
  B : Integer;
```

```
  C : Integer;
```

```
  D : Integer;
```

```
end record;
```

```
S : Struct;
```

- Compiler will not catch the missing component

```
S.A := 10;
```

```
S.B := 20;
```

```
S.C := 12;
```

```
Send (S);
```

- Aggregate must be complete
- compiler error

```
S := (10, 20, 12);
```

```
Send (S);
```

Named Associations

- **Any** order of associations
- Provides more information to the reader
 - Can mix with positional
- Restriction
 - Must stick with named associations **once started**

```
type Complex is record
```

```
  Real : Float;
```

```
  Imaginary : Float;
```

```
end record;
```

```
Phase : Complex := (0.0, 0.0);
```

```
...
```

```
Phase := (10.0, Imaginary => 2.5);
```

```
Phase := (Imaginary => 12.5, Real => 0.212);
```

```
Phase := (Imaginary => 12.5, 0.212); -- illegal
```


Nested Aggregates

```
type Months_T is (January, February, ..., December);
type Date is record
    Day    : Integer range 1 .. 31;
    Month  : Months_T;
    Year   : Integer range 0 .. 2099;
end record;
type Person is record
    Born   : Date;
    Hair   : Color;
end record;
John : Person    := ((21, November, 1990), Brown);
Julius : Person := ((2, August, 1995), Blond);
Heather : Person := ((2, March, 1989), Hair => Blond);
Megan : Person  := (Hair => Blond,
                    Born => (16, December, 2001));
```

Aggregates with Only One Component

- **Must** use named form
- Same reason as array aggregates

```
type Singular is record  
  A : Integer;  
end record;
```

```
S : Singular := (3);           -- illegal  
S : Singular := (3 + 1);      -- illegal  
S : Singular := (A => 3 + 1); -- required
```

Aggregates with **others**

- Indicates all components not yet specified (like arrays)
- All **others** get the same value
 - They must be the **exact same** type

```
type Poly is record
```

```
  A : Float;
```

```
  B, C, D : Integer;
```

```
end record;
```

```
P : Poly := (2.5, 3, others => 0);
```

```
type Homogeneous is record
```

```
  A, B, C : Integer;
```

```
end record;
```

```
Q : Homogeneous := (others => 10);
```

Quiz

What is the result of building and running this code?

```
procedure Main is
  type Record_T is record
    A, B, C : Integer;
  end record;

  V : Record_T := (A => 1);
begin
  Put_Line (Integer'Image (V.A));
end Main;
```

- A. 0
- B. 1
- C. Compilation error
- D. Runtime error

Quiz

What is the result of building and running this code?

```
procedure Main is
  type Record_T is record
    A, B, C : Integer;
  end record;

  V : Record_T := (A => 1);
begin
  Put_Line (Integer'Image (V.A));
end Main;
```

- A. 0
- B. 1
- C. **Compilation error**
- D. Runtime error

The aggregate is incomplete. The aggregate must specify all components. You could use box notation (A => 1, **others** => <>)

Quiz

What is the result of building and running this code?

```
procedure Main is
  type My_Integer is new Integer;
  type Record_T is record
    A, B, C : Integer;
    D : My_Integer;
  end record;

  V : Record_T := (others => 1);
begin
  Put_Line (Integer'Image (V.A));
end Main;
```

- A. 0
- B. 1
- C. Compilation error
- D. Runtime error

Quiz

What is the result of building and running this code?

```
procedure Main is
  type My_Integer is new Integer;
  type Record_T is record
    A, B, C : Integer;
    D : My_Integer;
  end record;

  V : Record_T := (others => 1);
begin
  Put_Line (Integer'Image (V.A));
end Main;
```

- A. 0
- B. 1
- C. **Compilation error**
- D. Runtime error

All components associated to a value using **others** must be of the same **type**.

Quiz

```
type Nested_T is record
  Field : Integer;
end record;
type Record_T is record
  One   : Integer;
  Two   : Character;
  Three : Integer;
  Four  : Nested_T;
end record;
X, Y : Record_T;
Z    : constant Nested_T := (others => -1);
```

Which assignment(s) is(are) legal?

- A. X := (1, '2', Three => 3, Four => (6))
- B. X := (Two => '2', Four => Z, others => 5)
- C. X := Y
- D. X := (1, '2', 4, (others => 5))

Quiz

```
type Nested_T is record
  Field : Integer;
end record;
type Record_T is record
  One   : Integer;
  Two   : Character;
  Three : Integer;
  Four  : Nested_T;
end record;
X, Y : Record_T;
Z    : constant Nested_T := (others => -1);
```

Which assignment(s) is(are) legal?

- A. `X := (1, '2', Three => 3, Four => (6))`
 - B. `X := (Two => '2', Four => Z, others => 5)`
 - C. `X := Y`
 - D. `X := (1, '2', 4, (others => 5))`
-
- A. Four **must** use named association
 - B. **others** valid: One and Three are **Integer**
 - C. Valid but Two is not initialized
 - D. Positional for all components

Default Values

Component Default Values

```
type Complex is
  record
    Real : Float := 0.0;
    Imaginary : Float := 0.0;
  end record;
-- all components use defaults
Phasor : Complex;
-- all components must be specified
I : constant Complex := (0.0, 1.0);
```

Default Component Value Evaluation

- Occurs when object is elaborated
 - Not when the type is elaborated
- Not evaluated if explicitly overridden

```
type Structure is
  record
    A : Integer;
    R : Time := Clock;
  end record;
-- Clock is called for S1
S1 : Structure;
-- Clock is not called for S2
S2 : Structure := (A => 0, R => Yesterday);
```

Defaults Within Record Aggregates

- Specified via the `box` notation
- Value for the component is thus taken as for a stand-alone object declaration
 - So there may or may not be a defined default!
- Can only be used with "named association" form
 - But can mix forms, unlike array aggregates

```
type Complex is
  record
    Real : Float := 0.0;
    Imaginary : Float := 0.0;
  end record;
Phase := (42.0, Imaginary => <>);
```

Default Initialization Via Aspect Clause

- Not definable for entire record type
- Components of scalar types take type's default if no explicit default value specified by record type

```
type Toggle_Switch is (Off, On)
  with Default_Value => Off;
type Controller is record
  -- Off unless specified during object initialization
  Override : Toggle_Switch;
  -- default for this component
  Enable : Toggle_Switch := On;
end record;
C : Controller; -- Override => off, Enable => On
D : Controller := (On, Off); -- All defaults replaced
```

Quiz

```
function Next return Natural; -- returns next number starting with 1
```

```
type Record_T is record
```

```
  A, B : Integer := Next;
```

```
  C    : Integer := Next;
```

```
end record;
```

```
R : Record_T := (C => 100, others => <>);
```

What is the value of R?

- A. (1, 2, 3)
- B. (1, 1, 100)
- C. (1, 2, 100)
- D. (100, 101, 102)

Quiz

```
function Next return Natural; -- returns next number starting with 1
```

```
type Record_T is record
```

```
  A, B : Integer := Next;
```

```
  C    : Integer := Next;
```

```
end record;
```

```
R : Record_T := (C => 100, others => <>);
```

What is the value of R?

- A. (1, 2, 3)
- B. (1, 1, 100)
- C. (1, 2, 100)
- D. (100, 101, 102)

Explanations

- A. C => 100
- B. Multiple declaration calls Next twice
- C. Correct
- D. C => 100 has no effect on A and B

Discriminated Records

Discriminated Record Types

- *Discriminated record* type
 - Different **objects** may have **different** components
 - All object **still** share the same type
- Kind of *storage overlay*
 - Similar to **union** in C
 - But preserves **type checking**
 - And object size **is related to** discriminant
- Aggregate assignment is allowed

Discriminants

```
2 type Person_Group is (Student, Faculty);
3 type Person (Group : Person_Group) is record
4   Age : Positive;
5   case Group is
6     when Student => -- 1st variant
7       Gpa : Float range 0.0 .. 4.0;
8     when Faculty => -- 2nd variant
9       Pubs : Positive;
10  end case;
11 end record;
```

- Group (on line 3) is the **discriminant**
- Run-time check for component **consistency**
 - eg `A_Person.Pubs := 1` checks `A_Person.Group = Faculty`
 - `Constraint_Error` if check fails
- Discriminant is **constant**
 - Unless object is **mutable**
- Discriminant can be used in **variant part** (line 5)
 - Similar to case statements (all values must be covered)
 - Fields listed will only be visible if choice matches discriminant
 - Field names need to be unique (even across discriminants)
 - Variant part must be end of record (hence only one variant part allowed)

Semantics

- Person objects are **constrained** by their discriminant
 - They are **indefinite**
 - **Unless** mutable
 - Assignment from same variant **only**
 - **Representation** requirements

```
Pat  : Person (Student); -- No Pat.Pubs
```

```
Prof : Person (Faculty); -- No Prof.GPA
```

```
Soph : Person := (Group => Student,  
                  Age   => 21,  
                  GPA   => 3.2);
```

```
X : Person; -- Illegal: must specify discriminant
```

```
Pat := Soph; -- OK
```

```
Soph := Prof; -- Constraint_Error at run time
```

Mutable Discriminated Record

- When discriminant has a **default value**
 - Objects instantiated **using the default** are **mutable**
 - Objects specifying an **explicit** value are **not** mutable
 - Type is now **definite**
- Mutable records have **variable** discriminants
- Use **same** storage for **several** variant

-- Potentially mutable

```
type Person (Group : Person_Group := Student) is record
```

-- Use default value: mutable

```
S : Person;
```

*-- Explicit value: *not* mutable*

-- even if Student is also the default

```
S2 : Person (Group => Student);
```

...

```
S := (Group => Student, Age => 22, Gpa => 0.0);
```

```
S := (Group => Faculty, Age => 35, Pubs => 10);
```

Quiz

```
type T (Sign : Integer) is record
  case Sign is
  when Integer'First .. -1 =>
    I : Integer;
    B : Boolean;
  when others =>
    N : Natural;
  end case;
end record;
```

```
O : T (1);
```

Which component does O contain?

- A. O.I, O.B
- B. O.N
- C. None: Compilation error
- D. None: Runtime error

Quiz

```
type T (Sign : Integer) is record
  case Sign is
  when Integer'First .. -1 =>
    I : Integer;
    B : Boolean;
  when others =>
    N : Natural;
  end case;
end record;
```

```
O : T (1);
```

Which component does O contain?

- A. O.I, O.B
- B. O.N
- C. None: Compilation error
- D. None: Runtime error

Quiz

```
type T (Floating : Integer) is record
  case Floating is
    when 0 =>
      I : Integer;
    when 1 =>
      F : Float;
  end case;
end record;
```

```
O : T (1);
```

Which component does O contain?

- A. O.F, O.I
- B. O.F
- C. None: Compilation error
- D. None: Runtime error

Quiz

```
type T (Floating : Integer) is record
  case Floating is
    when 0 =>
      I : Integer;
    when 1 =>
      F : Float;
  end case;
end record;
```

```
O : T (1);
```

Which component does O contain?

- A. O.F, O.I
- B. O.F
- C. **None: Compilation error**
- D. None: Runtime error

The variant **case** must cover all the possible values of **Integer**.

Quiz

```
type T (Floating : Boolean) is record
  case Floating is
    when False =>
      I : Integer;
    when True =>
      F : Float;
  end case;
  I2 : Integer;
end record;
```

O : T (True);

Which component does O contain?

- A. O.F, O.I2
- B. O.F
- C. None: Compilation error
- D. None: Runtime error

Quiz

```
type T (Floating : Boolean) is record
  case Floating is
    when False =>
      I : Integer;
    when True =>
      F : Float;
  end case;
  I2 : Integer;
end record;
```

O : T (True);

Which component does O contain?

- A. O.F, O.I2
- B. O.F
- C. **None: Compilation error**
- D. None: Runtime error

The variant part cannot be followed by a component declaration (I2 : Integer there)

Lab

Record Types Lab

■ Requirements

- Create a simple First-In/First-Out (FIFO) queue record type and object
- Allow the user to:
 - Add ("push") items to the queue
 - Remove ("pop") the next item to be serviced from the queue (Print this item to ensure the order is correct)
- When the user is done manipulating the queue, print out the remaining items in the queue

■ Hints

- Queue record should at least contain:
 - Array of items
 - Index into array where next item will be added

Record Types Lab Solution - Declarations

```
1  with Ada.Text_IO; use Ada.Text_IO;
2  procedure Main is
3
4      type Name_T is array (1 .. 6) of Character;
5      type Index_T is range 0 .. 1_000;
6      type Queue_T is array (Index_T range 1 .. 1_000) of Name_T;
7
8      type Fifo_Queue_T is record
9          Next_Available : Index_T := 1;
10         Last_Served    : Index_T := 0;
11         Queue          : Queue_T := (others => (others => ' '));
12     end record;
13
14     Queue : Fifo_Queue_T;
15     Choice : Integer;
```

Record Types Lab Solution - Implementation

```
17 begin
18
19     loop
20         Put ("1 = add to queue | 2 = remove from queue | others => done: ");
21         Choice := Integer'Value (Get_Line);
22         if Choice = 1 then
23             Put ("Enter name: ");
24             Queue.Queue (Queue.Next_Available) := Name_T (Get_Line);
25             Queue.Next_Available := Queue.Next_Available + 1;
26         elsif Choice = 2 then
27             if Queue.Next_Available = 1 then
28                 Put_Line ("Nobody in line");
29             else
30                 Queue.Last_Served := Queue.Last_Served + 1;
31                 Put_Line ("Now serving: " & String (Queue.Queue (Queue.Last_Served)));
32             end if;
33         else
34             exit;
35         end if;
36         New_Line;
37     end loop;
38
39     Put_Line ("Remaining in line: ");
40     for Index in Queue.Last_Served + 1 .. Queue.Next_Available - 1 loop
41         Put_Line (" " & String (Queue.Queue (Index)));
42     end loop;
43
44 end Main;
```

Summary

Summary

- Heterogeneous types allowed for components
- Default initial values allowed for components
 - Evaluated when each object elaborated, not the type
 - Not evaluated if explicit initial value specified
- Aggregates express literals for composite types
 - Can mix named and positional forms

Expressions

Introduction

Advanced Expressions

- Different categories of expressions above simple assignment and conditional statements
 - Constraining types to sub-ranges to increase readability and flexibility
 - Allows for simple membership checks of values
 - Embedded conditional assignments
 - Equivalent to C's `A ? B : C` and even more elaborate

Membership Tests

"Membership" Operation

- Syntax

```
simple_expression [not] in membership_choice_list
membership_choice_list ::= membership_choice
                        { | membership_choice}
membership_choice ::= expression | range | subtype_mark
```

- Acts like a boolean function

- Usable anywhere a boolean value is allowed

```
X : Integer := ...
B : Boolean := X in 0..5;
C : Boolean := X not in 0..5; -- also "not (X in 0..5)"
```

Testing Constraints via Membership

```
type Calendar_Days is
    (Mon, Tues, Wed, Thur, Fri, Sat, Sun);
subtype Weekdays is Calendar_Days range Mon .. Fri;
Day : Calendar_Days := Today;
...
if Day in Mon .. Fri then ...
if Day in Weekdays then ... -- same as above
```

Testing Non-Contiguous Membership

- Uses vertical bar "choice" syntax

```
declare
```

```
  M : Month_Number := Month (Clock);
```

```
begin
```

```
  if M in 9 | 4 | 6 | 11 then
```

```
    Put_Line ("31 days in this month");
```

```
  elsif M = 2 then
```

```
    Put_Line ("It's February, who knows?");
```

```
  else
```

```
    Put_Line ("30 days in this month");
```

```
  end if;
```


Quiz

```
type Days_T is (Sun, Mon, Tue, Wed, Thu, Fri, Sat);  
subtype Weekdays_T is Days_T range Mon .. Fri;  
Today : Days_T;
```

Which condition is **not** legal?

- A. if Today = Mon or Wed or Fri then
- B. if Today in Days_T then
- C. if Today not in Weekdays_T then
- D. if Today in Tue | Thu then

Quiz

```
type Days_T is (Sun, Mon, Tue, Wed, Thu, Fri, Sat);  
subtype Weekdays_T is Days_T range Mon .. Fri;  
Today : Days_T;
```

Which condition is **not** legal?

- A. `if Today = Mon or Wed or Fri then`
- B. `if Today in Days_T then`
- C. `if Today not in Weekdays_T then`
- D. `if Today in Tue | Thu then`

Explanations

- A. To use `or`, both sides of the comparison must be duplicated (e.g. `Today = Mon or Today = Wed`)
- B. Legal - should always return True
- C. Legal - returns True if Today is Sat or Sun
- D. Legal - returns True if Today is Tue or Thu

Qualified Names

Qualification

- Explicitly indicates the subtype of the value
- Syntax

```
qualified_expression ::= subtype_mark'(expression) |  
                        subtype_mark'aggregate
```

- Similar to conversion syntax
 - Mnemonic - "qualification uses quote"
- Various uses shown in course
 - Testing constraints
 - Removing ambiguity of overloading
 - Enhancing readability via explicitness

Testing Constraints via Qualification

- Asserts value is compatible with subtype
 - Raises exception `Constraint_Error` if not true

```
subtype Weekdays is Days range Mon .. Fri;
This_Day : Days;
...
case Weekdays'(This_Day) is --runtime error if out of range
  when Mon =>
    Arrive_Late;
    Leave_Early;
  when Tue .. Thur =>
    Arrive_Early;
    Leave_Late;
  when Fri =>
    Arrive_Early;
    Leave_Early;
end case; -- no 'others' because all subtype values covered
```

Conditional Expressions

Conditional Expressions

- Ultimate value depends on a controlling condition
- Allowed wherever an expression is allowed
 - Assignment RHS, formal parameters, aggregates, etc.
- Similar intent as in other languages
 - Java, C/C++ ternary operation **A ? B : C**
 - Python conditional expressions
 - etc.
- Two forms:
 - *If expressions*
 - *Case expressions*

If Expressions

- Syntax looks like an if-statement without **end if**

```
if_expression ::=  
  (if condition then dependent_expression  
   {elsif condition then dependent_expression}  
   [else dependent_expression])  
condition ::= boolean_expression
```

- The conditions are always Boolean values

```
(if Today > Wednesday then 1 else 0)
```


Result Must Be Compatible with Context

- The **dependent_expression** parts, specifically

```
X : Integer :=  
  (if Day_Of_Week (Clock) > Wednesday then 1 else 0);
```

If Expression Example

```
declare
  Remaining : Natural := 5;  -- arbitrary
begin
  while Remaining > 0 loop
    Put_Line ("Warning! Self-destruct in" &
              Remaining'Image &
              (if Remaining = 1 then " second" else " seconds"));
    delay 1.0;
    Remaining := Remaining - 1;
  end loop;
  Put_Line ("Boom! (goodbye Nostromo)");
```

Boolean If-Expressions

- Return a value of either True or False
 - `(if P then Q)` - assuming **P** and **Q** are **Boolean**
 - "If P is True then the result of the if-expression is the value of Q"
- But what is the overall result if all conditions are False?
- Answer: the default result value is True
 - Why?
 - Consistency with mathematical proving

The **else** Part When Result Is Boolean

- Redundant because the default result is True

```
(if P then Q else True)
```

- So for convenience and elegance it can be omitted

```
Acceptable : Boolean := (if P1 > 0 then P2 > 0 else True);  
Acceptable : Boolean := (if P1 > 0 then P2 > 0);
```

- Use **else** if you need to return False at the end

Rationale for Parentheses Requirement

- Prevents ambiguity regarding any enclosing expression

- Problem:

```
X : Integer := if condition then A else B + 1;
```

- Does that mean

- If condition, then $X := A + 1$, else $X := B + 1$ OR
- If condition, then $X := A$, else $X := B + 1$

- But not required if parentheses already present

- Because enclosing construct includes them

```
Subprogram_Call (if A then B else C);
```

When To Use *If Expressions*

- When you need computation to be done prior to sequence of statements
 - Allows constants that would otherwise have to be variables
- When an enclosing function would be either heavy or redundant with enclosing context
 - You'd already have written a function if you'd wanted one
- Preconditions and postconditions
 - All the above reasons
 - Puts meaning close to use rather than in package body
- Static named numbers
 - Can be much cleaner than using Boolean'Pos (Condition)

If Expression Example for Constants

- Starting from

```
End_of_Month : array (Months) of Days
:= (Sep | Apr | Jun | Nov => 30,
    Feb => 28,
    others => 31);
begin
  if Leap (Today.Year) then -- adjust for leap year
    End_of_Month (Feb) := 29;
  end if;
  if Today.Day = End_of_Month (Today.Month) then
  ...
```

- Using if-expression to call Leap (Year) as needed

```
End_of_Month : constant array (Months) of Days
:= (Sep | Apr | Jun | Nov => 30,
    Feb => (if Leap (Today.Year)
            then 29 else 28),
    others => 31);
begin
  if Today.Day /= End_of_Month (Today.Month) then
  ...
```

Case Expressions

- Syntax similar to `case` statements
 - Lighter: no closing `end case`
 - Commas between choices
- Same general rules as *if expressions*
 - Parentheses required unless already present
 - Type of "result" must match context
- Advantage over *if expressions* is completeness checked by compiler
- Same as with `case` statements (unless `others` is used)

-- compile error if not all days covered

```
Hours : constant Integer :=  
  (case Day_of_Week is  
   when Mon .. Thurs => 9,  
   when Fri           => 4,  
   when Sat | Sun     => 0);
```


Case Expression Example

```
Leap : constant Boolean :=
    (Today.Year mod 4 = 0 and Today.Year mod 100 /= 0)
    or else
    (Today.Year mod 400 = 0);
End_Of_Month : array (Months) of Days;
...
-- initialize array
for M in Months loop
    End_Of_Month (M) :=
        (case M is
            when Sep | Apr | Jun | Nov => 30,
            when Feb => (if Leap then 29 else 28),
            when others => 31);
end loop;
```

Quiz

```
function Sqrt (X : Float) return Float;  
F : Float;  
B : Boolean;
```

Which statement is **not** legal?

- A. `F := if X < 0.0 then Sqrt (-1.0 * X) else Sqrt (X);`
- B. `F := Sqrt (if X < 0.0 then -1.0 * X else X);`
- C. `B := (if X < 0.0 then Sqrt (-1.0 * X) < 10.0 else True);`
- D. `B := (if X < 0.0 then Sqrt (-1.0 * X) < 10.0);`

Quiz

```
function Sqrt (X : Float) return Float;  
F : Float;  
B : Boolean;
```

Which statement is **not** legal?

- A.** `F := if X < 0.0 then Sqrt (-1.0 * X) else Sqrt (X);`
- B.** `F := Sqrt (if X < 0.0 then -1.0 * X else X);`
- C.** `B := (if X < 0.0 then Sqrt (-1.0 * X) < 10.0 else True);`
- D.** `B := (if X < 0.0 then Sqrt (-1.0 * X) < 10.0);`

Explanations

- A.** Missing parentheses around expression
- B.** Legal - Expression is already enclosed in parentheses so you don't need to add more
- C.** Legal - `else True` not needed but is allowed
- D.** Legal - B will be True if $X \geq 0.0$

Lab

Expressions Lab

■ Requirements

- Allow the user to fill a list with dates
- After the list is created, create functions to print True/False if ...
 - Any date is not legal (taking into account leap years!)
 - All dates are in the same calendar year
- Use *expression functions* for all validation routines

■ Hints

- Use subtype membership for range validation
- You will need *conditional expressions* in your functions
- You *can* use component-based iterations for some checks
 - But you *must* use indexed-based iterations for others

Expressions Lab Solution - Checks

```
4 subtype Year_T is Positive range 1_900 .. 2_099;
5 subtype Month_T is Positive range 1 .. 12;
6 subtype Day_T is Positive range 1 .. 31;
7
8 type Date_T is record
9   Year : Positive;
10  Month : Positive;
11  Day : Positive;
12 end record;
13
14 List : array (1 .. 5) of Date_T;
15 Item : Date_T;
16
17 function Is_Leap_Year (Year : Positive)
18   return Boolean is
19   (Year mod 400 = 0 or else (Year mod 4 = 0 and Year mod 100 /= 0));
20
21 function Days_In_Month (Month : Positive;
22   Year : Positive)
23   return Day_T is
24   (case Month is when 4 | 6 | 9 | 11 => 30,
25    when 2 => (if Is_Leap_Year (Year) then 29 else 28), when others => 31);
26
27 function Is_Valid (Date : Date_T)
28   return Boolean is
29   (Date.Year in Year_T and then Date.Month in Month_T
30    and then Date.Day <= Days_In_Month (Date.Month, Date.Year));
31
32 function Any_Invalid return Boolean is
33 begin
34   for Date of List loop
35     if not Is_Valid (Date) then
36       return True;
37     end if;
38   end loop;
39   return False;
40 end Any_Invalid;
41
42 function Same_Year return Boolean is
43 begin
44   for Index in List'Range loop
45     if List (Index).Year /= List (List'First).Year then
46       return False;
47     end if;
48   end loop;
49   return True;
50 end Same_Year;
```

Expressions Lab Solution - Main

```
52  function Number (Prompt : String)
53          return Positive is
54  begin
55      Put (Prompt & "> ");
56      return Positive'Value (Get_Line);
57  end Number;
58
59  begin
60
61      for I in List'Range loop
62          Item.Year := Number ("Year");
63          Item.Month := Number ("Month");
64          Item.Day := Number ("Day");
65          List (I) := Item;
66      end loop;
67
68      Put_Line ("Any invalid: " & Boolean'Image (Any_Invalid));
69      Put_Line ("Same Year: " & Boolean'Image (Same_Year));
70
71  end Main;
```

Summary

Summary

- Conditional expressions are allowed wherever expressions are allowed, but beware over-use
 - Especially useful when a constant is intended
 - Especially useful when a static expression is required

Subprograms

Introduction

Introduction

- Are syntactically distinguished as **function** and **procedure**
 - Functions represent *values*
 - Procedures represent *actions*

```
function Is_Leaf (T : Tree) return Boolean
procedure Split (T : in out Tree;
                 Left : out Tree;
                 Right : out Tree)
```

- Provide direct syntactic support for separation of specification from implementation

```
function Is_Leaf (T : Tree) return Boolean;
function Is_Leaf (T : Tree) return Boolean is
begin
...
end Is_Leaf;
```

Recognizing Procedures and Functions

- Functions' results must be treated as values
 - And cannot be ignored
- Procedures cannot be treated as values
- You can always distinguish them via the call context

```
10  Open (Source, "SomeFile.txt");
11  while not End_of_File (Source) loop
12      Get (Next_Char, From => Source);
13      if Found (Next_Char, Within => Buffer) then
14          Display (Next_Char);
15      end if;
16  end loop;
```

A Little "Preaching" About Names

- Procedures are abstractions for actions
- Functions are abstractions for values
- Use names that reflect those facts!
 - Imperative verbs for procedure names
 - Nouns for function names, as for mathematical functions
 - Questions work for boolean functions

```
procedure Open (V : in out Valve);  
procedure Close (V : in out Valve);  
function Square_Root (V: Float) return Float;  
function Is_Open (V: Valve) return Boolean;
```

Syntax

Specification and Body

- Subprogram specification is the external (user) **interface**
 - **Declaration** and **specification** are used synonymously
- Specification may be required in some cases
 - eg. recursion
- Subprogram body is the **implementation**

Procedure Specification Syntax (Simplified)

```
procedure Swap (A, B : in out Integer);
```

```
procedure_specification ::=
```

```
  procedure program_unit_name  
    (parameter_specification  
    { ; parameter_specification});
```

```
parameter_specification ::=
```

```
  identifier_list : mode subtype_mark [ := expression ]
```

```
mode ::= [in] | out | in out
```

Function Specification Syntax (Simplified)

```
function F (X : Float) return Float;
```

- Close to **procedure** specification syntax
 - With **return**
 - Can be an operator: + - * / **mod rem** ...

```
function_specification ::=  
  function designator  
    (parameter_specification  
    { ; parameter_specification})  
  return result_type;
```

```
designator ::= program_unit_name | operator_symbol
```

Body Syntax

```
subprogram_specification is
    [declarations]
begin
    sequence_of_statements
end [designator];

procedure Hello is
begin
    Ada.Text_IO.Put_Line ("Hello World!");
    Ada.Text_IO.New_Line (2);
end Hello;

function F (X : Float) return Float is
    Y : constant Float := X + 3.0;
begin
    return X * Y;
end F;
```

Completions

- Bodies **complete** the specification
 - There are **other** ways to complete
- Separate specification is **not required**
 - Body can act as a specification
- A declaration and its body must **fully** conform
 - Mostly **semantic** check
 - But parameters **must** have same name

```
procedure P (J, K : Integer)
procedure P (J : Integer; K : Integer)
procedure P (J, K : in Integer)
-- Invalid
procedure P (A : Integer; B : Integer)
```

Completion Examples

■ Specifications

```
procedure Swap (A, B : in out Integer);  
function Min (X, Y : Person) return Person;
```

■ Completions

```
procedure Swap (A, B : in out Integer) is  
  Temp : Integer := A;  
begin  
  A := B;  
  B := Temp;  
end Swap;
```

```
-- Completion as specification
```

```
function Less_Than (X, Y : Person) return Boolean is  
begin  
  return X.Age < Y.Age;  
end Less_Than;
```

```
function Min (X, Y : Person) return Person is  
begin  
  if Less_Than (X, Y) then  
    return X;  
  else  
    return Y;  
  end if;  
end Min;
```

Direct Recursion - No Declaration Needed

- When **is** is reached, the subprogram becomes **visible**
 - It can call **itself** without a declaration

```
type Vector_T is array (Natural range <>) of Integer;  
Empty_Vector : constant Vector_T (1 .. 0) := (others => 0);
```

```
function Get_Vector return Vector_T is  
  Next : Integer;  
begin  
  Get (Next);  
  
  if Next = 0 then  
    return Empty_Vector;  
  else  
    return Get_Vector & Next;  
  end if;  
end Input;
```

Indirect Recursion Example

- Elaboration in **linear order**

```
procedure P;
```

```
procedure F is
```

```
begin
```

```
  P;
```

```
end F;
```

```
procedure P is
```

```
begin
```

```
  F;
```

```
end P;
```

Quiz

Which profile is semantically different from the others?

- A. `procedure P (A : Integer; B : Integer);`
- B. `procedure P (A, B : Integer);`
- C. `procedure P (B : Integer; A : Integer);`
- D. `procedure P (A : in Integer; B : in Integer);`

Quiz

Which profile is semantically different from the others?

- A. `procedure P (A : Integer; B : Integer);`
- B. `procedure P (A, B : Integer);`
- C. `procedure P (B : Integer; A : Integer);`
- D. `procedure P (A : in Integer; B : in Integer);`

Parameter names are important in Ada. The other selections have the names in the same order with the same mode and type.

Parameters

Subprogram Parameter Terminology

- *Actual parameters* are values passed to a call
 - Variables, constants, expressions
- *Formal parameters* are defined by specification
 - Receive the values passed from the actual parameters
 - Specify the types required of the actual parameters
 - Type **cannot** be anonymous

```
procedure Something (Formal1 : in Integer);
```

```
ActualX : Integer;
```

```
...
```

```
Something (ActualX);
```

Parameter Associations In Calls

- Associate formal parameters with actuals
- Both positional and named association allowed

```
Something (ActualX, Formal2 => ActualY);
```

```
Something (Formal2 => ActualY, Formal1 => ActualX);
```

- Having named **then** positional is forbidden

```
-- Compilation Error
```

```
Something (Formal1 => ActualX, ActualY);
```

Parameter Modes and Return

■ Mode **in**

- Formal parameter is **constant**
 - So actual is not modified either

- Can have **default**, used when **no value** is provided

```
procedure P (N : in Integer := 1; M : in Positive);
```

```
[...]
```

```
P (M => 2);
```

■ Mode **out**

- Writing is **expected**
- Reading is **allowed**
- Actual **must** be a writable object

■ Mode **in out**

- Actual is expected to be **both** read and written
- Actual **must** be a writable object

■ Function **return**

- **Must** always be handled

Why Read Mode **out** Parameters?

- **Convenience** of writing the body
 - No need for readable temporary variable
- Warning: initial value is **not defined**

```
procedure Compute (Value : out Integer) is
begin
  Value := 0;
  for K in 1 .. 10 loop
    Value := Value + K; -- this is a read AND a write
  end loop;
end Compute;
```

Parameter Passing Mechanisms

- *By-Copy*
 - The formal denotes a separate object from the actual
 - **in, in out**: actual is copied into the formal **on entry to** the subprogram
 - **out, in out**: formal is copied into the actual **on exit from** the subprogram
- *By-Reference*
 - The formal denotes a view of the actual
 - Reads and updates to the formal directly affect the actual
 - More efficient for large objects
- Parameter **types** control mechanism selection
 - Not the parameter **modes**
 - Compiler determines the mechanism

By-Copy vs By-Reference Types

- By-Copy
 - Scalar types
 - **access** types
- By-Reference
 - **tagged** types
 - **task** types and **protected** types
 - **limited** types
- **array, record**
 - By-Reference when they have by-reference **components**
 - By-Reference for **implementation-defined** optimizations
 - By-Copy otherwise
- **private** depends on its full definition

Unconstrained Formal Parameters or Return

- Unconstrained **formals** are allowed
 - Constrained by **actual**
- Unconstrained **return** is allowed too
 - Constrained by the **returned object**

```
type Vector is array (Positive range <>) of Float;  
procedure Print (Formal : Vector);
```

```
Phase : Vector (X .. Y);
```

```
State : Vector (1 .. 4);
```

```
...
```

```
begin
```

```
Print (Phase);           -- Formal'Range is X .. Y
```

```
Print (State);          -- Formal'Range is 1 .. 4
```

```
Print (State (3 .. 4)); -- Formal'Range is 3 .. 4
```

Unconstrained Parameters Surprise

- Assumptions about formal bounds may be **wrong**

```
type Vector is array (Positive range <>) of Float;  
function Subtract (Left, Right : Vector) return Vector;
```

```
V1 : Vector (1 .. 10); -- length = 10
```

```
V2 : Vector (15 .. 24); -- length = 10
```

```
R : Vector (1 .. 10); -- length = 10
```

```
...
```

```
-- What are the indices returned by Subtract?
```

```
R := Subtract (V2, V1);
```

Naive Implementation

- **Assumes** bounds are the same everywhere
- Fails when `Left'First /= Right'First`
- Fails when `Left'Length /= Right'Length`
- Fails when `Left'First /= 1`

```
function Subtract (Left, Right : Vector)
  return Vector is
    Result : Vector (1 .. Left'Length);
begin
  ...
  for K in Result'Range loop
    Result (K) := Left (K) - Right (K);
  end loop;
```

Correct Implementation

- Covers **all** bounds
- **return** indexed by Left'Range

```
function Subtract (Left, Right : Vector) return Vector is
  pragma Assert (Left'Length = Right'Length);

  Result : Vector (Left'Range);
  Offset : constant Integer := Right'First - Result'First;
begin
  for K in Result'Range loop
    Result (K) := Left (K) - Right (K + Offset);
  end loop;
  return Result;
end Subtract;
```

Quiz

```
function F (P1 : in Integer := 0;  
           P2 : in out Integer;  
           P3 : in Character := ' ';  
           P4 : out Character)  
    return Integer;  
J1, J2 : Integer;  
C : Character;
```

Which call is legal?

- A. J1 := F (P1 => 1, P2 => J2, P3 => '3', P4 => '4');
- B. J1 := F (P1 => 1, P3 => '3', P4 => C);
- C. J1 := F (1, J2, '3', C);
- D. F (J1, J2, '3', C);

Quiz

```
function F (P1 : in Integer := 0;
           P2 : in out Integer;
           P3 : in Character := ' ';
           P4 : out Character)
    return Integer;
J1, J2 : Integer;
C : Character;
```

Which call is legal?

- A. J1 := F (P1 => 1, P2 => J2, P3 => '3', P4 => '4');
- B. J1 := F (P1 => 1, P3 => '3', P4 => C);
- C. J1 := F (1, J2, '3', C);
- D. F (J1, J2, '3', C);

Explanations

- A. P4 is **out**, it **must** be a variable
- B. P2 has no default value, it **must** be specified
- C. Correct
- D. F is a function, its **return must** be handled

Null Procedures

Null Procedure Declarations

- Shorthand for a procedure body that does nothing
- Longhand form

```
procedure NOP is
begin
    null;
end NOP;
```

- Shorthand form

```
procedure NOP is null;
```

- The `null` statement is present in both cases
- Explicitly indicates nothing to be done, rather than an accidental removal of statements

Null Procedures As Completions

- Completions for a distinct, prior declaration

```
procedure NOP;  
...  
procedure NOP is null;
```

- A declaration and completion together
 - A body is then not required, thus not allowed

```
procedure NOP is null;  
...  
procedure NOP is -- compile error  
begin  
    null;  
end NOP;
```

Typical Use for Null Procedures: OOP

- When you want a method to be concrete, rather than abstract, but don't have anything for it to do
 - The method is then always callable, including places where an abstract routine would not be callable
 - More convenient than full null-body definition

Null Procedure Summary

- Allowed where you can have a full body
 - Syntax is then for shorthand for a full null-bodied procedure
- Allowed where you can have a declaration!
 - Example: package declarations
 - Syntax is shorthand for both declaration and completion
 - Thus no body required/allowed
- Formal parameters are allowed

```
procedure Do_Something (P : in Integer) is null;
```

Nested Subprograms

Subprograms within Subprograms

- Subprograms can be placed in any declarative block
 - So they can be nested inside another subprogram
 - Or even within a **declare** block
- Useful for performing sub-operations without passing parameter data

Nested Subprogram Example

```
1  procedure Main is
2
3      function Read (Prompt : String) return Types.Line_T is
4  begin
5          Put (Prompt & "> ");
6          return Types.Line_T'Value (Get_Line);
7  end Read;
8
9      Lines : Types.Lines_T (1 .. 10);
10 begin
11     for J in Lines'Range loop
12         Lines (J) := Read ("Line " & J'Image);
13     end loop;
```

Procedure Specifics

Return Statements In Procedures

- Returns immediately to caller
- Optional
 - Automatic at end of body execution
- Fewer is traditionally considered better

```
procedure P is
begin
    ...
    if Some_Condition then
        return; -- early return
    end if;
    ...
end P; -- automatic return
```


Function Specifics

Return Statements In Functions

- Must have at least one
 - Compile-time error otherwise
 - Unless doing machine-code insertions
- Returns a value of the specified (sub)type
- Syntax

```
function defining_designator [formal_part]
    return subtype_mark is
    declarative_part
begin
    {statements}
    return expression;
end designator;
```

No Path Analysis Required By Compiler

- Running to the end of a function without hitting a **return** statement raises `Program_Error`
- Compilers can issue warning if they suspect that a **return** statement will not be hit

```
function Greater (X, Y : Integer) return Boolean is
begin
  if X > Y then
    return True;
  end if;
end Greater; -- possible compile warning
```

Multiple Return Statements

- Allowed
- Sometimes the most clear

```
function Truncated (R : Float) return Integer is
  Converted : Integer := Integer (R);
begin
  if R - Float (Converted) < 0.0 then -- rounded up
    return Converted - 1;
  else -- rounded down
    return Converted;
  end if;
end Truncated;
```

Multiple Return Statements Versus One

- Many can detract from readability
- Can usually be avoided

```
function Truncated (R : Float) return Integer is
  Result : Integer := Integer (R);
begin
  if R - Float (Result) < 0.0 then -- rounded up
    Result := Result - 1;
  end if;
  return Result;
end Truncated;
```

Function Dynamic-Size Results

```
function Char_Mult (C : Character; L : Natural)
  return String is
  R : String (1 .. L) := (others => C);
begin
  return R;
end Char_Mult;

X : String := Char_Mult ('x', 4);

begin
  -- OK
  pragma Assert (X'Length = 4 and X = "xxxx");
```

Expression Functions

Expression Functions

- Functions whose implementations are pure expressions
 - No other completion is allowed
 - No **return** keyword
- May exist only for sake of pre/postconditions

```
function function_specification is (expression);
```

NB: Parentheses around expression are **required**

- Can complete a prior declaration

```
function Squared (X : Integer) return Integer;  
function Squared (X : Integer) return Integer is  
  (X ** 2);
```


Expression Functions Example

- Expression function

```
function Square (X : Integer) return Integer is (X ** 2);
```

- Is equivalent to

```
function Square (X : Integer) return Integer is  
begin  
    return X ** 2;  
end Square;
```

Quiz

Which statement is True?

- A. Expression functions cannot be nested functions.
- B. Expression functions require a specification and a body.
- C. Expression functions must have at least one "return" statement.
- D. Expression functions can have "out" parameters.

Quiz

Which statement is True?

- A. Expression functions cannot be nested functions.
- B. Expression functions require a specification and a body.
- C. Expression functions must have at least one "return" statement.
- D. *Expression functions can have "out" parameters.*

Explanations

- A. False, they can be declared just like regular function
- B. False, an expression function cannot have a body
- C. False, expression functions cannot contain a no **return**
- D. Correct, but it can assign to **out** parameters only by calling another function.

Potential Pitfalls

Mode **out** Risk for Scalars

- Always assign value to **out** parameters
- Else "By-copy" mechanism will copy something back
 - May be junk
 - `Constraint_Error` or unknown behaviour further down

```
procedure P
  (A, B : in Some_Type; Result : out Scalar_Type) is
begin
  if Some_Condition then
    return;  -- Result not set
  end if;
  ...
  Result := Some_Value;
end P;
```

"Side Effects"

- Any effect upon external objects or external environment
 - Typically alteration of non-local variables or states
 - Can cause hard-to-debug errors
 - Not legal for `function` in SPARK
- Can be there for historical reasons
 - Or some design patterns

```
Global : Integer := 0;
```

```
function F (X : Integer) return Integer is  
begin  
    Global := Global + X;  
    return Global;  
end F;
```

Order-Dependent Code And Side Effects

```
Global : Integer := 0;
```

```
function Inc return Integer is  
begin  
  Global := Global + 1;  
  return Global;  
end Inc;
```

```
procedure Assert_Equals (X, Y : in Integer);  
...  
Assert_Equals (Global, Inc);
```

- Language does **not** specify parameters' order of evaluation
- `Assert_Equals` could get called with
 - $X \rightarrow 0, Y \rightarrow 1$ (if `Global` evaluated first)
 - $X \rightarrow 1, Y \rightarrow 1$ (if `Inc` evaluated first)

Parameter Aliasing

- **Aliasing**: Multiple names for an actual parameter inside a subprogram body
- Possible causes:
 - Global object used is also passed as actual parameter
 - Same actual passed to more than one formal
 - Overlapping **array** slices
 - One actual is a component of another actual
- Can lead to code dependent on parameter-passing mechanism
- Ada detects some cases and raises `Program_Error`

```
procedure Update (Doubled, Tripled : in out Integer);
```

```
...
```

```
Update (Doubled => A,  
        Tripled => A);  -- illegal in Ada 2012
```


Functions' Parameter Modes

- Can be mode `in out` and `out` too
- **Note:** operator functions can only have mode `in`
 - Including those you overload
 - Keeps readers sane
- Justification for only mode `in` prior to Ada 2012
 - No side effects: should be like mathematical functions
 - But side effects are still possible via globals
 - So worst possible case: side effects are possible and necessarily hidden!

Easy Cases Detected and Not Legal

```
procedure Example (A : in out Positive) is
  function Increment (This : Integer) return Integer is
  begin
    A := A + This;
    return A;
  end Increment;
  X : array (1 .. 10) of Integer;
begin
  -- order of evaluating A not specified
  X (A) := Increment (A);
end Example;
```

Extended Examples

Tic-Tac-Toe Winners Example (Spec)

```
package TicTacToe is
  type Players is (Nobody, X, O);
  type Move is range 1 .. 9;
  type Game is array (Move) of
    Players;
  function Winner (This : Game)
    return Players;
  ...
end TicTacToe;
```

1	N	2	N	3	N
4	N	5	N	6	N
7	N	8	N	9	N

Tic-Tac-Toe Winners Example (Body)

```
function Winner (This : Game) return Players is
  type Winning_Combinations is range 1 .. 8;
  type Required_Positions   is range 1 .. 3;
  Winning : constant array
    (Winning_Combinations, Required_Positions)
    of Move := (-- rows
                (1, 2, 3), (4, 5, 6), (7, 8, 9),
                -- columns
                (1, 4, 7), (2, 5, 8), (3, 6, 9),
                -- diagonals
                (1, 5, 9), (3, 5, 7));

begin
  for K in Winning_Combinations loop
    if This (Winning (K, 1)) /= Nobody and then
      (This (Winning (K, 1)) = This (Winning (K, 2)) and
       This (Winning (K, 2)) = This (Winning (K, 3)))
    then
      return This (Winning (K, 1));
    end if;
  end loop;
  return Nobody;
end Winner;
```

Set Example

```
-- some colors
type Color is (Red, Orange, Yellow, Green, Blue, Violet);
-- truth table for each color
type Set is array (Color) of Boolean;
-- unconstrained array of colors
type Set_Literal is array (Positive range <>) of Color;

-- Take an array of colors and set table value to True
-- for each color in the array
function Make (Values : Set_Literal) return Set;
-- Take a color and return table with color value set to true
function Make (Base : Color) return Set;
-- Return True if the color has the truth value set
function Is_Member (C : Color; Of_Set: Set) return Boolean;

Null_Set : constant Set := (Set'Range => False);
RGB      : Set := Make (
    Set_Literal'(Red, Blue, Green));
Domain   : Set := Make (Green);

if Is_Member (Red, Of_Set => RGB) then ...

-- Type supports operations via Boolean operations,
-- as Set is a one-dimensional array of Boolean
S1, S2 : Set := Make (...);
Union  : Set := S1 or S2;
Intersection : Set := S1 and S2;
Difference : Set := S1 xor S2;
```

Set Example (Implementation)

```
function Make (Base : Color) return Set is
  Result : Set := Null_Set;
begin
  Result (Base) := True;
  return Result;
end Make;

function Make (Values : Set_Literal) return Set is
  Result : Set := Null_Set;
begin
  for K in Values'Range loop
    Result (Values (K)) := True;
  end loop;
  return Result;
end Make;

function Is_Member (C: Color;
                   Of_Set: Set)
  return Boolean is

begin
  return Of_Set (C);
end Is_Member;
```

Lab

Subprograms Lab

■ Requirements

- Build a list of sorted unique integers
 - Do not add an integer to the list if it is already there
- Print the list

■ Hints

- Subprograms can be nested inside other subprograms
 - Like inside **main**
- Build a Search subprogram to find the correct insertion point in the list

Subprograms Lab Solution - Search

```
4  type List_T is array (Positive range <>) of Integer;
5
6  function Search
7      (List : List_T;
8       Item : Integer)
9      return Positive is
10     begin
11         if List'Length = 0 then
12             return 1;
13         elsif Item <= List (List'First) then
14             return 1;
15         else
16             for Idx in (List'First + 1) .. List'Length loop
17                 if Item <= List (Idx) then
18                     return Idx;
19                 end if;
20             end loop;
21             return List'Last;
22         end if;
23     end Search;
```

Subprograms Lab Solution - Main

```
25  procedure Add (Item : Integer) is
26      Place : Natural := Search (List (1..Length), Item);
27  begin
28      if List (Place) /= Item then
29          Length                := Length + 1;
30          List (Place + 1 .. Length) := List (Place .. Length - 1);
31          List (Place)           := Item;
32      end if;
33  end Add;
34
35  begin
36
37      Add (100);
38      Add (50);
39      Add (25);
40      Add (50);
41      Add (90);
42      Add (45);
43      Add (22);
44
45      for Idx in 1 .. Length loop
46          Put_Line (List (Idx)'Image);
47      end loop;
48
49  end Main;
```

Summary

Summary

- **procedure** is abstraction for actions
- **function** is abstraction for value computations
- Separate declarations are sometimes necessary
 - Mutual recursion
 - Visibility from packages (i.e., exporting)
- Modes allow spec to define effects on actuals
 - Don't have to see the implementation: abstraction maintained
- Parameter-passing mechanism is based on the type
- Watch those side effects!

Type Derivation

Introduction

Type Derivation

- Type *derivation* allows for reusing code
- Type can be **derived** from a **base type**
- Base type can be substituted by the derived type
- Subprograms defined on the base type are **inherited** on derived type
- This is **not** OOP in Ada
 - Tagged derivation **is** OOP in Ada

Ada Mechanisms for Type Inheritance

- *Primitive* operations on types
 - Standard operations like $+$ and $-$
 - Any operation that acts on the type
- Type derivation
 - Define types from other types that can add limitations
 - Can add operations to the type
- Tagged derivation
 - **This** is OOP in Ada
 - Seen in other chapter

Primitives

Primitive Operations

- A type is characterized by two elements
 - Its data structure
 - The set of operations that applies to it
- The operations are called **primitive operations** in Ada

```
type T is new Integer;  
procedure Attrib_Function (Value : T);
```

General Rule For a Primitive

- Primitives are subprograms
- **S** is a primitive of type **T** iff
 - **S** is declared in the scope of **T**
 - **S** "uses" type **T**
 - As a parameter
 - As its return type (for **function**)
 - **S** is above `freeze-point`
- Rule of thumb
 - Primitives must be declared **right after** the type itself
 - In a scope, declare at most a **single** type with primitives

```
package P is
  type T is range 1 .. 10;
  procedure P1 (V : T);
  procedure P2 (V1 : Integer; V2 : T);
  function F return T;
end P;
```

Simple Derivation

Simple Type Derivation

- Any type (except **tagged**) can be derived

```
type Child is new Parent;
```

- Child inherits from:

- The data **representation** of the parent
- The **primitives** of the parent

- Conversions are possible from child to parent

```
type Parent is range 1 .. 10;
procedure Prim (V : Parent);
type Child is new Parent;  -- Freeze Parent
procedure Not_A_Primitive (V : Parent);
C : Child;
...
Prim (C);  -- Implicitly declared
Not_A_Primitive (Parent (C));
```

Simple Derivation and Type Structure

- The type "structure" can not change
 - `array` cannot become `record`
 - Integers cannot become floats
- But can be **constrained** further
- Scalar ranges can be reduced

```
type Tiny_Int is range -100 .. 100;  
type Tiny_Positive is new Tiny_Int range 1 .. 100;
```

- Unconstrained types can be constrained

```
type Arr is array (Integer range <>) of Integer;  
type Ten_Elem_Arr is new Arr (1 .. 10);  
type Rec (Size : Integer) is record  
    Elem : Arr (1 .. Size);  
end record;  
type Ten_Elem_Rec is new Rec (10);
```

Overriding Indications

- **Optional** indications
- Checked by compiler

```
type Root is range 1 .. 100;  
procedure Prim (V : Root);  
type Child is new Root;
```

- **Replacing** a primitive: **overriding** indication

```
overriding procedure Prim (V : Child);
```

- **Adding** a primitive: **not overriding** indication

```
not overriding procedure Prim2 (V : Child);
```

- **Removing** a primitive: **overriding** as **abstract**

```
overriding procedure Prim (V : Child) is abstract;
```


Quiz

```
type T1 is range 1 .. 100;
procedure Proc_A (X : in out T1);

type T2 is new T1 range 2 .. 99;
procedure Proc_B (X : in out T1);
procedure Proc_B (X : in out T2);

-- Other scope
procedure Proc_C (X : in out T2);

type T3 is new T2 range 3 .. 98;

procedure Proc_C (X : in out T3);
```

Which are T1's primitives

- A. Proc_A
- B. Proc_B
- C. Proc_C
- D. No primitives of T1

Quiz

```
type T1 is range 1 .. 100;  
procedure Proc_A (X : in out T1);
```

```
type T2 is new T1 range 2 .. 99;  
procedure Proc_B (X : in out T1);  
procedure Proc_B (X : in out T2);
```

```
-- Other scope  
procedure Proc_C (X : in out T2);
```

```
type T3 is new T2 range 3 .. 98;
```

```
procedure Proc_C (X : in out T3);
```

Which are T1's primitives

- A. *Proc_A*
- B. Proc_B
- C. Proc_C
- D. No primitives of T1

Explanations

- A. Correct
- B. Freeze: T1 has been derived
- C. Freeze: scope change
- D. Incorrect

Summary

Summary

- *Primitive* of a type
 - Subprogram above **freeze-point** that takes or return the type
 - Can be a primitive for **multiple types**
- Freeze point rules can be tricky
- Simple type derivation
 - Types derived from other types can only **add limitations**
 - Constraints, ranges
 - Cannot change underlying structure

Overloading

Introduction

Introduction

- **Overloading** is the use of an already existing name to define a **new** entity
- Historically, only done as part of the language **implementation**
 - Eg. on operators
 - Float vs Integer vs pointers arithmetic
- Several languages allow **user-defined** overloading
 - C++
 - Python (limited to operators)
 - Haskell

Visibility and Scope

- Overloading is **not** re-declaration
- Both entities **share** the name
 - No hiding
 - Compiler performs **name resolution**
- Allowed to be declared in the **same scope**
 - Remember this is forbidden for "usual" declarations

Overloadable Entities In Ada

- Identifiers for subprograms
 - Both procedure and function names
- Identifiers for enumeration values (enumerals)
- Language-defined operators for functions

```
procedure Put (Str : in String);  
procedure Put (C : in Complex);  
function Max (Left, Right : Integer) return Integer;  
function Max (Left, Right : Float) return Float;  
function "+" (Left, Right : Rational) return Rational;  
function "+" (Left, Right : Complex) return Complex;  
function "*" (Left : Natural; Right : Character)  
    return String;
```

Function Operator Overloading Example

```
-- User-defined overloading
function "+" (L,R : Complex) return Complex is
begin
    return (L.Real_Part + R.Real_Part,
           L.Imaginary + R.Imaginary);
end "+";

A, B, C : Complex;
I, J, K : Integer;

I := J + K; -- overloaded operator (predefined)
A := B + C; -- overloaded operator (user-defined)
```

Benefits and Risk of Overloading

- Management of the name space
 - Support for abstraction
 - Linker will not simply take the first match and apply it globally
- Safe: compiler will reject ambiguous calls
- Sensible names are the programmer's job

```
function "+" (L, R : Integer) return String is
begin
    return Integer'Image (L - R);
end "+";
```

Enumerals and Operators

Overloading Enumerals

- Each is treated as if a function name (identifier)
- Thus same rules as for function identifier overloading

```
type Stop_Light is (Red, Yellow, Green);
```

```
type Colors is (Red, Blue, Green);
```

```
Shade : Colors := Red;
```

```
Current_Value : Stop_Light := Red;
```

Overloadable Operator Symbols

- Only those defined by the language already
 - Users cannot introduce new operator symbols
- Note that assignment ($:=$) is not an operator
- Operators (in precedence order)

Logicals and, or, xor

Relationals $<$, $<=$, $=$, $>=$, $>$

Unary $+$, $-$

Binary $+$, $-$, $\&$

Multiplying $*$, $/$, mod, rem

Highest precedence $**$, abs, not

Parameters for Overloaded Operators

- Must not change syntax of calls
 - Number of parameters must remain same (unary, binary...)
 - No default expressions allowed for operators
- Infix calls use positional parameter associations
 - Left actual goes to first formal, right actual goes to second formal
 - Definition

```
function "*" (Left, Right : Integer) return Integer;
```

- Usage

```
X := 2 * 3;
```

- Named parameter associations allowed but ugly
 - Requires prefix notation for call

```
X := "*" (Left => 2, Right => 3);
```

Call Resolution

Call Resolution

- Compilers must reject ambiguous calls
- **Resolution** is based on the calling context
 - Compiler attempts to find a matching **profile**
 - Based on **Parameter** and **Result** Type
- Overloading is not re-definition, or hiding
 - More than one matching profile is ambiguous

```
type Complex is ...  
function "+" (L, R : Complex) return Complex;  
A, B : Complex := some_value;  
C : Complex := A + B;  
D : Float := A + B;  -- illegal!  
E : Float := 1.0 + 2.0;
```

Profile Components Used

- Significant components appear in the call itself
 - **Number** of parameters
 - **Order** of parameters
 - **Base type** of parameters
 - **Result** type (for functions)
- Insignificant components might not appear at call
 - Formal parameter **names** are optional
 - Formal parameter **modes** never appear
 - Formal parameter **subtypes** never appear
 - **Default** expressions never appear

```
Display (X);
```

```
Display (Foo => X);
```

```
Display (Foo => X, Bar => Y);
```

Manually Disambiguating Calls

- Qualification can be used
- Named parameter association can be used
 - Unless name is ambiguous

```
type Stop_Light is (Red, Yellow, Green);  
type Colors is (Red, Blue, Green);  
procedure Put (Light : in Stop_Light);  
procedure Put (Shade : in Colors);
```

```
Put (Red); -- ambiguous call
```

```
Put (Yellow); -- not ambiguous: only 1 Yellow
```

```
Put (Colors'(Red)); -- using type to distinguish
```

```
Put (Light => Green); -- using profile to distinguish
```

Overloading Example

```
function "+" (Left : Position; Right : Offset)
  return Position is
begin
  return Position'(Left.Row + Right.Row, Left.Column + Right.Col);
end "+";
```

```
function Acceptable (P : Position) return Boolean;
type Positions is array (Moves range <>) of Position;
```

```
function Next (Current : Position) return Positions is
  Result : Positions (Moves range 1 .. 4);
  Count  : Moves := 0;
  Test   : Position;
begin
  for K in Offsets'Range loop
    Test := Current + Offsets (K);
    if Acceptable (Test) then
      Count := Count + 1;
      Result (Count) := Test;
    end if;
  end loop;
  return Result (1 .. Count);
end Next;
```

Quiz

```
type Vertical_T is (Top, Middle, Bottom);  
type Horizontal_T is (Left, Middle, Right);  
function "*" (H : Horizontal_T; V : Vertical_T) return Positive;  
function "*" (V : Vertical_T; H : Horizontal_T) return Positive;  
P : Positive;
```

Which statement is not legal?

- A. P := Horizontal_T'(Middle) * Middle;
- B. P := Top * Right;
- C. P := "*" (Middle, Top);
- D. P := "*" (H => Middle, V => Top);

Quiz

```
type Vertical_T is (Top, Middle, Bottom);  
type Horizontal_T is (Left, Middle, Right);  
function "*" (H : Horizontal_T; V : Vertical_T) return Positive;  
function "*" (V : Vertical_T; H : Horizontal_T) return Positive;  
P : Positive;
```

Which statement is not legal?

- A. `P := Horizontal_T'(Middle) * Middle;`
- B. `P := Top * Right;`
- C. `P := "*" (Middle, Top);`
- D. `P := "*" (H => Middle, V => Top);`

Explanations

- A. Qualifying one parameter resolves ambiguity
- B. No overloaded names
- C. Use of `Top` resolves ambiguity
- D. When overloading subprogram names, best to not just switch the order of parameters

User-Defined Equality

User-Defined Equality

- Allowed like any other operator
 - Must remain a binary operator
- Typically declared as `return Boolean`
- Hard to do correctly for composed types
 - Especially **user-defined** types
 - Issue of *Composition of equality*

Lab

Overloading Lab

■ Requirements

- Create multiple functions named "Convert" to convert between digits and text representation
 - One routine should take a digit and return the text version (e.g. **3** would return **three**)
 - One routine should take text and return the digit (e.g. **two** would return **2**)
- Query the user to enter text or a digit and print it's equivalent
- If the user enters consecutive entries that are equivalent, print a message
 - e.g. **4** followed by **four** should get the message

■ Hints

- You can use enumerals for the text representation
 - Then use *'Image / 'Value* where needed
- Use an equivalence function two compare different types

Overloading Lab Solution - Conversion Functions

```
4  type Digit_T is range 0 .. 9;
5  type Digit_Name_T is
6      (Zero, One, Two, Three, Four, Five, Six, Seven, Eight, Nine);
7
8  function Convert (Value : Digit_T) return Digit_Name_T;
9  function Convert (Value : Digit_Name_T) return Digit_T;
10 function Convert (Value : Character) return Digit_Name_T;
11 function Convert (Value : String) return Digit_T;
12
13 function "=" (L : Digit_Name_T; R : Digit_T) return Boolean is (Convert (L) = R);
14
15 function Convert (Value : Digit_T) return Digit_Name_T is
16     (case Value is when 0 => Zero, when 1 => One,
17         when 2 => Two, when 3 => Three,
18         when 4 => Four, when 5 => Five,
19         when 6 => Six, when 7 => Seven,
20         when 8 => Eight, when 9 => Nine);
21
22 function Convert (Value : Digit_Name_T) return Digit_T is
23     (case Value is when Zero => 0, when One => 1,
24         when Two => 2, when Three => 3,
25         when Four => 4, when Five => 5,
26         when Six => 6, when Seven => 7,
27         when Eight => 8, when Nine => 9);
28
29 function Convert (Value : Character) return Digit_Name_T is
30     (case Value is when '0' => Zero, when '1' => One,
31         when '2' => Two, when '3' => Three,
32         when '4' => Four, when '5' => Five,
33         when '6' => Six, when '7' => Seven,
34         when '8' => Eight, when '9' => Nine,
35         when others => Zero);
36
37 function Convert (Value : String) return Digit_T is
38     (Convert (Digit_Name_T'Value (Value)));
```

Overloading Lab Solution - Main

```
40 Last_Entry : Digit_T := 0;
41
42 begin
43 loop
44 Put ("Input: ");
45 declare
46 Str : constant String := Get_Line;
47 begin
48 exit when Str'Length = 0;
49 if Str (Str'First) in '0' .. '9' then
50 declare
51 Converted : constant Digit_Name_T := Convert (Str (Str'First));
52 begin
53 Put (Digit_Name_T'Image (Converted));
54 if Converted = Last_Entry then
55 Put_Line (" - same as previous");
56 else
57 Last_Entry := Convert (Converted);
58 New_Line;
59 end if;
60 end;
61 else
62 declare
63 Converted : constant Digit_T := Convert (Str);
64 begin
65 Put (Digit_T'Image (Converted));
66 if Converted = Last_Entry then
67 Put_Line (" - same as previous");
68 else
69 Last_Entry := Converted;
70 New_Line;
71 end if;
72 end;
73 end if;
74 end;
75 end loop;
76 end Main;
```

Summary

Summary

- Ada allows user-defined overloading
 - Identifiers and operator symbols
- Benefits easily outweigh danger of senseless names
 - Can have nonsensical names without overloading
- Compiler rejects ambiguous calls
- Resolution is based on the calling context
 - *Parameter and Result Type Profile*
- Calling context is those items present at point of call
 - Thus modes etc. don't affect overload resolution
- User-defined equality is allowed
 - But is tricky

Library Units

Introduction

Modularity

- Ability to split large system into subsystems
- Each subsystem can have its own components
- And so on ...

Library Units

Library Units

- Those not nested within another program unit
- Candidates
 - Subprograms
 - Packages
 - Generic Units
 - Generic Instantiations
 - Renamings
- Restrictions
 - No library level tasks
 - They are always nested within another unit
 - No overloading at library level
 - No library level functions named as operators

Library Units

```
package Operating_System is
  procedure Foo (...);
  procedure Bar (...);
  package Process_Manipulation is
    ...
  end Process_Manipulation;
  package File_System is
    ...
  end File_System;
end Operating_System;
```

- **Operating_System** is library unit
- **Foo, Bar**, etc - not library units

Declared Object "Lifetimes"

- Same as their enclosing declarative region
 - Objects are always declared within some declarative region
 - Objects can not be library items
- No `static` etc. directives as in C
- Objects declared within any subprogram
 - Exist only while subprogram executes

```
procedure Library_Subprogram is
  X : Integer;
  Y : Float;
begin
  ...
end Library_Subprogram;
```

Objects In Library Packages

- Exist as long as program executes (i.e., "forever")

```
package Named_Common is
```

```
  X : Integer; -- valid object for life of application
```

```
  Y : Float;   -- valid object for life of application
```

```
end Named_Common;
```

Objects In Non-library Packages

- Exist as long as region enclosing the package

```
procedure P is
```

```
  X : Integer; -- available while in P and Inner
```

```
  package Inner is
```

```
    Z : Boolean; -- available while in Inner
```

```
  end Inner;
```

```
  Y : Float; -- available while in P
```

```
begin
```

```
  ...
```

```
end P;
```

Program "Lifetime"

- Run-time library is initialized
- All (any) library packages are elaborated
 - Declarations in package declarative part are elaborated
 - Declarations in package body declarative part are elaborated
 - Executable part of package body is executed (if present)
- Main program's declarative part is elaborated
- Main program's sequence of statements executes
- Program executes until all threads terminate
- All objects in library packages cease to exist
- Run-time library shuts down

Library Unit Subprograms

- Recall: separate declarations are optional
 - Body can act as declaration if no declaration provided
- Separate declaration provides usual benefits
 - Changes/recompilation to body only require relinking clients
- File 1 (p.ads for GNAT)

```
procedure P (F : in Integer);
```

- File 2 (p.adb for GNAT)

```
procedure P (F : in Integer) is  
begin  
    . . .  
end P;
```

Library Unit Subprograms

- Specifications in declaration and body must conform

- Example

- Spec for P

```
procedure P (F : in Integer);
```

- Body for P

```
procedure P (F : in float) is  
begin  
  ...  
end P;
```

- Declaration creates subprogram **P** in library
- Declaration exists so body does not act as declaration
- Compilation of file "p.adb" must fail
- New declaration with same name replaces old one
- Thus cannot overload library units

Main Subprograms

- Must be library subprograms
- No special program unit name required
- Can be many per program library
- Always can be procedures
- Can be functions if implementation allows it
 - Execution environment must know how to handle result

```
with Ada.Text_IO;  
procedure Hello is  
begin  
  Ada.Text_IO.Put ("Hello World");  
end Hello;
```

Dependencies

with Clauses

- Specify the library units that a compilation unit depends upon
 - The "context" in which the unit is compiled
- Syntax (simplified)

```
context_clause ::= { context_item }  
context_item  ::= with_clause | use_clause  
with_clause  ::= with library_unit_name  
               { , library_unit_name };
```

```
with Ada.Text_IO; -- dependency  
procedure Hello is  
begin  
    Ada.Text_IO.Put ("Hello World");  
end Hello;
```

with Clauses Syntax

- Helps explain restrictions on library units
 - No overloaded library units
 - If overloading allowed, which **P** would **with** P; refer to?
 - No library unit functions names as operators
 - Mostly because of no overloading

What To Import

- Need only name direct dependencies
 - Those actually referenced in the corresponding unit
- Will not cause compilation of referenced units
 - Unlike "include directives" of some languages

```
package A is
  type Something is ...
end A;

with A;
package B is
  type Something is record
    Field : A.Something;
  end record;
end B;

with B; -- no "with" of A
procedure Foo is
  X : B.Something;
begin
  X.Field := ...
```

Summary

Summary

- Library Units are "standalone" entities
 - Can contain subunits with similar structure
- **with** clauses interconnect library units
 - Express dependencies of the one being compiled
 - Not textual inclusion!

Packages

Introduction

Packages

- Enforce separation of client from implementation
 - In terms of compile-time visibility
 - For data
 - For type representation, when combined with `private` types
 - Abstract Data Types
- Provide basic namespace control
- Directly support software engineering principles
 - Especially in combination with `private` types
 - Modularity
 - Information Hiding (Encapsulation)
 - Abstraction
 - Separation of Concerns

Separating Interface and Implementation

- *Implementation* and *specification* are textually distinct from each other
 - Typically in separate files
- Clients can compile their code before body exists
 - All they need is the package specification
 - Clients have **no** visibility over the body
 - Full client/interface consistency is guaranteed

```
package Float_Stack is
  Max : constant := 100;
  procedure Push (X : in Float);
  procedure Pop (X : out Float);
end Float_Stack;
```

Uncontrolled Visibility Problem

- Clients have too much access to representation
 - Data
 - Type representation
- Changes force clients to recompile and retest
- Manual enforcement is not sufficient
- Why fixing bugs introduces new bugs!

Basic Syntax and Nomenclature

```
package_declaration ::= package_specification;
```

- Spec

```
package_specification ::=  
    package name is  
        {basic_declarative_item}  
    end [name];
```

- Body

```
package_body ::=  
    package body name is  
        declarative_part  
    end [name];
```

Declarations

Package Declarations

- Required in all cases
 - Cannot have a package without the declaration
- Describe the client's interface
 - Declarations are exported to clients
 - Effectively the "pin-outs" for the black-box
- When changed, requires clients recompilation
 - The "pin-outs" have changed

```
package Float_Stack is
  Max : constant := 100;
  procedure Push (X : in Float);
  procedure Pop (X : out Float);
end Float_Stack;
```

```
package Data is
  Object : Integer;
end Data;
```

Compile-Time Visibility Control

- Items in the declaration are visible to users

```
package name is  
    -- exported declarations of  
    -- types, variables, subprograms ...  
end name;
```

- Items in the body are never externally visible
 - Compiler prevents external references

```
package body name is  
    -- hidden declarations of  
    -- types, variables, subprograms ...  
    -- implementations of exported subprograms etc.  
end name;
```

Example of Exporting To Clients

- Variables, types, exception, subprograms, etc.
 - The primary reason for separate subprogram declarations

```
package P is
  procedure This_Is_Exported;
end P;

package body P is
  procedure Not_Exported is
    ...
  procedure This_Is_Exported is
    ...
end P;
```

Referencing Exported Items

- Achieved via "dot notation"
- Package Specification

```
package Float_Stack is
  Max : constant := 100;
  procedure Push (X : in Float);
  procedure Pop (X : out Float);
end Float_Stack;
```

- Package Reference

```
with Float_Stack;
procedure Test is
  X : Float;
begin
  Float_Stack.Pop (X);
  Float_Stack.Push (12.0);
  if Count < Float_Stack.Max then ...
```

Bodies

Package Bodies

- Dependent on corresponding package specification
 - Obsolete if specification changed
- Clients need only to relink if body changed
 - Any code that would require editing would not have compiled in the first place
- Necessary for specifications that require a completion, for example:
 - Subprogram bodies
 - Task bodies
 - Incomplete types in `private` part
 - Others...

Bodies Are Never Optional

- Either required for a given spec or not allowed at all
 - Based on declarations in that spec
- A change from Ada 83
- A (nasty) justification example will be shown later

Example Spec That Cannot Have A Body

```
package Graphics_Primitives is
  type Coordinate is digits 12;
  type Device_Coordinates is record
    X, Y : Integer;
  end record;
  type Normalized_Coordinates is record
    X, Y : Coordinate range 0.0 .. 1.0;
  end record;
  type Offset is record
    X, Y : Coordinate range -1.0 .. 1.0;
  end record;
  -- nothing to implement, so no body allowed
end Graphics_Primitives;
```


Example Spec Requiring A Package Body

```
package VT100 is
  subtype Rows is Integer range 1 .. 24;
  subtype Columns is Integer range 1 .. 80;
  type Position is record
    Row : Rows := Rows'First;
    Col : Columns := Columns'First;
  end record;
  -- The following need to be defined in the body
  procedure Move_Cursor (To : in Position);
  procedure Home;
  procedure Clear_Screen;
  procedure Cursor_Up (Count : in Positive := 1);
end VT100;
```

Required Body Example

```
package body VT100 is
  -- This function is not visible outside this package
  function Unsigned (Input : Integer) return String is
    Str : constant String := Integer'Image (Input);
  begin
    return Str (2 .. Str'Length);
  end Unsigned;
  procedure Move_Cursor (To : in Position) is
  begin
    Text_IO.Put (ASCII.Esc & 'I' &
                 Unsigned (To.Row) & ';' &
                 Unsigned (To.Col) & 'H');
  end Move_Cursor;
  procedure Home is
  begin
    Text_IO.Put (ASCII.Esc & "iH");
  end Home;
  procedure Cursor_Up (Count : in Positive := 1) is ...
    ...
end VT100;
```

Quiz

```
package P is
  Object_One : Integer;
  procedure One (P : out Integer);
end P;
```

Which completion(s) is(are) correct for `package P`?

- A No completion is needed
- B package body P is
 procedure One (P : out Integer) is null;
end P;
- C package body P is
 Object_One : Integer;
 procedure One (P : out Integer) is
 begin
 P := Object_One;
 end One;
end P;
- D package body P is
 procedure One (P : out Integer) is
 begin
 P := Object_One;
 end One;
end P;

Quiz

```
package P is
  Object_One : Integer;
  procedure One (P : out Integer);
end P;
```

Which completion(s) is(are) correct for package P?

- A. No completion is needed
 - B.

```
package body P is
  procedure One (P : out Integer) is null;
end P;
```
 - C.

```
package body P is
  Object_One : Integer;
  procedure One (P : out Integer) is
  begin
    P := Object_One;
  end One;
end P;
```
 - D.

```
package body P is
  procedure One (P : out Integer) is
  begin
    P := Object_One;
  end One;
end P;
```
- A. Procedure One must have a body
- B. Parameter P is **out** but not assigned (legal but not a good idea)
- C. Redeclaration of Object_One
- D. Correct

Executable Parts

Optional Executable Part

```
package_body ::=  
    package body name is  
        declarative_part  
    [ begin  
        handled_sequence_of_statements ]  
end [ name ];
```

Executable Part Semantics

- Executed only once, when package is elaborated
- Ideal when statements are required for initialization
 - Otherwise initial values in variable declarations would suffice

```
package body Random is
  Seed1, Seed2 : Integer;
  Call_Count : Natural := 0;
  procedure Initialize (Seed1 : out Integer;
                      Seed2 : out Integer) is ...
  function Number return Float is ...
begin -- Random
  Initialize (Seed1, Seed2);
end Random;
```

Requiring/Rejecting Bodies Justification

- Consider the alternative: an optional package body that becomes obsolete prior to building
- Builder could silently choose not to include the package in executable
 - Package executable part might do critical initialization!

```
package P is
    Data : array (L .. U) of
        Integer;
end P;
```

```
package body P is
    ...
begin
    for K in Data'Range loop
        Data (K) := ...
    end loop;
end P;
```


Forcing A Package Body To be Required

- Use `pragma Elaborate_Body`
 - Says to elaborate body immediately after spec
 - Hence there must be a body!
- Additional pragmas we will examine later

```
package P is
    pragma Elaborate_Body;
    Data : array (L .. U) of
        Integer;
end P;

package body P is
    ...
begin
    for K in Data'Range loop
        Data (K) := ...
    end loop;
end P;
```

Idioms

Named Collection of Declarations

- Exports:
 - Objects (constants and variables)
 - Types
 - Exceptions
- Does not export operations

```
package Physical_Constants is
  Polar_Radius_in_feet    : constant := 20_856_010.51;
  Equatorial_Radius_in_feet : constant := 20_926_469.20;
  Earth_Diameter_in_feet  : constant := 2.0 *
    ((Polar_Radius_in_feet + Equatorial_Radius_in_feet)/2.0);
  Sea_Level_Air_Density  : constant := 0.00239; --slugs/foot**3
  Altitude_Of_Tropopause_in_feet : constant := 36089.0;
  Tropopause_Temperature_in_celsius : constant := -56.5;
end Physical_Constants;
```

Named Collection of Declarations (2)

- Effectively application global data

```
package Equations_of_Motion is
  Longitudinal_Velocity : Float := 0.0;
  Longitudinal_Acceleration : Float := 0.0;
  Lateral_Velocity : Float := 0.0;
  Lateral_Acceleration : Float := 0.0;
  Vertical_Velocity : Float := 0.0;
  Vertical_Acceleration : Float := 0.0;
  Pitch_Attitude : Float := 0.0;
  Pitch_Rate : Float := 0.0;
  Pitch_Acceleration : Float := 0.0;
end Equations_of_Motion;
```

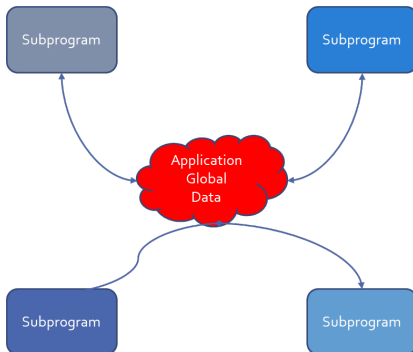
Group of Related Program Units

- Exports:
 - Objects
 - Types
 - Values
 - Operations
- Users have full access to type representations
 - This visibility may be necessary

```
package Linear_Algebra is
  type Vector is array (Positive range <>) of Float;
  function "+" (L,R : Vector) return Vector;
  function "*" (L,R : Vector) return Vector;
  ...
end Linear_Algebra;
```

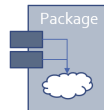
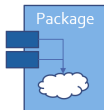
Uncontrolled Data Visibility Problem

- Effects of changes are potentially pervasive so one must understand everything before changing anything



Controlling Data Visibility Using Packages

- Divides global data into separate package bodies
- Visible only to procedures and functions declared in those same packages
 - Clients can only call these visible routines
- Global change effects are much less likely
 - Direct breakage is impossible



Abstract Data Machines

- Exports:
 - Operations
 - State information queries (optional)
- No direct user access to data

```
package Float_Stack is
  Max : constant := 100;
  procedure Push (X : in Float);
  procedure Pop (X : out Float);
end Float_Stack;
```

```
package body Float_Stack is
  type Contents is array (1 .. Max) of Float;
  Values : Contents;
  Top : Integer range 0 .. Max := 0;
  procedure Push (X : in Float) is ...
  procedure Pop (X : out Float) is ...
end Float_Stack;
```


Controlling Type Representation Visibility

- In other words, support for Abstract Data Types
 - No operations visible to clients based on representation
- The fundamental concept for Ada
- Requires `private` types discussed in coming section...

Lab

Packages Lab

■ Requirements

- Create a program to add and remove integer values from a list
- Program should allow user to do the following as many times as desired
 - Add an integer in a pre-defined range to the list
 - Remove all occurrences of an integer from the list
 - Print the values in the list

■ Hints

- Create (at least) three packages
 - 1 minimum/maximum integer values and maximum number of items in list
 - 2 User input (ensure value is in range)
 - 3 List Abstract Data Machine
- Remember: `with package_name;` gives access to `package_name`

Creating Packages in GNAT STUDIO

- Right-click on the source directory node
 - If you used a prompt, the directory is probably `.`
 - If you used the wizard, the directory is probably `src`
- **New** → **Ada Package**
 - Fill in name of Ada package
 - Check the box if you want to create the package body in addition to the package spec

Packages Lab Solution - Constants

```
1 package Constants is
2
3     Lowest_Value   : constant := 100;
4     Highest_Value  : constant := 999;
5     Maximum_Count  : constant := 10;
6     subtype Integer_T is Integer
7         range Lowest_Value .. Highest_Value;
8
9 end Constants;
```

Packages Lab Solution - Input

```
1  with Constants;
2  package Input is
3      function Get_Value (Prompt : String) return Constants.Integer_T;
4  end Input;
5
6  with Ada.Text_IO; use Ada.Text_IO;
7  package body Input is
8
9      function Get_Value (Prompt : String) return Constants.Integer_T is
10         Ret_Val : Integer;
11     begin
12         Put (Prompt & "> ");
13         loop
14             Ret_Val := Integer'Value (Get_Line);
15             exit when Ret_Val >= Constants.Lowest_Value
16                 and then Ret_Val <= Constants.Highest_Value;
17             Put ("Invalid. Try Again >");
18         end loop;
19         return Ret_Val;
20     end Get_Value;
21
22 end Input;
```

Packages Lab Solution - List

```
1 package List is
2   procedure Add (Value : Integer);
3   procedure Remove (Value : Integer);
4   function Length return Natural;
5   procedure Print;
6 end List;
7
8 with Ada.Text_IO; use Ada.Text_IO;
9 with Constants;
10 package body List is
11   Content : array (1 .. Constants.Maximum_Count) of Integer;
12   Last : Natural := 0;
13
14   procedure Add (Value : Integer) is
15   begin
16     if Last < Content'Last then
17       Last := Last + 1;
18       Content (Last) := Value;
19     else
20       Put_Line ("Full");
21     end if;
22   end Add;
23
24   procedure Remove (Value : Integer) is
25   I : Natural := 1;
26   begin
27     while I <= Last loop
28       if Content (I) = Value then
29         Content (I .. Last - 1) := Content (I + 1 .. Last);
30         Last := Last - 1;
31       else
32         I := I + 1;
33       end if;
34     end loop;
35   end Remove;
36
37   procedure Print is
38   begin
39     for I in 1 .. Last loop
40       Put_Line (Integer'Image (Content (I)));
41     end loop;
42   end Print;
43
44   function Length return Natural is (Last);
45 end List;
```

Packages Lab Solution - Main

```
1 with Ada.Text_IO; use Ada.Text_IO;
2 with Input;
3 with List;
4 procedure Main is
5
6 begin
7
8     loop
9         Put ("(A)dd | (R)emove | (P)rint | (Q)uit : ");
10        declare
11            Str : constant String := Get_Line;
12        begin
13            exit when Str'Length = 0;
14            case Str (Str'First) is
15                when 'A' =>
16                    List.Add (Input.Get_Value ("Value to add"));
17                when 'R' =>
18                    List.Remove (Input.Get_Value ("Value to remove"));
19                when 'P' =>
20                    List.Print;
21                when 'Q' =>
22                    exit;
23                when others =>
24                    Put_Line ("Illegal entry");
25            end case;
26        end;
27    end loop;
28
29 end Main;
```


Summary

Summary

- Emphasizes separations of concerns
- Solves the global visibility problem
 - Only those items in the specification are exported
- Enforces software engineering principles
 - Information hiding
 - Abstraction
- Implementation can't be corrupted by clients
 - Compiler won't let clients compile references to internals
- Bugs must be in the implementation, not clients
 - Only body implementation code has to be understood

Private Types

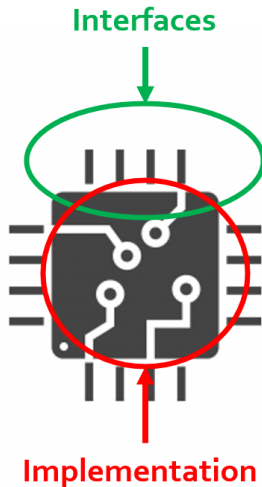
Introduction

Introduction

- Why does fixing bugs introduce new ones?
- Control over visibility is a primary factor
 - Changes to an abstraction's internals shouldn't break users
 - Including type representation
- Need tool-enforced rules to isolate dependencies
 - Between implementations of abstractions and their users
 - In other words, "information hiding"

Information Hiding

- A design technique in which implementation artifacts are made inaccessible to users
- Based on control of visibility to those artifacts
 - A product of "encapsulation"
 - Language support provides rigor
- Concept is "software integrated circuits"



Views

- Specify legal manipulation for objects of a type
 - Types are characterized by permitted values and operations
- Some views are implicit in language
 - Mode `in` parameters have a view disallowing assignment
- Views may be explicitly specified
 - Disallowing access to representation
 - Disallowing assignment
- Purpose: control usage in accordance with design
 - Adherence to interface
 - Abstract Data Types

Implementing Abstract Data Types via Views

Implementing Abstract Data Types

- A combination of constructs in Ada
- Not based on single "class" construct, for example
- Constituent parts
 - Packages, with "private part" of package spec
 - "Private types" declared in packages
 - Subprograms declared within those packages

Package Visible and Private Parts for Views

- Declarations in visible part are exported to users
- Declarations in private part are hidden from users
 - No compilable references to type's actual representation

```
package name is
... exported declarations of types, variables, subprograms .
private
... hidden declarations of types, variables, subprograms ...
end name;
```

Declaring Private Types for Views

- Partial syntax

```
type defining_identifier is private;
```

- Private type declaration must occur in visible part

- *Partial view*

- Only partial information on the type

- Users can reference the type name

- But cannot create an object of that type until after the full type declaration

- Full type declaration must appear in private part

- Completion is the *Full view*

- **Never** visible to users

- **Not** visible to designer until reached

```
package Bounded_Stacks is
  type Stack is private;
  procedure Push (Item : in Integer; Onto : in out Stack);
  ...
private
  ...
  type Stack is record
    Top : Positive;
    ...
end Bounded_Stacks;
```

Partial and Full Views of Types

- Private type declaration defines a *partial view*
 - The type name is visible
 - Only designer's operations and some predefined operations
 - No references to full type representation
- Full type declaration defines the *full view*
 - Fully defined as a record type, scalar, imported type, etc...
 - Just an ordinary type within the package
- Operations available depend upon one's view

Software Engineering Principles

- Encapsulation and abstraction enforced by views
 - Compiler enforces view effects
- Same protection as hiding in a package body
 - Recall "Abstract Data Machines" idiom
- Additional flexibility of types
 - Unlimited number of objects possible
 - Passed as parameters
 - Components of array and record types
 - Dynamically allocated
 - et cetera

Users Declare Objects of the Type

- Unlike "abstract data machine" approach
- Hence must specify which stack to manipulate
 - Via parameter

```
X, Y, Z : Bounded_Stacks.Stack;
```

```
...
```

```
Push (42, X);
```

```
...
```

```
if Empty (Y) then
```

```
...
```

```
Pop (Counter, Z);
```

Compile-Time Visibility Protection

- No type representation details available outside the package
- Therefore users cannot compile code referencing representation
- This does not compile

```
with Bounded_Stacks;  
procedure User is  
  S : Bounded_Stacks.Stack;  
begin  
  S.Top := 1;  -- Top is not visible  
end User;
```

Benefits of Views

- Users depend only on visible part of specification
 - Impossible for users to compile references to private part
 - Physically seeing private part in source code is irrelevant
- Changes to implementation don't affect users
 - No editing changes necessary for user code
- Implementers can create bullet-proof abstractions
 - If a facility isn't working, you know where to look
- Fixing bugs is less likely to introduce new ones

Quiz

```
package P is
  type Private_T is private;

  type Record_T is record
```

Which component is legal?

- A. `Field_A : Integer := Private_T'Pos (Private_T'First);`
 - B. `Field_B : Private_T := null;`
 - C. `Field_C : Private_T := 0;`
 - D. `Field_D : Integer := Private_T'Size;`
- ```
end record;
```

# Quiz

```
package P is
 type Private_T is private;

 type Record_T is record
```

Which component is legal?

- A. `Field_A : Integer := Private_T'Pos (Private_T'First);`
- B. `Field_B : Private_T := null;`
- C. `Field_C : Private_T := 0;`
- D. `Field_D : Integer := Private_T'Size;`  
`end record;`

Explanations

- A. Visible part does not know `Private_T` is discrete
- B. Visible part does not know possible values for `Private_T`
- C. Visible part does not know possible values for `Private_T`
- D. Correct - type will have a known size at run-time

## Private Part Construction

# Private Part and Recompile

- Users can compile their code before the package body is compiled or even written
- Private part is part of the specification
  - Compiler needs info from private part for users' code, e.g., storage layouts for private-typed objects
- Thus changes to private part require user recompilation
- Some vendors avoid "unnecessary" recompilation
  - Comment additions or changes
  - Additions which nobody yet references

# Declarative Regions

- Declarative region of the spec extends to the body
  - Anything declared there is visible from that point down
  - Thus anything declared in specification is visible in body

```
package Foo is
 type Private_T is private;
 procedure X (B : in out Private_T);
private
 -- Y and Hidden_T are not visible to users
 procedure Y (B : in out Private_T);
 type Hidden_T is ...;
 type Private_T is array (1 .. 3) of Hidden_T;
end Foo;
```

```
package body Foo is
 -- Z is not visible to users
 procedure Z (B : in out Private_T) is ...
 procedure Y (B : in out Private_T) is ...
 procedure X (B : in out Private_T) is ...
end Foo;
```

# Full Type Declaration

- May be any type
  - Predefined or user-defined
  - Including references to imported types
- Contents of private part are unrestricted
  - Anything a package specification may contain
  - Types, subprograms, variables, etc.

```
package P is
 type T is private;
 ...
private
 type Vector is array (1.. 10)
 of Integer;
 function Initial
 return Vector;
 type T is record
 A, B : Vector := Initial;
 end record;
end P;
```

## Deferred Constants

- Visible constants of a hidden representation
  - Value is "deferred" to private part
  - Value must be provided in private part
- Not just for private types, but usually so

```
package P is
 type Set is private;
 Null_Set : constant Set; -- exported name
 ...
private
 type Index is range ...
 type Set is array (Index) of Boolean;
 Null_Set : constant Set := -- definition
 (others => False);
end P;
```

# Quiz

```
package P is
 type Private_T is private;
 Object_A : Private_T;
 procedure Proc (Param : in out Private_T);
private
 type Private_T is new Integer;
 Object_B : Private_T;
end package P;

package body P is
 Object_C : Private_T;
 procedure Proc (Param : in out Private_T) is null;
end P;
```

Which object definition is **not** legal?

- A. Object\_A
- B. Object\_B
- C. Object\_C
- D. None of the above



# Quiz

```
package P is
 type Private_T is private;
 Object_A : Private_T;
 procedure Proc (Param : in out Private_T);
private
 type Private_T is new Integer;
 Object_B : Private_T;
end package P;

package body P is
 Object_C : Private_T;
 procedure Proc (Param : in out Private_T) is null;
end P;
```

Which object definition is **not** legal?

- A. *Object\_A*
- B. Object\_B
- C. Object\_C
- D. None of the above

An object cannot be declared until its type is fully declared. `Object_A` could be declared constant, but then it would have to be finalized in the `private` section.

## View Operations

# View Operations

- Reminder: view is the *interface* you have on the type
- **User** of package has **Partial** view
  - Operations **exported** by package
- **Designer** of package has **Full** view
  - **Once** completion is reached
  - All operations based upon **full definition** of type

## Users Have the Partial View

- Since they are outside package
- Basic operations
- Exported subprograms

```
package Bounded_Stacks is
 type Stack is private;
 procedure Push (Item : in Integer; Onto : in out Stack);
 procedure Pop (Item : out Integer; From : in out Stack);
 function Empty (S : Stack) return Boolean;
 procedure Clear (S : in out Stack);
 function Top (S : Stack) return Integer;
private
 ...
end Bounded_Stacks;
```

# User View's Activities

- Declarations of objects
  - Constants and variables
  - Must call designer's functions for values

```
C : Complex.Number := Complex.I;
```

- Assignment, equality and inequality, conversions
- Designer's declared subprograms
- User-declared subprograms
  - Using parameters of the exported private type
  - Dependent on designer's operations

## User View Formal Parameters

- Dependent on designer's operations for manipulation
  - Cannot reference type's representation
- Can have default expressions of private types

*-- external implementation of "Top"*

```
procedure Get_Top (
 The_Stack : in out Bounded_Stacks.Stack;
 Value : out Integer) is
 Local : Integer;
begin
 Bounded_Stacks.Pop (Local, The_Stack);
 Value := Local;
 Bounded_Stacks.Push (Local, The_Stack);
end Get_Top;
```

# Limited Private

- **limited** is itself a view
  - Cannot perform assignment, copy, or equality
- **limited private** can restrain user's operation
  - Actual type **does not** need to be **limited**

```
package UART is
 type Instance is limited private;
 function Get_Next_Available return Instance;
[...]
```

```
declare
 A, B := UART.Get_Next_Available;
begin
 if A = B -- Illegal
 then
 A := B; -- Illegal
 end if;
```

## When To Use or Avoid Private Types



# When To Use Private Types

- Implementation may change
  - Allows users to be unaffected by changes in representation
- Normally available operations do not "make sense"
  - Normally available based upon type's representation
  - Determined by intent of ADT

```
A : Valve;
```

```
B : Valve;
```

```
C : Valve;
```

```
...
```

```
C := A + B; -- addition not meaningful
```

- Users have no "need to know"
  - Based upon expected usage

## When To Avoid Private Types

- If the abstraction is too simple to justify the effort
  - But that's the thinking that led to Y2K rework
- If normal user interface requires representation-specific operations that cannot be provided
  - Those that cannot be redefined by programmers
  - Would otherwise be hidden by a private type
  - If **Vector** is private, indexing of elements is annoying

```
type Vector is array (Positive range <>) of Float;
V : Vector (1 .. 3);
...
V (1) := Alpha;
```

## Idioms

# Effects of Hiding Type Representation

- Makes users independent of representation
  - Changes cannot require users to alter their code
  - Software engineering is all about money...
- Makes users dependent upon exported operations
  - Because operations requiring representation info are not available to users
    - Expression of values (aggregates, etc.)
    - Assignment for limited types
- Common idioms are a result
  - *Constructor*
  - *Selector*

# Constructors

- Create designer's objects from user's values
- Usually functions

```
package Complex is
 type Number is private;
 function Make (Real_Part : Float; Imaginary : Float) return Number;
private
 type Number is record ...
end Complex;
```

```
package body Complex is
 function Make (Real_Part : Float; Imaginary_Part : Float)
 return Number is ...
end Complex:
...
A : Complex.Number :=
 Complex.Make (Real_Part => 2.5, Imaginary => 1.0);
```

# Procedures As Constructors

- Spec

```
package Complex is
 type Number is private;
 procedure Make (This : out Number; Real_Part, Imaginary : in Float) ;
 ...
private
 type Number is record
 Real_Part, Imaginary : Float;
 end record;
end Complex;
```

- Body (partial)

```
package body Complex is
 procedure Make (This : out Number;
 Real_Part, Imaginary : in Float) is
 begin
 This.Real_Part := Real_Part;
 This.Imaginary := Imaginary;
 end Make;
 ...
```

# Selectors

- Decompose designer's objects into user's values
- Usually functions

```
package Complex is
 type Number is private;
 function Real_Part (This: Number) return Float;
 ...
private
 type Number is record
 Real_Part, Imaginary : Float;
 end record;
end Complex;

package body Complex is
 function Real_Part (This : Number) return Float is
 begin
 return This.Real_Part;
 end Real_Part;
 ...
end Complex;

...
Phase : Complex.Number := Complex.Make (10.0, 5.5);
Object : Float := Complex.Real_Part (Phase);
```

Lab



# Private Types Lab

## ■ Requirements

- Implement a program to create a map such that
  - Map key is a description of a flag
  - Map element content is the set of colors in the flag
- Operations on the map should include: Add, Remove, Modify, Get, Exists, Image
- Main program should print out the entire map before exiting

## ■ Hints

- Should implement a **map** ADT (to keep track of the flags)
  - This **map** will contain all the flags and their color descriptions
- Should implement a **set** ADT (to keep track of the colors)
  - This **set** will be the description of the map element
- Each ADT should be its own package
- At a minimum, the **map** and **set** type should be **private**

# Private Types Lab Solution - Color Set

```

1 package Colors is
2 type Color_T is (Red, Yellow, Green, Blue, Black);
3 type Color_Set_T is private;
4
5 Empty_Set : constant Color_Set_T;
6
7 procedure Add (Set : in out Color_Set_T;
8 Color : Color_T);
9 procedure Remove (Set : in out Color_Set_T;
10 Color : Color_T);
11 function Image (Set : Color_Set_T) return String;
12 private
13 type Color_Set_Array_T is array (Color_T) of Boolean;
14 type Color_Set_T is record
15 Values : Color_Set_Array_T := (others => False);
16 end record;
17 Empty_Set : constant Color_Set_T := (Values => (others => False));
18 end Colors;
19
20 package body Colors is
21 procedure Add (Set : in out Color_Set_T;
22 Color : Color_T) is
23 begin
24 Set.Values (Color) := True;
25 end Add;
26 procedure Remove (Set : in out Color_Set_T;
27 Color : Color_T) is
28 begin
29 Set.Values (Color) := False;
30 end Remove;
31
32 function Image (Set : Color_Set_T;
33 First : Color_T;
34 Last : Color_T)
35 return String is
36 Str : constant String := (if Set.Values (First) then Color_T'Image (First) else "");
37 begin
38 if First = Last then
39 return Str;
40 else
41 return Str & " " & Image (Set, Color_T'Succ (First), Last);
42 end if;
43 end Image;
44 function Image (Set : Color_Set_T) return String is
45 (Image (Set, Color_T'First, Color_T'Last));
46 end Colors;

```

# Private Types Lab Solution - Flag Map (Spec)

```
1 with Colors;
2 package Flags is
3 type Key_T is (USA, England, France, Italy);
4 type Map_Element_T is private;
5 type Map_T is private;
6
7 procedure Add (Map : in out Map_T;
8 Key : Key_T;
9 Description : Colors.Color_Set_T;
10 Success : out Boolean);
11 procedure Remove (Map : in out Map_T;
12 Key : Key_T;
13 Success : out Boolean);
14 procedure Modify (Map : in out Map_T;
15 Key : Key_T;
16 Description : Colors.Color_Set_T;
17 Success : out Boolean);
18
19 function Exists (Map : Map_T; Key : Key_T) return Boolean;
20 function Get (Map : Map_T; Key : Key_T) return Map_Element_T;
21 function Image (Item : Map_Element_T) return String;
22 function Image (Flag : Map_T) return String;
23 private
24 type Map_Element_T is record
25 Key : Key_T := Key_T'First;
26 Description : Colors.Color_Set_T := Colors.Empty_Set;
27 end record;
28 type Map_Array_T is array (1 .. 100) of Map_Element_T;
29 type Map_T is record
30 Values : Map_Array_T;
31 Length : Natural := 0;
32 end record;
33 end Flags;
```

## Private Types Lab Solution - Flag Map (Body - 1 of 2)

```
3 procedure Add (Map : in out Map_T;
4 Key : Key_T;
5 Description : Colors.Color_Set_T;
6 Success : out Boolean) is
7 begin
8 Success := (for all Item of Map.Values
9 (1 .. Map.Length) => Item.Key /= Key);
10 if Success then
11 declare
12 New_Item : constant Map_Element_T :=
13 (Key => Key, Description => Description);
14 begin
15 Map.Length := Map.Length + 1;
16 Map.Values (Map.Length) := New_Item;
17 end;
18 end if;
19 end Add;
20 procedure Remove (Map : in out Map_T;
21 Key : Key_T;
22 Success : out Boolean) is
23 begin
24 Success := False;
25 for I in 1 .. Map.Length loop
26 if Map.Values (I).Key = Key then
27 Map.Values
28 (I .. Map.Length - 1) := Map.Values
29 (I + 1 .. Map.Length);
30 Map.Length := Map.Length - 1;
31 Success := True;
32 exit;
33 end if;
34 end loop;
35 end Remove;
```

## Private Types Lab Solution - Flag Map (Body - 2 of 2)

```

35 procedure Modify (Map : in out Map_T;
36 Key : Key_T;
37 Description : Colors.Color_Set_T;
38 Success : out Boolean) is
39 begin
40 Success := False;
41 for I in 1 .. Map.Length loop
42 if Map.Values (I).Key = Key then
43 Map.Values (I).Description := Description;
44 Success := True;
45 exit;
46 end if;
47 end loop;
48 end Modify;
49 function Exists (Map : Map_T; Key : Key_T) return Boolean is
50 (for some Item of Map.Values (1 .. Map.Length) => Item.Key = Key);
51 function Get (Map : Map_T; Key : Key_T) return Map_Element_T is
52 Ret_Val : Map_Element_T;
53 begin
54 for I in 1 .. Map.Length loop
55 if Map.Values (I).Key = Key then
56 Ret_Val := Map.Values (I);
57 exit;
58 end if;
59 end loop;
60 return Ret_Val;
61 end Get;
62 function Image (Item : Map_Element_T) return String is
63 (Key_T'Image (Item.Key) & " => " & Colors.Image (Item.Description));
64 function Image (Flag : Map_T) return String is
65 Ret_Val : String (1 .. 1_000);
66 Next : Integer := Ret_Val'First;
67 begin
68 for Item of Flag.Values (1 .. Flag.Length) loop
69 declare
70 Str : constant String := Image (Item);
71 begin
72 Ret_Val (Next .. Next + Str'Length) := Image (Item) & ASCII.LF;
73 Next := Next + Str'Length + 1;
74 end;
75 end loop;
76 return Ret_Val (1 .. Next - 1);
77 end Image;

```

# Private Types Lab Solution - Main

```
1 with Ada.Text_IO; use Ada.Text_IO;
2 with Colors;
3 with Flags;
4 with Input;
5 procedure Main is
6 Map : Flags.Map_T;
7 begin
8
9 loop
10 Put ("Enter country name (");
11 for Key in Flags.Key_T loop
12 Put (Flags.Key_T'Image (Key) & " ");
13 end loop;
14 Put ("): ");
15 declare
16 Str : constant String := Get_Line;
17 Key : Flags.Key_T;
18 Description : Colors.Color_Set_T;
19 Success : Boolean;
20 begin
21 exit when Str'Length = 0;
22 Key := Flags.Key_T'Value (Str);
23 Description := Input.Get;
24 if Flags.Exists (Map, Key) then
25 Flags.Modify (Map, Key, Description, Success);
26 else
27 Flags.Add (Map, Key, Description, Success);
28 end if;
29 end;
30 end loop;
31
32 Put_Line (Flags.Image (Map));
33 end Main;
```

## Summary

# Summary

- Tool-enforced support for Abstract Data Types
  - Same protection as Abstract Data Machine idiom
  - Capabilities and flexibility of types
- May also be **limited**
  - Thus additionally no assignment or predefined equality
  - More on this later
- Common interface design idioms have arisen
  - Resulting from representation independence
- Assume private types as initial design choice
  - Change is inevitable



# Program Structure

# Introduction

# Introduction

- Moving to "bigger" issues of overall program composition
- How to compose programs out of program units
- How to control object lifetimes
- How to define subsystems

## Building A System

# What is a System?

- Also called Application or Program or ...
- Collection of *library units*
  - Which are a collection of packages, subprograms, objects

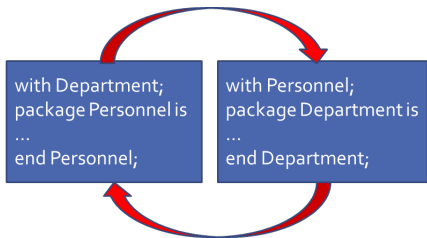
## Library Units Review

- Those units not nested within another program unit
- Candidates
  - Subprograms
  - Packages
  - Generic Units
  - Generic Instantiations
  - Renamings
- Dependencies between library units via **with** clauses
  - What happens when two units need to depend on each other?

## Circular Dependencies

# Handling Cyclic Dependencies

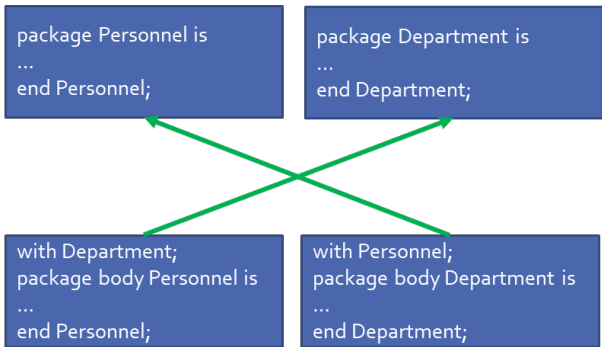
- Elaboration must be linear
- Package declarations cannot depend on each other
  - No linear order is possible
- Which package elaborates first?





## Body-Level Cross Dependencies Are OK

- The bodies only depend on other packages' declarations
- The declarations are already elaborated by the time the bodies are elaborated



## Resulting Design Problem

- Good design dictates that conceptually distinct types appear in distinct package declarations
  - Separation of concerns
  - High level of *cohesion*
- Not possible if they depend on each other
- One solution is to combine them in one package, even though conceptually distinct
  - Poor software engineering
  - May be only choice, depending on language version
    - Best choice would be to implement both parts in a new package

## Circular Dependency in Package Declaration

```
with Department; -- Circular dependency
package Personnel is
 type Employee is private;
 procedure Assign (This : in Employee;
 To : in out Department.Section);
private
 type Employee is record
 Assigned_To : Department.Section;
 end record;
end Personnel;

with Personnel; -- Circular dependency
package Department is
 type Section is private;
 procedure Choose_Manager (This : in out Section;
 Who : in Personnel.Employee);

[...]
end Department;
```

# limited with Clauses

- Solve the cyclic declaration dependency problem
  - Controlled cycles are now permitted
- Provide a *limited view* of the specified package
  - Only type names are visible (including in nested packages)
  - Types are viewed as *incomplete types*
- Normal view

```
package Personnel is
 type Employee is private;
 procedure Assign ...
private
 type Employee is ...
end Personnel;
```

- Implied limited view

```
package Personnel is
 type Employee;
end Personnel;
```

# Using Incomplete Types

- A type is *incomplete* when its representation is completely unknown
  - Address can still manipulated through an **access**
  - Can be a formal parameter or function result's type
    - Subprogram's completion need the complete type
    - Actual parameter need the complete type
  - Can be a generic formal type parameters
  - If **tagged**, may also use **'Class**

**type** T;

- Can be declared in a **private** part of a package
  - And completed in its body
  - Used to implement opaque pointers
- Thus typically involves some advanced features

# Legal Package Declaration Dependency

```
with Department;
package Personnel is
 type Employee is private;
 procedure Assign (This : in Employee;
 To : in out Department.Section);
private
 type Employee is record
 Assigned_To : Department.Section;
 end record;
end Personnel;

limited with Personnel;
package Department is
 type Section is private;
 procedure Choose_Manager (This : in out Section;
 Who : in Personnel.Employee);
private
 type Section is record
 Manager : access Personnel.Employee;
 end record;
end Department;
```

## Full **with** Clause On the Package Body

- Even though declaration has a **limited with** clause
- Typically necessary since body does the work
  - Dereferencing, etc.
- Usual semantics from then on

```
limited with Personnel;
package Department is
...
end Department;
```

```
with Personnel; -- normal view in body
package body Department is
...
end Department;
```

## Hierarchical Library Units

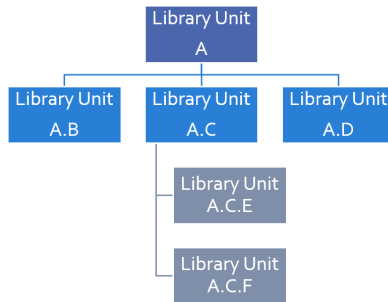


## Problem: Packages Are Not Enough

- Extensibility is a problem for private types
  - Provide excellent encapsulation and abstraction
  - But one has either complete visibility or essentially none
  - New functionality must be added to same package for sake of compile-time visibility to representation
  - Thus enhancements require editing/recompilation/retesting
- Should be something "bigger" than packages
  - Subsystems
  - Directly relating library items in one name-space
    - One big package has too many disadvantages
  - Avoiding name clashes among independently-developed code

## Solution: Hierarchical Library Units

- Address extensibility issue
  - Can extend packages with visibility to parent private part
  - Extensions do not require recompilation of parent unit
  - Visibility of parent's private part is protected
- Directly support subsystems
  - Extensions all have the same ancestor *root* name



# Programming By Extension

- *Parent unit*

```
package Complex is
 type Number is private;
 function "*" (Left, Right : Number) return Number;
 function "/" (Left, Right : Number) return Number;
 function "+" (Left, Right : Number) return Number;
 function "-" (Left, Right : Number) return Number;
 ...
private
 type Number is record
 Real_Part, Imaginary_Part : Float;
 end record;
end Complex;
```

- Extension created to work with parent unit

```
package Complex.Utils is
 procedure Put (C : in Number);
 function As_String (C : Number) return String;
 ...
end Complex.Utils;
```

## Extension Can See Private Section

- With certain limitations

```
with Ada.Text_IO;
package body Complex.Utils is
 procedure Put (C : in Number) is
 begin
 Ada.Text_IO.Put (As_String (C));
 end Put;
 function As_String (C : Number) return String is
 begin
 -- Real_Part and Imaginary_Part are
 -- visible to child's body
 return "(" & Float'Image (C.Real_Part) & ", " &
 Float'Image (C.Imaginary_Part) & ")";
 end As_String;
 ...
end Complex.Utils;
```

# Subsystem Approach

```
with Interfaces.C;
package OS is -- Unix and/or POSIX
 type File_Descriptor is new Interfaces.C.int;
 ...
end OS;

package OS.Mem_Mgmt is
 ...
 procedure Dump (File : File_Descriptor;
 Requested_Location : System.Address;
 Requested_Size : Interfaces.C.Size_T);
 ...
end OS.Mem_Mgmt;

package OS.Files is
 ...
 function Open (Device : Interfaces.C.char_array;
 Permission : Permissions := S_IRWXO)
 return File_Descriptor;
 ...
end OS.Files;
```

# Predefined Hierarchies

- Standard library facilities are children of **Ada**
  - **Ada.Text\_IO**
  - **Ada.Calendar**
  - **Ada.Command\_Line**
  - **Ada.Exceptions**
  - et cetera
  
- Other root packages are also predefined
  - **Interfaces.C**
  - **Interfaces.Fortran**
  - **System.Storage\_Pools**
  - **System.Storage\_Elements**
  - et cetera

# Hierarchical Visibility

- Children can see ancestors' visible and private parts
  - All the way up to the root library unit
- Siblings have no automatic visibility to each other
- Visibility same as nested
  - As if child library units are nested within parents
    - All child units come after the root parent's specification
    - Grandchildren within children, great-grandchildren within ...



## Example of Visibility As If Nested

```
package Complex is
 type Number is private;
 function "*" (Left, Right : Number) return Number;
 function "/" (Left, Right : Number) return Number;
 function "+" (Left, Right : Number) return Number;
 ...
private
 type Number is record
 Real_Part : Float;
 Imaginary : Float;
 end record;
 package Utils is
 procedure Put (C : in Number);
 function As_String (C : Number) return String;
 ...
 end Utils;
end Complex;
```



## with Clauses for Ancestors are Implicit

- Because children can reference ancestors' private parts
  - Code is not in executable unless somewhere in the **with** clauses
- Explicit clauses for ancestors are redundant but OK

```
package Parent is
 ...
private
 A : Integer := 10;
end Parent;
```

```
-- no "with" of parent needed
package Parent.Child is
 ...
private
 B : Integer := Parent.A;
 -- no dot-notation needed
 C : Integer := A;
end Parent.Child;
```

## with Clauses for Siblings are Required

- If references are intended

```
with A.Foo; --required
package body A.Bar is
 ...
 -- 'Foo' is directly visible because of the
 -- implied nesting rule
 X : Foo.Typemark;
end A.Bar;
```

# Quiz

```
package Parent is
 Parent_Object : Integer;
end Parent;
```

```
package Parent.Sibling is
 Sibling_Object : Integer;
end Parent.Sibling;
```

```
package Parent.Child is
 Child_Object : Integer := ? ;
end Parent.Child;
```

Which is not a legal initialization of Child\_Object?

- A. Parent.Parent\_Object + Parent.Sibling.Sibling\_Object
- B. Parent\_Object + Sibling.Sibling\_Object
- C. Parent\_Object + Sibling\_Object
- D. All of the above

# Quiz

```
package Parent is
 Parent_Object : Integer;
end Parent;
```

```
package Parent.Sibling is
 Sibling_Object : Integer;
end Parent.Sibling;
```

```
package Parent.Child is
 Child_Object : Integer := ? ;
end Parent.Child;
```

Which is not a legal initialization of Child\_Object?

- A. Parent.Parent\_Object + Parent.Sibling.Sibling\_Object
- B. Parent\_Object + Sibling.Sibling\_Object
- C. Parent\_Object + Sibling\_Object
- D. *All of the above*

A, B, and C are illegal because there is no reference to package Parent.Sibling (the reference to Parent is implied by the hierarchy). If Parent.Child had "`with Parent.Sibling;`", then A and B would be legal, but C would still be incorrect because there is no implied reference to a sibling.

## Visibility Limits

# Parents Do Not Know Their Children!

- Children grant themselves access to ancestors' private parts
  - May be created well after parent
  - Parent doesn't know if/when child packages will exist
- Alternatively, language *could have* been designed to grant access when declared
  - Like `friend` units in C++
  - But would have to be prescient!
    - Or else adding children requires modifying parent
  - Hence too restrictive
- Note: Parent body can reference children
  - Typical method of parsing out complex processes

## Correlation to C++ Class Visibility Controls

- Ada private part is visible to child units

```
package P is
 A ...
private
 B ...
end P;
package body P is
 C ...
end P;
```

- Thus private part is like the protected part in C++

```
class C {
public:
 A ...
protected:
 B ...
private:
 C ...
};
```

# Visibility Limits

- Visibility to parent's private part is not open-ended
  - Only visible to private parts and bodies of children
  - As if only private part of child package is nested in parent
- Recall users can only reference exported declarations
  - Child public spec only has access to parent public spec

```
package Parent is
```

```
 ...
```

```
private
```

```
 type Parent_T is ...
```

```
end Parent;
```

```
package Parent.Child is
```

```
 -- Parent_T is not visible here!
```

```
private
```

```
 -- Parent_T is visible here
```

```
end Parent.Child;
```

```
package body Parent.Child is
```

```
 -- Parent_T is visible here
```

```
end Parent.Child;
```



# Children Can Break Abstraction

- Could **break** a parent's abstraction
  - Alter a parent package state
  - Alters an ADT object state
- Useful for reset, testing: fault injections...

```
package Stack is
```

```
 ...
```

```
private
```

```
 Values : array (1 .. N) of Foo;
```

```
 Top : Natural range 0 .. N := 0;
```

```
end Stack;
```

```
package body Stack.Reset is
```

```
 procedure Reset is
```

```
 begin
```

```
 Top := 0;
```

```
 end Reset;
```

```
end Stack.Reset;
```

## Using Children for Debug

- Provide **accessors** to parent's private information
- eg internal metrics...

```
package P is
 ...
private
 Internal_Counter : Integer := 0;
end P;

package P.Child is
 function Count return Integer;
end P.Child;

package body P.Child is
 function Count return Integer is
 begin
 return Internal_Counter;
 end Count;
end P.Child;
```

# Quiz

```
package P is
 Object_A : Integer;
private
 Object_B : Integer;
 procedure Dummy_For_Body;
end P;
```

```
package body P is
 Object_C : Integer;
 procedure Dummy_For_Body is null;
end P;
```

```
package P.Child is
 function X return Integer;
end P.Child;
```

Which return statement would **not** be legal in P.Child.X?

- A. return Object\_A;
- B. return Object\_B;
- C. return Object\_C;
- D. None of the above

# Quiz

```
package P is
 Object_A : Integer;
private
 Object_B : Integer;
 procedure Dummy_For_Body;
end P;

package body P is
 Object_C : Integer;
 procedure Dummy_For_Body is null;
end P;

package P.Child is
 function X return Integer;
end P.Child;
```

Which return statement would **not** be legal in P.Child.X?

- A. return Object\_A;
- B. return Object\_B;
- C. return Object\_C;
- D. None of the above

Explanations

- A. Object\_A is in the public part of P - visible to any unit that **with's** P
- B. Object\_B is in the private part of P - visible in the private part or body of any descendant of P
- C. Object\_C is in the body of P, so it is only visible in the body of P
- D. A and B are both valid completions

## Private Children

# Private Children

- Intended as implementation artifacts
- Only available within subsystem
  - Rules prevent **with** clauses by clients
  - Thus cannot export anything outside subsystem
  - Thus have no parent visibility restrictions
    - Public part of child also has visibility to ancestors' private parts

```
private package Maze.Debug is
 procedure Dump_State;
 . . .
end Maze.Debug;
```

## Rules Preventing Private Child Visibility

- Only available within immediate family
  - Rest of subsystem cannot import them
- Public unit declarations have import restrictions
  - To prevent re-exporting private information
- Public unit bodies have no import restrictions
  - Since can't re-export any imported info
- Private units can import anything
  - Declarations and bodies can import public and private units
  - Cannot be imported outside subsystem so no restrictions

# Import Rules

- Only parent of private unit and its descendants can import a private child
- Public unit declarations import restrictions
  - Not allowed to have **with** clauses for private units
    - Exception explained in a moment
  - Precludes re-exporting private information
- Private units can import anything
  - Declarations and bodies can import private children



## Some Public Children Are Trustworthy

- Would only use a private sibling's exports privately
- But rules disallow `with` clause

```
private package OS.UART is
 type Device is limited private;
 procedure Open (This : out Device; ...);
 ...
end OS.UART;
```

```
-- illegal - private child
with OS.UART;
package OS.Serial is
 type COM_Port is limited private;
 ...
private
 type COM_Port is limited record
 -- but I only need it here!
 COM : OS.UART.Device;
 ...
 end record;
end OS.Serial;
```

# Solution 1: Move Type To Parent Package

```
package OS is
 ...
private
 -- no longer an ADT!
 type Device is limited private;
 ...
end OS;
private package OS.UART is
 procedure Open (This : out Device;
 ...);
 ...
end OS.UART;

package OS.Serial is
 type COM_Port is limited private;
 ...
private
 type COM_Port is limited record
 COM : Device; -- now visible
 ...
 end record;
end OS.Serial;
```

## Solution 2: Partially Import Private Unit

- Via `private with` clause

- Syntax

```
private with package_name {, package_name} ;
```

- Public declarations can then access private siblings
  - But only in their private part
  - Still prevents exporting contents of private unit
- The specified package need not be a private unit
  - But why bother otherwise

## private with Example

```
private package OS.UART is
 type Device is limited private;
 procedure Open (This : out Device;
 ...);
 ...
end OS.UART;

private with OS.UART;
package OS.Serial is
 type COM_Port is limited private;
 ...
private
 type COM_Port is limited record
 COM : OS.UART.Device;
 ...
 end record;
end OS.Serial;
```

## Combining Private and Limited Withs

- Cyclic declaration dependencies allowed
- A public unit can **with** a private unit
- With-ed unit only visible in the private part

```
limited with Parent.Public_Child;
private package Parent.Private_Child is
 type T is ...
end Parent.Private_Child;
```

```
limited private with Parent.Private_Child;
package Parent.Public_Child is
 ...
private
 X : access Parent.Private_Child.T;
end Parent.Public_Child;
```

# Child Subprograms

- Child units can be subprograms
  - Recall syntax
  - Both public and private child subprograms
- Separate declaration required if private
  - Syntax doesn't allow **private** on subprogram bodies
- Only library packages can be parents
  - Only they have necessary scoping

```
private procedure Parent.Child;
```

Lab

# Program Structure Lab

- Requirements
  - Create a message data type
    - Actual message type should be private
    - Need primitives to construct message and query contents
  - Create a child package that allows clients to modify the contents of the message
  - Main program should
    - Build a message
    - Print the contents of the message
    - Modify part of the message
    - Print the new contents of the message
- **Note: There is no prompt for this lab - you need to learn how to build the program structure**



# Program Structure Lab Solution - Messages

```
1 package Messages is
2 type Message_T is private;
3 type Kind_T is (Command, Query);
4 type Request_T is digits 6;
5 type Status_T is mod 255;
6
7 function Create (Kind : Kind_T;
8 Request : Request_T;
9 Status : Status_T)
10 return Message_T;
11
12 function Kind (Message : Message_T) return Kind_T;
13 function Request (Message : Message_T) return Request_T;
14 function Status (Message : Message_T) return Status_T;
15
16 private
17 type Message_T is record
18 Kind : Kind_T;
19 Request : Request_T;
20 Status : Status_T;
21 end record;
22 end Messages;
23
24 package body Messages is
25
26 function Create (Kind : Kind_T;
27 Request : Request_T;
28 Status : Status_T)
29 return Message_T is
30 (Kind => Kind, Request => Request, Status => Status);
31
32 function Kind (Message : Message_T) return Kind_T is
33 (Message.Kind);
34 function Request (Message : Message_T) return Request_T is
35 (Message.Request);
36 function Status (Message : Message_T) return Status_T is
37 (Message.Status);
38
39 end Messages;
```

# Program Structure Lab Solution - Message Modification

```
1 package Messages.Modify is
2
3 procedure Kind (Message : in out Message_T;
4 New_Value : Kind_T);
5 procedure Request (Message : in out Message_T;
6 New_Value : Request_T);
7 procedure Status (Message : in out Message_T;
8 New_Value : Status_T);
9
10 end Messages.Modify;
11
12 package body Messages.Modify is
13
14 procedure Kind (Message : in out Message_T;
15 New_Value : Kind_T) is
16 begin
17 Message.Kind := New_Value;
18 end Kind;
19
20 procedure Request (Message : in out Message_T;
21 New_Value : Request_T) is
22 begin
23 Message.Request := New_Value;
24 end Request;
25
26 procedure Status (Message : in out Message_T;
27 New_Value : Status_T) is
28 begin
29 Message.Status := New_Value;
30 end Status;
31
32 end Messages.Modify;
```

# Program Structure Lab Solution - Main

```
1 with Ada.Text_IO; use Ada.Text_IO;
2 with Messages;
3 with Messages.Modify;
4 procedure Main is
5 Message : Messages.Message_T;
6 procedure Print is
7 begin
8 Put_Line ("Kind => " & Messages.Kind (Message)'Image);
9 Put_Line ("Request => " & Messages.Request (Message)'Image);
10 Put_Line ("Status => " & Messages.Status (Message)'Image);
11 New_Line;
12 end Print;
13 begin
14 Message := Messages.Create (Kind => Messages.Command,
15 Request => 12.34,
16 Status => 56);
17 Print;
18 Messages.Modify.Request (Message => Message,
19 New_Value => 98.76);
20 Print;
21 end Main;
```

# Summary

# Summary

- Hierarchical library units address important issues
  - Direct support for subsystems
  - Extension without recompilation
  - Separation of concerns with controlled sharing of visibility (Ada 2012)
- Parents should document assumptions for children
  - "These must always be in ascending order!"
- Children cannot misbehave unless imported ("with'ed")
- The writer of a child unit must be trusted
  - As much as if he or she were to modify the parent itself

# Visibility

# Introduction

## Improving Readability

- Descriptive names plus hierarchical packages makes for very long statements

```
Messages.Queue.Diagnostics.Inject_Fault (
 Fault => Messages.Queue.Diagnostics.CRC_Failure,
 Position => Messages.Queue.Front);
```

- Operators treated as functions defeat the purpose of overloading  

```
Complex1 := Complex_Types."+" (Complex2, Complex3);
```
- Ada has mechanisms to simplify hierarchies



# Operators and Primitives

## ■ *Operators*

- Constructs which behave generally like functions but which differ syntactically or semantically
- Typically arithmetic, comparison, and logical

## ■ **Primitive operation**

- Predefined operations such as = and + etc.
- Subprograms declared in the same package as the type and which operate on the type
- Inherited or overridden subprograms
- For **tagged** types, class-wide subprograms
- Enumeration literals

## "use" Clauses

# use Clauses

- Provide direct visibility into packages' exported items
  - *Direct Visibility* - as if object was referenced from within package being used
- May still use expanded name

```
package Ada.Text_IO is
 procedure Put_Line (...);
 procedure New_Line (...);
 ...
end Ada.Text_IO;

with Ada.Text_IO;
procedure Hello is
 use Ada.Text_IO;
begin
 Put_Line ("Hello World");
 New_Line (3);
 Ada.Text_IO.Put_Line ("Good bye");
end Hello;
```

## use Clause Syntax

- May have several, like **with** clauses
- Can refer to any visible package (including nested packages)
- Syntax

```
use_package_clause ::= use package_name {, package_name}
```

- Can only **use** a package
  - Subprograms have no contents to **use**

## use Clause Scope

- Applies to end of body, from first occurrence

```
package Pkg_A is
 Constant_A : constant := 123;
end Pkg_A;

package Pkg_B is
 Constant_B : constant := 987;
end Pkg_B;

with Pkg_A;
with Pkg_B;
use Pkg_A; -- everything in Pkg_A is now visible
package P is
 A : Integer := Constant_A; -- legal
 B1 : Integer := Constant_B; -- illegal
 use Pkg_B; -- everything in Pkg_B is now visible
 B2 : Integer := Constant_B; -- legal
 function F return Integer;
end P;

package body P is
 -- all of Pkg_A and Pkg_B is visible here
 function F return Integer is (Constant_A + Constant_B);
end P;
```

# No Meaning Changes

- A new **use** clause won't change a program's meaning!
- Any directly visible names still refer to the original entities

```
package D is
 T : Float;
end D;

with D;
procedure P is
 procedure Q is
 T, X : Float;
 begin
 ...
 declare
 use D;
 begin
 -- With or without the clause, "T" means Q.T
 X := T;
 end;
 ...
 end Q;
end P;
```

# No Ambiguity Introduction

```
package D is
 V : Boolean;
end D;
```

```
package E is
 V : Integer;
end E;
with D, E;
```

```
procedure P is
 procedure Q is
 use D, E;
 begin
 -- to use V here, must specify D.V or E.V
 ...
 end Q;
begin
 ...
end;
```

## use Clauses and Child Units

- A clause for a child does **not** imply one for its parent
- A clause for a parent makes the child **directly** visible
  - Since children are 'inside' declarative region of parent

```
package Parent is
```

```
 P1 : Integer;
```

```
end Parent;
```

```
package Parent.Child is
```

```
 PC1 : Integer;
```

```
end Parent.Child;
```

```
with Parent;
```

```
with Parent.Child; use Parent.Child;
```

```
procedure Demo is
```

```
 D1 : Integer := Parent.P1;
```

```
 D2 : Integer := Parent.Child.PC1;
```

```
 use Parent;
```

```
 D3 : Integer := P1; -- illegal
```

```
 D4 : Integer := PC1;
```

```
 ...
```



## use Clause and Implicit Declarations

- Visibility rules apply to implicit declarations too

```
package P is
 type Int is range Lower .. Upper;
 -- implicit declarations
 -- function "+"(Left, Right : Int) return Int;
 -- function "="(Left, Right : Int) return Boolean;
end P;

with P;
procedure Test is
 A, B, C : P.Int := some_value;
begin
 C := A + B; -- illegal reference to operator
 C := P."+" (A,B);
 declare
 use P;
 begin
 C := A + B; -- now legal
 end;
end Test;
```

## "use type" Clauses

## use type Clauses

- Syntax

```
use_type_clause ::= use type subtype_mark
 {, subtype_mark};
```

- Makes operators directly visible for specified type

- Implicit and explicit operator function declarations
- Only those that mention the type in the profile
  - Parameters and/or result type

- More specific alternative to **use** clauses

- Especially useful when multiple **use** clauses introduce ambiguity

## use type Clause Example

```
package P is
 type Int is range Lower .. Upper;
 -- implicit declarations
 -- function "+"(Left, Right : Int) return Int;
 -- function "="(Left, Right : Int) return Boolean;
end P;
with P;
procedure Test is
 A, B, C : P.Int := some_value;
 use type P.Int;
 D : Int; -- not legal
begin
 C := A + B; -- operator is visible
end Test;
```

## use type Clauses and Multiple Types

- One clause can make ops for several types visible
  - When multiple types are in the profiles
- No need for multiple clauses in that case

```
package P is
```

```
 type Miles_T is digits 6;
```

```
 type Hours_T is digits 6;
```

```
 type Speed_T is digits 6;
```

```
 -- "use type" on any of Miles_T, Hours_T, Speed_T
```

```
 -- makes operator visible
```

```
 function "/"(Left : Miles_T;
 Right : Hours_T)
 return Speed_T;
```

```
end P;
```

## Multiple use type Clauses

- May be necessary
- Only those that mention the type in their profile are made visible

```
package P is
 type T1 is range 1 .. 10;
 type T2 is range 1 .. 10;
 -- implicit
 -- function "+"(Left : T2; Right : T2) return T2;
 type T3 is range 1 .. 10;
 -- explicit
 function "+"(Left : T1; Right : T2) return T3;
end P;

with P;
procedure UseType is
 X1 : P.T1;
 X2 : P.T2;
 X3 : P.T3;
 use type P.T1;
begin
 X3 := X1 + X2; -- operator visible because it uses T1
 X2 := X2 + X2; -- operator not visible
end UseType;
```

"use all type" Clauses

## use all type Clauses

- Makes all primitive operations for the type visible
  - Not just operators
  - Especially, subprograms that are not operators
- Still need a **use** clause for other entities
  - Typically exceptions



## use all type Clause Example

```
package Complex is
 type Number is private;
 function "+" (Left, Right : Number) return Number;
 procedure Make (C : out Number;
 From_Real, From_Imag : Float);
 ...

with Complex;
use all type Complex.Number;
procedure Demo is
 A, B, C : Complex.Number;
 procedure Non_Primitive (X : Complex.Number) is null;
begin
 -- "use all type" makes these available
 Make (A, From_Real => 1.0, From_Imag => 0.0);
 Make (B, From_Real => 1.0, From_Imag => 0.0);
 C := A + B;
 -- but not this one
 Non_Primitive (0);
end Demo;
```

## use all type v. use type Example

```
1 with Complex; use type Complex.Number;
2 procedure Demo is
3 A, B, C : Complex.Number;
4 begin
5 -- these are always allowed
6 Complex.Make (A, From_Real => 1.0, From_Imag => 0.0);
7 Complex.Make (B, From_Real => 1.0, From_Imag => 0.0);
8 -- "use type" does not give access to primitive operations
9 Make (A, 1.0, 0.0); -- Compile error here
10 -- but does give access to operators
11 C := A + B;
12 declare
13 -- but if we add "use all type" we get more visibility
14 use all type Complex.Number;
15 begin
16 Make (A, 1.0, 0.0); -- Not a compile error
17 end;
18 end Demo;
```

## Renaming Entities

# Three Positives Make a Negative

- Good Coding Practices ...
  - Descriptive names
  - Modularization
  - Subsystem hierarchies
- Can result in cumbersome references

```
-- use cosine rule to determine distance between two points,
-- given angle and distances between observer and 2 points
-- $A^2 = B^2 + C^2 - 2*B*C*\cos(\text{angle})$
```

```
Observation.Sides (Viewpoint_Types.Point1_Point2) :=
 Math_Utilities.Square_Root
 (Observation.Sides (Viewpoint_Types.Observer_Point1)**2 +
 Observation.Sides (Viewpoint_Types.Observer_Point2)**2 -
 2.0 * Observation.Sides (Viewpoint_Types.Observer_Point1) *
 Observation.Sides (Viewpoint_Types.Observer_Point2) *
 Math_Utilities.Trigonometry.Cosine
 (Observation.Vertices (Viewpoint_Types.Observer))));
```

# Writing Readable Code - Part 1

- We could use **use** on package names to remove some dot-notation

```
-- use cosine rule to determine distance between two points, given angle
-- and distances between observer and 2 points A**2 = B**2 + C**2 -
-- 2*B*C*cos(angle)
```

```
Observation.Sides (Point1_Point2) :=
 Square_Root
 (Observation.Sides (Observer_Point1)**2 +
 Observation.Sides (Observer_Point2)**2 -
 2.0 * Observation.Sides (Observer_Point1) *
 Observation.Sides (Observer_Point2) *
 Cosine (Observation.Vertices (Observer)));
```

- But that only shortens the problem, not simplifies it
  - If there are multiple "use" clauses in scope:
    - Reviewer may have hard time finding the correct definition
    - Homographs may cause ambiguous reference errors
- We want the ability to refer to certain entities by another name (like an alias) with full read/write access (unlike temporary variables)

# The `renames` Keyword

- Certain entities can be renamed within a declarative region

- Packages

```
package Trig renames Math.Trigonometry
```

- Objects (or elements of objects)

```
Angles : Viewpoint_Types.Vertices_Array_T
 renames Observation.Vertices;
```

```
Required_Angle : Viewpoint_Types.Vertices_T
 renames Viewpoint_Types.Observer;
```

- Subprograms

```
function Sqrt (X : Base_Types.Float_T)
 return Base_Types.Float_T
 renames Math.Square_Root;
```

## Writing Readable Code - Part 2

- With **renames** our complicated code example is easier to understand
  - Executable code is very close to the specification
  - Declarations as "glue" to the implementation details

**begin**

```
package Math renames Math_Uilities;
package Trig renames Math.Trigonometry;
```

```
function Sqrt (X : Base_Types.Float_T) return Base_Types.Float_T
 renames Math.Square_Root;
function Cos ...
```

```
B : Base_Types.Float_T
 renames Observation.Sides (Viewpoint_Types.Observer_Point1);
 -- Rename the others as Side2, Angles, Required_Angle, Desired_Side
```

**begin**

```
...
-- A**2 = B**2 + C**2 - 2*B*C*cos(angle)
A := Sqrt (B**2 + C**2 - 2.0 * B * C * Cos (Angle));
```

**end;**

Lab



# Visibility Lab

## ■ Requirements

- Create two types packages for two different shapes. Each package should have the following components:
  - `Number_of_Sides` - indicates how many sides in the shape
  - `Side_T` - numeric value for length
  - `Shape_T` - array of `Side_T` elements whose length is `Number_of_Sides`
- Create a main program that will
  - Create an object of each `Shape_T`
  - Set the values for each element in `Shape_T`
  - Add all the elements in each object and print the total

## ■ Hints

- There are multiple ways to resolve this!

## Visibility Lab Solution - Types

```
1 package Quads is
2
3 Number_Of_Sides : constant Natural := 4;
4 type Side_T is range 0 .. 1_000;
5 type Shape_T is array (1 .. Number_Of_Sides) of Side_T;
6
7 end Quads;
8
9 package Triangles is
10
11 Number_Of_Sides : constant Natural := 3;
12 type Side_T is range 0 .. 1_000;
13 type Shape_T is array (1 .. Number_Of_Sides) of Side_T;
14
15 end Triangles;
```

# Visibility Lab Solution - Main #1

```
1 with Ada.Text_IO; use Ada.Text_IO;
2 with Quads;
3 with Triangles;
4 procedure Main1 is
5
6 use type Quads.Side_T;
7 Q_Sides : Natural renames Quads.Number_Of_Sides;
8 Quad : Quads.Shape_T := (1, 2, 3, 4);
9 Quad_Total : Quads.Side_T := 0;
10
11 use type Triangles.Side_T;
12 T_Sides : Natural renames Triangles.Number_Of_Sides;
13 Triangle : Triangles.Shape_T := (1, 2, 3);
14 Triangle_Total : Triangles.Side_T := 0;
15
16 begin
17
18 for I in 1 .. Q_Sides loop
19 Quad_Total := Quad_Total + Quad (I);
20 end loop;
21 Put_Line ("Quad: " & Quads.Side_T'Image (Quad_Total));
22
23 for I in 1 .. T_Sides loop
24 Triangle_Total := Triangle_Total + Triangle (I);
25 end loop;
26 Put_Line ("Triangle: " & Triangles.Side_T'Image (Triangle_Total));
27
28 end Main1;
```

# Visibility Lab Solution - Main #2

```
1 with Ada.Text_IO; use Ada.Text_IO;
2 with Quads; use Quads;
3 with Triangles; use Triangles;
4 procedure Main2 is
5 function Q_Image (S : Quads.Side_T) return String
6 renames Quads.Side_T'Image;
7 Quad : Quads.Shape_T := (1, 2, 3, 4);
8 Quad_Total : Quads.Side_T := 0;
9
10 function T_Image (S : Triangles.Side_T) return String
11 renames Triangles.Side_T'Image;
12 Triangle : Triangles.Shape_T := (1, 2, 3);
13 Triangle_Total : Triangles.Side_T := 0;
14
15 begin
16
17 for I in Quad'Range loop
18 Quad_Total := Quad_Total + Quad (I);
19 end loop;
20 Put_Line ("Quad: " & Q_Image (Quad_Total));
21
22 for I in Triangle'Range loop
23 Triangle_Total := Triangle_Total + Triangle (I);
24 end loop;
25 Put_Line ("Triangle: " & T_Image (Triangle_Total));
26
27 end Main2;
```

## Summary

# Summary

- **use** clauses are not evil but can be abused
  - Can make it difficult for others to understand code
- **use all type** clauses are more likely in practice than **use type** clauses
  - Only available in Ada 2012 and later
- **Renames** allow us to alias entities to make code easier to read
  - Subprogram renaming has many other uses, such as adding / removing default parameter values

# Low Level Programming

# Introduction



# Introduction

- Sometimes you need to get your hands dirty
- Hardware Issues
  - Register or memory access
  - Assembler code for speed or size issues
- Interfacing with other software
  - Object sizes
  - Endianness
  - Data conversion

# Data Representation

# Data Representation vs Requirements

- Developer usually defines requirements on a type

```
type My_Int is range 1 .. 10;
```

- The compiler then generates a representation for this type that can accommodate requirements

- In GNAT, can be consulted using `-gnatR2` switch

```
type My_Int is range 1 .. 10;
for My_Int'Object_Size use 8;
for My_Int'Value_Size use 4;
for My_Int'Alignment use 1;

-- using Ada 2012 aspects
type Ada2012_Int is range 1 .. 10
 with Object_Size => 8,
 Value_Size => 4,
 Alignment => 1;
```

- These values can be explicitly set, the compiler will check their consistency
- They can be queried as attributes if needed

```
X : Integer := My_Int'Alignment;
```

## Value\_Size / Size

- **Value\_Size** (or **Size** in the Ada Reference Manual) is the minimal number of bits required to represent data
  - For example, `Boolean'Size = 1`
- The compiler is allowed to use larger size to represent an actual object, but will check that the minimal size is enough

```
type T1 is range 1 .. 4;
for T1'Size use 3;
```

```
-- using Ada 2012 aspects
```

```
type T2 is range 1 .. 4
 with Size => 3;
```

## Object Size (GNAT-Specific)

- **Object\_Size** represents the size of the object in memory
- It must be a multiple of **Alignment** \* **Storage\_Unit (8)**, and at least equal to **Size**

```
type T1 is range 1 .. 4;
for T1'Value_Size use 3;
for T1'Object_Size use 8;
```

```
-- using Ada 2012 aspects
type T2 is range 1 .. 4
 with Value_Size => 3,
 Object_Size => 8;
```

- Object size is the *default* size of an object, can be changed if specific representations are given

# Alignment

- Number of bytes on which the type has to be aligned
- Some alignment may be more efficient than others in terms of speed (e.g. boundaries of words (4, 8))
- Some alignment may be more efficient than others in terms of memory usage

```
type T1 is range 1 .. 4;
for T1'Size use 4;
for T1'Alignment use 8;
```

```
-- using Ada 2012 aspects
type T2 is range 1 .. 4
 with Size => 4,
 Alignment => 8;
```

# Record Types

- Ada doesn't force any particular memory layout
- Depending on optimization of constraints, layout can be optimized for speed, size, or not optimized

```
type Enum is (E1, E2, E3);
```

```
type Rec is record
```

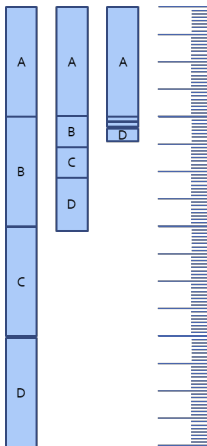
```
 A : Integer;
```

```
 B : Boolean;
```

```
 C : Boolean;
```

```
 D : Enum;
```

```
end record;
```



# Pack Aspect

- **pack** aspect (or pragma) applies to composite types (record and array)
- Compiler optimizes data for size no matter performance impact
- Unpacked

```
type Enum is (E1, E2, E3);
type Rec is record
 A : Integer;
 B : Boolean;
 C : Boolean;
 D : Enum;
end record;
type Ar is array (1 .. 1000) of Boolean;
-- Rec'Size is 56, Ar'Size is 8000
```

- Packed

```
type Enum is (E1, E2, E3);
type Rec is record
 A : Integer;
 B : Boolean;
 C : Boolean;
 D : Enum;
end record with Pack;
type Ar is array (1 .. 1000) of Boolean;
pragma Pack (Ar);
-- Rec'Size is 36, Ar'Size is 1000
```



## Record Representation Clauses

- Exact mapping between a record and its binary representation
- Optimization purposes, or hardware requirements
  - Driver mapped on the address space, communication protocol...

- Fields represented as  
`<name> at <byte> range  
<starting-bit> ..  
<ending-bit>`

```
type Rec1 is record
 A : Integer range 0 .. 4;
 B : Boolean;
 C : Integer;
 D : Enum;
end record;
for Rec1 use record
 A at 0 range 0 .. 2;
 B at 0 range 3 .. 3;
 C at 0 range 4 .. 35;
 -- unused space here
 D at 5 range 0 .. 2;
end record;
```

## Array Representation Clauses

- `Component_Size` for array's **component's** size

```
type Ar1 is array (1 .. 1000) of Boolean;
for Ar1'Component_Size use 2;
```

```
-- using Ada 2012 aspects
```

```
type Ar2 is array (1 .. 1000) of Boolean
 with Component_Size => 2;
```

# Endianness Specification

- **Bit\_Order** for a type's endianness
- **Scalar\_Storage\_Order** for composite types
  - Endianness of components' ordering
  - GNAT-specific
  - Must be consistent with **Bit\_Order**
- Compiler will perform needed bitwise transformations when performing operations

```
type Rec is record
 A : Integer;
 B : Boolean;
end record;
for Rec use record
 A at 0 range 0 .. 31;
 B at 0 range 32 .. 33;
end record;
for Rec'Bit_Order use System.High_Order_First;
for Rec'Scalar_Storage_Order use System.High_Order_First;

-- using Ada 2012 aspects
type Ar is array (1 .. 1000) of Boolean with
 Scalar_Storage_Order => System.Low_Order_First;
```

# Change of Representation

- Explicit new type can be used to set representation
- Very useful to unpack data from file/hardware to speed up references

```
type Rec_T is record
 Field1 : Unsigned_8;
 Field2 : Unsigned_16;
 Field3 : Unsigned_8;
end record;
type Packed_Rec_T is new Rec_T;
for Packed_Rec_T use record
 Field1 at 0 range 0 .. 7;
 Field2 at 0 range 8 .. 23;
 Field3 at 0 range 24 .. 31;
end record;
R : Rec_T;
P : Packed_Rec_T;
...
R := Rec_T (P);
P := Packed_Rec_T (R);
```

## Address Clauses and Overlays

# Address

- Ada distinguishes the notions of
  - A reference to an object
  - An abstract notion of address (**System.Address**)
  - The integer representation of an address
- Safety is preserved by letting the developer manipulate the right level of abstraction
- Conversion between pointers, integers and addresses are possible
- The address of an object can be specified through the **Address** aspect

# Address Clauses

- Ada allows specifying the address of an entity

```
Var : Unsigned_32;
for Var'Address use ... ;
```

- Very useful to declare I/O registers

- For that purpose, the object should be declared volatile:

```
pragma Volatile (Var);
```

- Useful to read a value anywhere

```
function Get_Byte (Addr : Address) return Unsigned_8 is
 V : Unsigned_8;
 for V'Address use Addr;
 pragma Import (Ada, V);
begin
 return V;
end;
```

- In particular the address doesn't need to be constant
- But must match alignment

# Address Values

- The type **Address** is declared in **System**
  - But this is a **private** type
  - You cannot use a number
- Ada standard way to set constant addresses:
  - Use **System.Storage\_Elements** which allows arithmetic on address

```
for V'Address use
 System.Storage_Elements.To_Address (16#120#);
```

- GNAT specific attribute **'To\_Address**
  - Handy but not portable

```
for V'Address use System'To_Address (16#120#);
```



# Volatile

- The **Volatile** property can be set using an aspect (in Ada2012 only) or a pragma
- Ada also allows volatile types as well as objects

```
type Volatile_U16 is mod 2**16;
pragma Volatile (Volatile_U16);
type Volatile_U32 is mod 2**32 with Volatile; -- Ada 2012
```

- The exact sequence of reads and writes from the source code must appear in the generated code
  - No optimization of reads and writes
- Volatile types are passed by-reference

# Ada Address Example

```
type Bitfield is array (Integer range <>) of Boolean;
pragma Component_Size (1);

V : aliased Integer; -- object can be referenced elsewhere
pragma Volatile (V); -- may be updated at any time

V2 : aliased Integer;
pragma Volatile (V2);

V_A : System.Address := V'Address;
V_I : Integer_Address := To_Integer (V_A);

-- This maps directly on to the bits of V
V3 : aliased Bitfield (1 .. V'Size);
for V3'Address use V_A; -- overlay

V4 : aliased Integer;
-- Trust me, I know what I'm doing, this is V2
for V4'Address use To_Address (V_I - 4);
```

# Aliasing Detection

- **Aliasing**: multiple objects are accessing the same address
  - Types can be different
  - Two pointers pointing to the same address
  - Two references onto the same address
  - Two objects at the same address
- `Var1'Has_Same_Storage (Var2)` checks if two objects occupy exactly the same space
- `Var'Overlaps_Storage (Var2)` checks if two object are partially or fully overlapping

# Unchecked Conversion

- **Unchecked\_Conversion** allows an unchecked *bitwise* conversion of data between two types
- Needs to be explicitly instantiated

```
type Bitfield is array (1 .. Integer'Size) of Boolean;
function To_Bitfield is new
 Ada.Unchecked_Conversion (Integer, Bitfield);
V : Integer;
V2 : Bitfield := To_Bitfield (V);
```

- Avoid conversion if the sizes don't match
  - Not defined by the standard
  - Many compilers will warn if the type sizes do not match

# Tricks

# Package Interfaces

- Package **Interfaces** provide Integer and unsigned types for many sizes
  - **Integer\_8, Integer\_16, Integer\_32, Integer\_64**
  - **Unsigned\_8, Unsigned\_16, Unsigned\_32, Unsigned\_64**
- With shift/rotation functions for unsigned types

## Fat/Thin pointers for Arrays

- Unconstrained array access is a fat pointer

```
type String_Acc is access String;
Msg : String_Acc;
-- array bounds stored outside array pointer
```

- Use a size representation clause for a thin pointer

```
type String_Acc is access String;
for String_Acc'Size use 32;
-- array bounds stored as part of array pointer
```

# Flat Arrays

- A constrained array access is a thin pointer
  - No need to store bounds

```
type Line_Acc is access String (1 .. 80);
```

- You can use big flat array to index memory
  - See **GNAT.Table**
  - Not portable

```
type Char_array is array (natural) of Character;
type C_String_Acc is access Char_Array;
```



Lab

# Low Level Programming Lab

## (Simplified) Message generation / propagation

### ■ Overview

- Populate a message structure with data and a CRC (cyclic redundancy check)
- "Send" and "Receive" messages and verify data is valid

### ■ Goal

- You should be able to create, "send", "receive", and print messages
- Creation should include generation of a CRC to ensure data security
- Receiving should include validation of CRC

# Project Requirements

- Message Generation
  - Message should at least contain:
    - Unique Identifier
    - (Constrained) string field
    - Two other fields
    - CRC value
- "Send" / "Receive"
  - To simulate send/receive:
    - "Send" should do a byte-by-byte write to a text file
    - "Receive" should do a byte-by-byte read from that same text file
  - Receiver should validate received CRC is valid
    - You can edit the text file to corrupt data

# Hints

- Use a representation clause to specify size of record
  - To get a valid size, individual components may need new types with their own rep spec
- CRC generation and file read/write should be similar processes
  - Need to convert a message into an array of "something"

## Low Level Programming Lab Solution - CRC

```
1 with System;
2 package Crc is
3 type Crc_T is mod 2**32;
4 for Crc_T'Size use 32;
5 function Generate
6 (Address : System.Address;
7 Size : Natural)
8 return Crc_T;
9 end Crc;
10
11 package body Crc is
12 type Array_T is array (Positive range <>) of Crc_T;
13 function Generate
14 (Address : System.Address;
15 Size : Natural)
16 return Crc_T is
17 Word_Count : Natural;
18 Retval : Crc_T := 0;
19 begin
20 if Size > 0
21 then
22 Word_Count := Size / 32;
23 if Word_Count * 32 /= Size
24 then
25 Word_Count := Word_Count + 1;
26 end if;
27 declare
28 Overlay : Array_T (1 .. Word_Count);
29 for Overlay'Address use Address;
30 begin
31 for I in Overlay'Range
32 loop
33 Retval := Retval + Overlay (I);
34 end loop;
35 end;
36 end if;
37 return Retval;
38 end Generate;
39 end Crc;
```

# Low Level Programming Lab Solution - Messages (Spec)

```
1 with Crc; use Crc;
2 package Messages is
3 type Message_T is private;
4 type Command_T is (Noop, Direction, Ascend, Descend, Speed);
5 for Command_T use
6 (Noop => 0, Direction => 1, Ascend => 2, Descend => 4, Speed => 8);
7 for Command_T'Size use 8;
8 function Create (Command : Command_T;
9 Value : Positive;
10 Text : String := "")
11 return Message_T;
12 function Get_Crc (Message : Message_T) return Crc_T;
13 procedure Write (Message : Message_T);
14 procedure Read (Message : out Message_T;
15 valid : out boolean);
16 procedure Print (Message : Message_T);
17 private
18 type U32_T is mod 2**32;
19 for U32_T'Size use 32;
20 Max_Text_Length : constant := 20;
21 type Text_Index_T is new Integer range 0 .. Max_Text_Length;
22 for Text_Index_T'Size use 8;
23 type Text_T is record
24 Text : String (1 .. Max_Text_Length);
25 Last : Text_Index_T;
26 end record;
27 for Text_T'Size use Max_Text_Length * 8 + Text_Index_T'size;
28 type Message_T is record
29 Unique_Id : U32_T;
30 Command : Command_T;
31 Value : U32_T;
32 Text : Text_T;
33 Crc : Crc_T;
34 end record;
35 end Messages;
```

# Low Level Programming Lab Solution - Main (Helpers)

```
1 with Ada.Text_IO; use Ada.Text_IO;
2 with Messages;
3 procedure Main is
4 Message : Messages.Message_T;
5 function Command return Messages.Command_T is
6 begin
7 loop
8 Put ("Command ");
9 for E in Messages.Command_T
10 loop
11 Put (Messages.Command_T'Image (E) & " ");
12 end loop;
13 Put ("");
14 begin
15 return Messages.Command_T'Value (Get_Line);
16 exception
17 when others =>
18 Put_Line ("Illegal");
19 end;
20 end loop;
21 end Command;
22 function Value return Positive is
23 begin
24 loop
25 Put ("Value: ");
26 begin
27 return Positive'Value (Get_Line);
28 exception
29 when others =>
30 Put_Line ("Illegal");
31 end;
32 end loop;
33 end Value;
34 function Text return String is
35 begin
36 Put ("Text: ");
37 return Get_Line;
38 end Text;
```

# Low Level Programming Lab Solution - Main

```
1 procedure Create is
2 C : constant Messages.Command_T := Command;
3 V : constant Positive := Value;
4 T : constant String := Text;
5 begin
6 Message := Messages.Create
7 (Command => C,
8 Value => V,
9 Text => T);
10 end Create;
11 procedure Read is
12 Valid : Boolean;
13 begin
14 Messages.Read (Message, Valid);
15 Ada.Text_IO.Put_Line("Message valid: " & Boolean'Image (Valid));
16 end read;
17 begin
18 loop
19 Put ("Create Write Read Print: ");
20 declare
21 Command : constant String := Get_Line;
22 begin
23 exit when Command'Length = 0;
24 case Command (Command'First) is
25 when 'c' | 'C' =>
26 Create;
27 when 'w' | 'W' =>
28 Messages.Write (Message);
29 when 'r' | 'R' =>
30 read;
31 when 'p' | 'P' =>
32 Messages.Print (Message);
33 when others =>
34 null;
35 end case;
36 end;
37 end loop;
38 end Main;
```



# Low Level Programming Lab Solution - Messages (Helpers)

```
1 with Ada.Text_IO;
2 with Unchecked_Conversion;
3 package body Messages is
4 Global_Unique_Id : U32_T := 0;
5 function To_Text (Str : String) return Text_T is
6 Length : Integer := Str'Length;
7 Retval : Text_T := (Text => (others => ' '), Last => 0);
8 begin
9 if Str'Length > Retval.Text'length then
10 Length := Retval.Text'Length;
11 end if;
12 Retval.Text (1 .. Length) := Str (Str'First .. Str'first + Length - 1);
13 Retval.Last := Text_Index_T (Length);
14 return Retval;
15 end To_Text;
16 function From_Text (Text : Text_T) return String is
17 Last : constant Integer := Integer (Text.Last);
18 begin
19 return Text.Text (1 .. Last);
20 end From_Text;
21 function Get_CRC (Message : Message_T) return Crc_T is
22 begin
23 return Message.Crc;
24 end Get_CRC;
25 function Validate (Original : Message_T) return Boolean is
26 Clean : Message_T := Original;
27 begin
28 Clean.Crc := 0;
29 return Crc.Generate (Clean'Address, Clean'Size) = Original.Crc;
30 end Validate;
```

# Low Level Programming Lab Solution - Messages (Body)

```

1 function Create (Command : Command_T;
2 Value : Positive;
3 Text : String := "")
4 return Message_T is
5 Retval : Message_T;
6
7 begin
8 Global_Unique_Id := Global_Unique_Id + 1;
9 Retval :=
10 (Unique_Id => Global_Unique_Id, Command => Command,
11 Value => US2_T (Value), Text => To_Text (Text), Crc => 0);
12 Retval.Crc := Crc.Generate (Retval.Address, Retval.Size);
13 return Retval;
14 end Create;
15 type Char is new Character;
16 for Char'Size use 8;
17 type Overlay_T is array (1 .. Message_T'Size / 8) of Char;
18 function Convert is new Unchecked_Conversion (Message_T, Overlay_T);
19 function Convert is new Unchecked_Conversion (Overlay_T, Message_T);
20 Const_FileName : constant String := "message.txt";
21 procedure Write (Message : Message_T) is
22 Overlay : constant Overlay_T := Convert (Message);
23 File : Ada.Text_IO.File_Type;
24
25 begin
26 Ada.Text_IO.Create (File, Ada.Text_IO.Out_File, Const_FileName);
27 for I in Overlay'Range loop
28 Ada.Text_IO.Put (File, Character (Overlay (I)));
29 end loop;
30 Ada.Text_IO.New_Line (File);
31 Ada.Text_IO.Close (File);
32 end Write;
33 procedure Read (Message : out Message_T;
34 Valid : out Boolean) is
35 Overlay : Overlay_T;
36 File : Ada.Text_IO.File_Type;
37
38 begin
39 Valid := False;
40 Ada.Text_IO.Open (File, Ada.Text_IO.In_File, Const_FileName);
41 declare
42 Str : constant String := Ada.Text_IO.Get_Line (File);
43 begin
44 Ada.Text_IO.Close (File);
45 for I in Str'Range loop
46 Overlay (I) := Char (Str (I));
47 end loop;
48 Message := Convert (Overlay);
49 Valid := Validate (Message);
50 end;
51 end Read;
52 procedure Print (Message : Message_T) is
53 begin
54 Ada.Text_IO.Put_Line ("Message" & US2_T'Image (Message.Unique_Id));
55 Ada.Text_IO.Put_Line (" " & Command_T'Image (Message.Command) & " => " &
56 US2_T'Image (Message.Value));
57 Ada.Text_IO.Put_Line (" Additional Info: " & From_Text (Message.Text));
58 end Print;
59 end Messages;

```

## Summary

# Summary

- Like C, Ada allows access to assembly-level programming
- Unlike C, Ada imposes some more restrictions to maintain some level of safety
- Ada also supplies language constructs and libraries to make low level programming easier

## Supplementary Resource: Inline ASM

# Calling Assembly Code

- Calling assembly code is a vendor-specific extension
- GNAT allows passing assembly with **System.Machine\_Code.ASM**
  - Handled by the linker directly
- The developer is responsible for mapping variables on temporaries or registers
- See documentation
  - GNAT RM 13.1 Machine Code Insertion
  - GCC UG 6.39 Assembler Instructions with C Expression Operands

# Simple Statement

- Instruction without inputs/outputs

```
Asm ("halt", Volatile => True);
```

- You may specify **Volatile** to avoid compiler optimizations
- In general, keep it False unless it created issues

- You can group several instructions

```
Asm ("nop" & ASCII.LF & ASCII.HT
 & "nop", Volatile => True);
Asm ("nop; nop", Volatile => True);
```

- The compiler doesn't check the assembly, only the assembler will
  - Error message might be difficult to read

# Operands

- It is often useful to have inputs or outputs...
  - **Asm\_Input** and **Asm\_Output** attributes on types

```
Asm ("outb %0, %%dx",
 Inputs => (Unsigned_8'Asm_Input ("a", B),
 Port_Id'Asm_Input ("d", P)),
 Volatile => True);
```

Annotations:

- Instruction
- First operand (starting with o)
- Use %% for %
- Input operand for type Unsigned\_8
- Constraint, 'a' for eax
- Value
- Constraint, 'd' for edx
- Name



## Mapping Inputs / Outputs on Temporaries

```
Asm (<script referencing $<input> >,
 Inputs => ({{<type>'Asm_Input (<constraint>,
 <variable>}}),
 Outputs => ({{<type>'Asm_Output (<constraint>,
 <variable>}});
```

- **assembly script** containing assembly instructions + references to registers and temporaries
- **constraint** specifies how variable can be mapped on memory (see documentation for full details)

| Constraint | Meaning                  |
|------------|--------------------------|
| R          | General purpose register |
| M          | Memory                   |
| F          | Floating-point register  |
| I          | A constant               |
| g          | global (on x86)          |
| a          | eax (on x86)             |

# Main Rules

- No control flow between assembler statements
  - Use Ada control flow statement
  - Or use control flow within one statement
- Avoid using fixed registers
  - Makes compiler's life more difficult
  - Let the compiler choose registers
  - You should correctly describe register constraints
- On x86, the assembler uses AT&T convention
  - First operand is source, second is destination
- See your toolchain's assembler manual for syntax

## Volatile and Clobber ASM Parameters

- `Volatile` → True deactivates optimizations with regards to suppressed instructions
- `Clobber` → "`reg1, reg2, ...`" contains the list of registers considered to be "destroyed" by the use of the ASM call
  - `memory` if the memory is accessed
    - Compiler won't use memory cache in registers across the instruction
  - `cc` if flags might have changed

# Instruction Counter Example (x86)

```
with System.Machine_Code; use System.Machine_Code;
with Ada.Text_IO; use Ada.Text_IO;
with Interfaces; use Interfaces;
procedure Main is
 Low : Unsigned_32;
 High : Unsigned_32;
 Value : Unsigned_64;
 use ASCII;
begin
 Asm ("rdtsc" & LF,
 Outputs =>
 (Unsigned_32'Asm_Output ("=g", Low),
 Unsigned_32'Asm_Output ("=a", High)),
 Volatile => True);
 Values := Unsigned_64 (Low) +
 Unsigned_64 (High) * 2 ** 32;
 Put_Line (Values'Image);
end Main;
```

## Reading a Machine Register (ppc)

```
function Get_MSR return MSR_Type is
 Res : MSR_Type;
begin
 Asm ("mfmsr %0",
 Outputs => MSR_Type'Asm_Output ("=r", Res),
 Volatile => True);
 return Res;
end Get_MSR;

generic
 Spr : Natural;
function Get_Spr return Unsigned_32;
function Get_Spr return Unsigned_32 is
 Res : Unsigned_32;
begin
 Asm ("mfspr %0,%1",
 Inputs => Natural'Asm_Input ("K", Spr),
 Outputs => Unsigned_32'Asm_Output ("=r", Res),
 Volatile => True);
 return Res;
end Get_Spr;

function Get_Pir is new Get_Spr (286);
```

## Writing a Machine Register (ppc)

```
generic
 Spr : Natural;
procedure Set_Spr (V : Unsigned_32);
procedure Set_Spr (V : Unsigned_32) is
begin
 Asm ("mfspr %0,%1",
 Inputs => (Natural'Asm_Input ("K", Spr),
 Unsigned_32'Asm_Input ("r", V)));
end Set_Spr;
```

# Genericity

# Introduction



# The Notion of a Pattern

- Sometimes algorithms can be abstracted from types and subprograms

```
procedure Swap_Int (Left, Right : in out Integer) is
 V : Integer := Left;
begin
 Left := Right;
 Right := V;
end Swap_Int;
```

```
procedure Swap_Bool (Left, Right : in out Boolean) is
 V : Boolean := Left;
begin
 Left := Right;
 Right := V;
end Swap_Bool;
```

- It would be nice to extract these properties in some common pattern, and then just replace the parts that need to be replaced

```
procedure Swap (Left, Right : in out (Integer | Boolean)) is
 V : (Integer | Boolean) := Left;
begin
 Left := Right;
 Right := V;
end Swap;
```

## Solution: Generics

- A *generic unit* is a unit that does not exist
- It is a pattern based on properties
- The instantiation applies the pattern to certain parameters

## Ada Generic Compared to C++ Template

### Ada Generic

```
-- specification
generic
 type T is private;
 procedure Swap (L, R : in out T);

-- implementation
procedure Swap (L, R : in out T) is
 Tmp : T := L;
begin
 L := R;
 R := Tmp;
end Swap;

-- instance
procedure Swap_F is new Swap (Float);
```

### C++ Template

```
// prototype
template <class T>
void Swap (T & L, T & R);

// implementation
template <class T>
void Swap (T & L, T & R) {
 T Tmp = L;
 L = R;
 R = Tmp;
}

// instance
int x, y;
Swap<int>(x,y);
```

## Creating Generics

## What Can Be Made Generic?

- Subprograms and packages can be made generic

```
generic
 type T is private;
procedure Swap (L, R : in out T)
generic
 type T is private;
package Stack is
 procedure Push (Item : T);
 ...
```

- Children of generic units have to be generic themselves

```
generic
package Stack.Utilities is
 procedure Print (S : Stack_T);
```

## How Do You Use A Generic?

- Generic instantiation is creating new set of data where a generic package contains library-level variables:

```
package Integer_Stack is new Stack (Integer);
package Integer_Stack_Utils is
 new Integer_Stack.Utilities;
...
Integer_Stack.Push (S, 1);
Integer_Stack_Utils.Print (S);
```

## Generic Data

## Generic Types Parameters (1/2)

- A generic parameter is a template
- It specifies the properties the generic body can rely on

```
generic
 type T1 is private;
 type T2 (<>) is private;
 type T3 is limited private;
package Parent is
```

- The actual parameter must be no more restrictive than the *generic contract*



## Generic Types Parameters (2/3)

- Generic formal parameter tells generic what it is allowed to do with the type

---

|                                             |                                                                                                  |
|---------------------------------------------|--------------------------------------------------------------------------------------------------|
| <code>type T1 is (&lt;&gt;);</code>         | Discrete type; 'First, 'Succ, etc available                                                      |
| <code>type T2 is range &lt;&gt;;</code>     | Signed Integer type; appropriate mathematic operations allowed                                   |
| <code>type T3 is digits &lt;&gt;;</code>    | Floating point type; appropriate mathematic operations allowed                                   |
| <code>type T4;</code>                       | Incomplete type; can only be used as target of <code>access</code>                               |
| <code>type T5 is tagged private;</code>     | <code>tagged</code> type; can extend the type                                                    |
| <code>type T6 is private;</code>            | No knowledge about the type other than assignment, comparison, object creation allowed           |
| <code>type T7 (&lt;&gt;) is private;</code> | <code>(&lt;&gt;)</code> indicates type can be unconstrained, so any object has to be initialized |

---

## Generic Types Parameters (3/3)

- The usage in the generic has to follow the contract

- Generic Subprogram

```
generic
 type T (<>) is private;
procedure P (V : T);
procedure P (V : T) is
 X1 : T := V; -- OK, can constrain by initialization
 X2 : T; -- Compilation error, no constraint to this
begin
```

- Instantiations

```
type Limited_T is limited null record;

-- unconstrained types are accepted
procedure P1 is new P (String);

-- type is already constrained
-- (but generic will still always initialize objects)
procedure P2 is new P (Integer);

-- Illegal: the type can't be limited because the generic
-- thinks it can make copies
procedure P3 is new P (Limited_T);
```

# Generic Parameters Can Be Combined

- Consistency is checked at compile-time

```
generic
```

```
 type T (<>) is private;
 type Acc is access all T;
 type Index is (<>);
 type Arr is array (Index range <>) of Acc;
```

```
function Element (Source : Arr;
 Position : Index)
 return T;
```

```
type String_Ptr is access all String;
type String_Array is array (Integer range <>)
 of String_Ptr;
```

```
function String_Element is new Element
(T => String,
 Acc => String_Ptr,
 Index => Integer,
 Arr => String_Array);
```

# Quiz

```
generic
 type T1 is (<>);
 type T2 (<>) is private;
procedure G
 (A : T1;
 B : T2);
```

Which is **not** a legal instantiation?

- A. procedure A is new G (String, Character);
- B. procedure B is new G (Character, Integer);
- C. procedure C is new G (Integer, Boolean);
- D. procedure D is new G (Boolean, String);

# Quiz

```
generic
 type T1 is (<>);
 type T2 (<>) is private;
procedure G
 (A : T1;
 B : T2);
```

Which is **not** a legal instantiation?

- A.** *procedure A is new G (String, Character);*
- B.** procedure B is new G (Character, Integer);
- C.** procedure C is new G (Integer, Boolean);
- D.** procedure D is new G (Boolean, String);

T1 must be discrete - so an integer or an enumeration. T2 can be any type

## Generic Formal Data

# Generic Constants/Variables as Parameters

- Variables can be specified on the generic contract
- The mode specifies the way the variable can be used:
  - **in** → read only
  - **in out** → read write
- Generic variables can be defined after generic types

- Generic package

```
generic
 type Element_T is private;
 Array_Size : Positive;
 High_Watermark : in out Element_T;
package Repository is
```
- Generic instance

```
V : Float;
Max : Float;
```
- ```
procedure My_Repository is new Repository
(Element_T      => Float,
 Array_size     => 10,
 High_Watermark => Max);
```

Generic Subprogram Parameters

- Subprograms can be defined in the generic contract
- Must be introduced by **with** to differ from the generic unit

```
generic
  type T is private;
  with function Less_Than (L, R : T) return Boolean;
function Max (L, R : T) return T;

function Max (L, R : T) return T is
begin
  if Less_Than (L, R) then
    return R;
  else
    return L;
  end if;
end Max;

type Something_T is null record;
function Less_Than (L, R : Something_T) return Boolean;
procedure My_Max is new Max (Something_T, Less_Than);
```


Generic Subprogram Parameters Defaults

- `is <>` - matching subprogram is taken by default
- `is null` - null subprogram is taken by default
 - Only available in Ada 2005 and later

`generic`

```
type T is private;
```

```
with function Is_Valid (P : T) return Boolean is <>;
```

```
with procedure Error_Message (P : T) is null;
```

```
procedure Validate (P : T);
```

```
function Is_Valid_Record (P : Record_T) return Boolean;
```

```
procedure My_Validate is new Validate (Record_T,  
                                       Is_Valid_Record);
```

```
-- Is_Valid maps to Is_Valid_Record
```

```
-- Error_Message maps to a null subprogram
```

Quiz

```
generic
  type Element_T is (<>);
  Last : in out Element_T;
procedure Write (P : Element_T);
```

```
Numeric      : Integer;
Enumerated   : Boolean;
Floating_Point : Float;
```

Which of the following piece(s) of code is(are) legal?

- A. procedure Write_A is new Write (Integer, Numeric)
- B. procedure Write_B is new Write (Boolean, Enumerated)
- C. procedure Write_C is new Write (Integer, Integer'Pos (Numeric))
- D. procedure Write_D is new Write (Float, Floating_Point)

Quiz

```
generic
  type Element_T is (<>);
  Last : in out Element_T;
procedure Write (P : Element_T);
```

```
Numeric      : Integer;
Enumerated   : Boolean;
Floating_Point : Float;
```

Which of the following piece(s) of code is(are) legal?

- A. `procedure Write_A is new Write (Integer, Numeric)`
 - B. `procedure Write_B is new Write (Boolean, Enumerated)`
 - C. `procedure Write_C is new Write (Integer, Integer'Pos (Numeric))`
 - D. `procedure Write_D is new Write (Float, Floating_Point)`
-
- A. Legal
 - B. Legal
 - C. The second generic parameter has to be a variable
 - D. The first generic parameter has to be discrete

Quiz

```
1 procedure Double (X : in out Integer);
2 procedure Square (X : in out Integer);
3 procedure Half (X : in out Integer);
4 generic
5     with procedure Double (X : in out Integer) is <>;
6     with procedure Square (X : in out Integer) is null;
7 procedure Math (P : in out Integer);
8 procedure Math (P : in out Integer) is
9 begin
10     Double (P);
11     Square (P);
12 end Math;
13 procedure Instance is new Math (Double => Half);
14 Number : Integer := 10;
```

What is the value of Number after calling Instance (Number)

- A. 20
- B. 400
- C. 5
- D. 10

Quiz

```

1 procedure Double (X : in out Integer);
2 procedure Square (X : in out Integer);
3 procedure Half (X : in out Integer);
4 generic
5   with procedure Double (X : in out Integer) is <>;
6   with procedure Square (X : in out Integer) is null;
7 procedure Math (P : in out Integer);
8 procedure Math (P : in out Integer) is
9 begin
10   Double (P);
11   Square (P);
12 end Math;
13 procedure Instance is new Math (Double => Half);
14 Number : Integer := 10;

```

What is the value of Number after calling Instance (Number)

- A. 20
- B. 400
- C. 5
- D. 10

- A. Would be correct for `procedure Instance is new Math;`
- B. Would be correct for either
 - `procedure Instance is new Math (Double, Square);` or
 - `procedure Instance is new Math (Square => Square);`
- C. Correct
 - We call formal parameter Double, which has been assigned to actual subprogram Half, so P, which is 10, is halved.
 - Then we call formal parameter Square, which has no actual subprogram, so it defaults to null, so nothing happens to P
- D. Would be correct for either
 - `procedure Instance is new Math (Double, Half);` or
 - `procedure Instance is new Math (Square => Half);`

Quiz Answer In Depth

- A. Wrong - result for `procedure Instance is new Math;`
- B. Wrong - result for
`procedure Instance is new Math (Double, Square);`
- C. Double at line 10 is mapped to Half at line 3, and Square at line 11 wasn't specified so it defaults to `null`
- D. Wrong - result for
`procedure Instance is new Math (Square => Half);`

Quiz Answer In Depth

- A. Wrong - result for `procedure Instance is new Math;`
- B. Wrong - result for
`procedure Instance is new Math (Double, Square);`
- C. Double at line 10 is mapped to Half at line 3, and Square at line 11 wasn't specified so it defaults to `null`
- D. Wrong - result for
`procedure Instance is new Math (Square => Half);`

Math is going to call two subprograms in order, Double and Square, but both of those come from the formal data.

Whatever is used for Double, will be called by the Math instance. If nothing is passed in, the compiler tries to find a subprogram named Double and use that. If it doesn't, that's a compile error.

Whatever is used for Square, will be called by the Math instance. If nothing is passed in, the compiler will treat this as a null call.

In our case, Half is passed in for the first subprogram, but nothing is passed in for the second, so that call will just be null.

So the final answer should be 5 (hence letter C).

Generic Completion

Implications at Compile-Time

- The body needs to be visible when compiling the user code
- Therefore, when distributing a component with generics to be instantiated, the code of the generic must come along

Generic and Freezing Points

- A generic type **freezes** the type and needs the **full view**
- May force separation between its declaration (in spec) and instantiations (in private or body)

```
generic
```

```
  type X is private;
```

```
package Base is
```

```
  V : access X;
```

```
end Base;
```

```
package P is
```

```
  type X is private;
```

```
  -- illegal
```

```
  package B is new Base (X);
```

```
private
```

```
  type X is null record;
```

```
end P;
```

Generic Incomplete Parameters

- A generic type can be incomplete
- Allows generic instantiations before full type definition
- Restricts the possible usages (only **access**)

```
generic
```

```
  type X; -- incomplete
```

```
package Base is
```

```
  V : access X;
```

```
end Base;
```

```
package P is
```

```
  type X is private;
```

```
  -- legal
```

```
  package B is new Base (X);
```

```
private
```

```
  type X is null record;
```

```
end P;
```

Quiz

```
generic
  type T1;
  A1 : access T1;
  type T2 is private;
  A2, B2 : T2;
procedure G_P;
procedure G_P is
begin
  -- Complete here
end G_P;
```

Which of the following statement(s) is(are) legal for G_P's body?

- A. pragma Assert (A1 /= null)
- B. pragma Assert (A1.all'Size > 32)
- C. pragma Assert (A2 = B2)
- D. pragma Assert (A2 - B2 /= 0)

Quiz

```
generic
  type T1;
  A1 : access T1;
  type T2 is private;
  A2, B2 : T2;
procedure G_P;
procedure G_P is
begin
  -- Complete here
end G_P;
```

Which of the following statement(s) is(are) legal for G_P's body?

- A. `pragma Assert (A1 /= null)`
- B. `pragma Assert (A1.all'Size > 32)`
- C. `pragma Assert (A2 = B2)`
- D. `pragma Assert (A2 - B2 /= 0)`

Lab

Genericity Lab

■ Requirements

- Create a record structure containing multiple fields
 - Need subprograms to convert the record to a string, and compare the order of two records
 - Lab prompt package `Data_Type` contains a framework
- Create a generic list implementation
 - Need subprograms to add items to the list, sort the list, and print the list
- The **main** program should:
 - Add many records to the list
 - Sort the list
 - Print the list

■ Hints

- Sort routine will need to know how to compare elements
- Print routine will need to know how to print one element

Genericity Lab Solution - Generic (Spec)

```
1  generic
2    type Element_T is private;
3    Max_Size : Natural;
4    with function ">" (L, R : Element_T) return Boolean is <>;
5    with function Image (Element : Element_T) return String;
6  package Generic_List is
7
8    type List_T is private;
9
10   procedure Add (This : in out List_T;
11                 Item : in Element_T);
12   procedure Sort (This : in out List_T);
13   procedure Print (List : List_T);
14
15  private
16   subtype Index_T is Natural range 0 .. Max_Size;
17   type List_Array_T is array (1 .. Index_T'Last) of Element_T;
18
19   type List_T is record
20     Values : List_Array_T;
21     Length : Index_T := 0;
22   end record;
23  end Generic_List;
```


Genericity Lab Solution - Generic (Body)

```
1 with Ada.Text_io; use Ada.Text_IO;
2 package body Generic_List is
3
4     procedure Add (This : in out List_T;
5                   Item : in   Element_T) is
6     begin
7         This.Length      := This.Length + 1;
8         This.Values (This.Length) := Item;
9     end Add;
10
11    procedure Sort (This : in out List_T) is
12        Temp : Element_T;
13    begin
14        for I in 1 .. This.Length loop
15            for J in 1 .. This.Length - I loop
16                if This.Values (J) > This.Values (J + 1) then
17                    Temp          := This.Values (J);
18                    This.Values (J) := This.Values (J + 1);
19                    This.Values (J + 1) := Temp;
20                end if;
21            end loop;
22        end loop;
23    end Sort;
24
25    procedure Print (List : List_T) is
26    begin
27        for I in 1 .. List.Length loop
28            Put_Line (Integer'Image (I) & " " & Image (List.Values (I)));
29        end loop;
30    end Print;
31
32 end Generic_List;
```

Genericity Lab Solution - Main

```
1  with Data_Type;
2  with Generic_List;
3  procedure Main is
4      package List is new Generic_List (Element_T => Data_Type.Record_T,
5                                         Max_Size => 20,
6                                         ">" => Data_Type.">",
7                                         Image => Data_Type.Image);
8
9      My_List : List.List_T;
10     Element : Data_Type.Record_T;
11
12     begin
13         List.Add (My_List, (Integer_Field => 111,
14                             Character_Field => 'a'));
15         List.Add (My_List, (Integer_Field => 111,
16                             Character_Field => 'z'));
17         List.Add (My_List, (Integer_Field => 111,
18                             Character_Field => 'A'));
19         List.Add (My_List, (Integer_Field => 999,
20                             Character_Field => 'B'));
21         List.Add (My_List, (Integer_Field => 999,
22                             Character_Field => 'Y'));
23         List.Add (My_List, (Integer_Field => 999,
24                             Character_Field => 'b'));
25         List.Add (My_List, (Integer_Field => 112,
26                             Character_Field => 'a'));
27         List.Add (My_List, (Integer_Field => 998,
28                             Character_Field => 'z'));
29
30         List.Sort (My_List);
31         List.Print (My_List);
32     end Main;
```

Summary

Generic Routines vs Common Routines

```
package Helper is
  type Float_T is digits 6;
  generic
    type Type_T is digits <>;
    Min : Type_T;
    Max : Type_T;
  function In_Range_Generic (X : Type_T) return Boolean;
  function In_Range_Common (X : Float_T;
                           Min : Float_T;
                           Max : Float_T)
    return Boolean;
end Helper;

procedure User is
  type Speed_T is new Float_T range 0.0 .. 100.0;
  B : Boolean;
  function Valid_Speed is new In_Range_Generic
    (Speed_T, Speed_T'First, Speed_T'Last);
begin
  B := Valid_Speed (12.3);
  B := In_Range_Common (12.3, Speed_T'First, Speed_T'Last);
```

Summary

- Generics are useful for copying code that works the same just for different types
 - Sorting, containers, etc
- Properly written generics only need to be tested once
 - But testing / debugging can be more difficult
- Generic instantiations are best done at compile time
 - At the package level
 - Can be run-time expensive when done in subprogram scope

Tasking

Introduction

A Simple Task

- Parallel code execution via **task**
- **limited** types (No copies allowed)

```
procedure Main is
  task type Put_T;
  task body Put_T is
  begin
    loop
      delay 1.0;
      Put_Line ("T");
    end loop;
  end Put_T;

  T : Put_T;
begin -- Main task body
  loop
    delay 1.0;
    Put_Line ("Main");
  end loop;
end;
```


Two Synchronization Models

- Active
 - Rendezvous
 - **Client / Server** model
 - Server **entries**
 - Client **entry calls**

- Passive
 - **Protected objects** model
 - Concurrency-safe **semantics**

Tasks

Rendezvous Definitions

- **Server** declares several **entry**
- Client calls entries like subprograms
- Server **accept** the client calls
- At each standalone **accept**, server task **blocks**
 - **Until** a client calls the related **entry**

```
task type Msg_Box_T is
  entry Start;
  entry Receive_Message (S : String);
end Msg_Box_T;

task body Msg_Box_T is
begin
  loop
    accept Start;
    Put_Line ("start");

    accept Receive_Message (S : String) do
      Put_Line ("receive " & S);
    end Receive_Message;
  end loop;
end Msg_Box_T;
```

Rendezvous Entry Calls

- Upon calling an **entry**, client **blocks**
 - **Until** server reaches **end** of its **accept** block

```
Put_Line ("calling start");
T.Start;
Put_Line ("calling receive 1");
T.Receive_Message ("1");
Put_Line ("calling receive 2");
T.Receive_Message ("2");
```

- May be executed as follows:

```
calling start
start           -- May switch place with line below
calling receive 1 -- May switch place with line above
receive 1
calling receive 2
-- Blocked until another task calls Start
```

Accepting a Rendezvous

- **accept** statement
 - Wait on single entry
 - If entry call waiting: Server handles it
 - Else: Server **waits** for an entry call
- **select** statement
 - **Several** entries accepted at the **same time**
 - Can **time-out** on the wait
 - Can be **not blocking** if no entry call waiting
 - Can **terminate** if no clients can **possibly** make entry call
 - Can **conditionally** accept a rendezvous based on a **guard expression**

Protected Objects

Protected Objects

- **Multitask-safe** accessors to get and set state
- **No** direct state manipulation
- **No** concurrent modifications
- **limited** types (No copies allowed)

```
protected type
  Protected_Value is
    procedure Set (V : Integer);
    function Get return Integer;
private
  Value : Integer;
end Protected_Value;

protected body Protected_Value is
  procedure Set (V : Integer) is
  begin
    Value := V;
  end Set;

  function Get return Integer is
  begin
    return Value;
  end Get;
end Protected_Value;
```

Protected: Functions and Procedures

- A **function** can **get** the state
 - Protected data is **read-only**
 - Concurrent call to **function** is **allowed**
 - **No** concurrent call to **procedure**
- A **procedure** can **set** the state
 - **No** concurrent call to either **procedure** or **function**
 - In case of concurrency, other callers get **blocked**
 - Until call finishes

Delays

Delay keyword

- **delay** keyword part of tasking
- Blocks for a time
- Relative: Blocks for at least Duration
- Absolute: Blocks until a given `Calendar.Time` or `Real_Time.Time`

```
with Calendar;
```

```
procedure Main is
```

```
    Relative : Duration := 1.0;
```

```
    Absolute : Calendar.Time
```

```
        := Calendar.Time_Of (2030, 10, 01);
```

```
begin
```

```
    delay Relative;
```

```
    delay until Absolute;
```

```
end Main;
```

Task and Protected Types

Task Activation

- Instantiated tasks start running when **activated**
- On the **stack**
 - When **enclosing** declarative part finishes **elaborating**
- On the **heap**
 - **Immediately** at instantiation

```
task type First_T is ...
type First_T_A is access all First_T;

task body First_T is ...
...
declare
  V1 : First_T;
  V2 : First_T_A;
begin  -- V1 is activated
  V2 := new First_T;  -- V2 is activated immediately
```

Single Declaration

- Instantiate an **anonymous** task (or protected) type
- Declares an object of that type
 - Body declaration is then using the **object** name

```
task Msg_Box is
  -- Msg_Box task is declared *and* instantiated
  entry Receive_Message (S : String);
end Msg_Box;
```

```
task body Msg_Box is
begin
  loop
    accept Receive_Message (S : String) do
      Put_Line (S);
    end Receive_Message;
  end loop;
end Msg_Box;
```

Task Scope

- Nesting is possible in **any** declarative block
- Scope has to **wait** for tasks to finish before ending
- At library level: program ends only when **all tasks** finish

```
package P is
  task type T;
end P;
```

```
package body P is
  task body T is
    loop
      delay 1.0;
      Put_Line ("tick");
    end loop;
  end T;
```

```
Task_Instance : T;
end P;
```

Some Advanced Concepts

Waiting On Multiple Entries

- **select** can wait on multiple entries
 - With **equal** priority, regardless of declaration order

```
loop
  select
    accept Receive_Message (V : String)
    do
      Put_Line ("Message : " & V);
    end Receive_Message;
  or
    accept Stop;
    exit;
  end select;
end loop;

...
T.Receive_Message ("A");
T.Receive_Message ("B");
T.Stop;
```


Waiting With a Delay

- A **select** statement may **time-out** using **delay** or **delay until**
 - Resume execution at next statement
- Multiple **delay** allowed
 - Useful when the value is not hard-coded

```
loop
  select
    accept Receive_Message (V : String) do
      Put_Line ("Message : " & V);
    end Receive_Message;
  or
    delay 50.0;
    Put_Line ("Don't wait any longer");
    exit;
  end select;
end loop;
```

Calling an Entry With a Delay Protection

- A call to **entry** **blocks** the task until the entry is **accept** 'ed
- Wait for a **given amount of time** with **select ... delay**
- Only **one** entry call is allowed
- No **accept** statement is allowed

```
task Msg_Box is
  entry Receive_Message (V : String);
end Msg_Box;
```

```
procedure Main is
begin
  select
    Msg_Box.Receive_Message ("A");
  or
    delay 50.0;
  end select;
end Main;
```

Non-blocking Accept or Entry

- Using **else**
 - Task **skips** the **accept** or **entry** call if they are **not ready** to be entered
- **delay** is **not** allowed in this case

```
select
  accept Receive_Message (V : String) do
    Put_Line ("Received : " & V);
  end Receive_Message;
else
  Put_Line ("Nothing to receive");
end select;
```

[...]

```
select
  T.Receive_Message ("A");
else
  Put_Line ("Receive message not called");
end select;
```

Queue

- Protected **entry** or **procedure** and tasks **entry** are activated by **one** task at a time
- **Mutual exclusion** section
- Other tasks trying to enter are **queued**
 - In **First-In First-Out** (FIFO) by default
- When the server task **terminates**, tasks still queued receive `Tasking_Error`

Advanced Tasking

Other constructions are available

- **Guard condition** on **accept**
- **requeue** to **defer** handling of an **entry** call
- **terminate** the task when no **entry** call can happen anymore
- **abort** to stop a task immediately
- **select ... then abort** some other task

Example

Protected Stack

```
type Element is new Integer;
type Elements_Arr is array (1 .. 10) of Element;

protected type Stack is
  entry Push (V : Element);
  entry Pop (V : out Element);
private
  Length : Natural := 0;
  Arr : Elements_Arr;
end Stack;

protected body Stack is
  entry Push (V : Element)
    when Length < Arr'Length
    is
  begin
    Length := Length + 1;
    Arr (Length) := V;
  end Push;

  entry Pop (V : out Element)
    when Length /= 0
    is
  begin
    V := Arr (Length);
    Length := Length - 1;
  end Pop;
end Stack;
```

Lab

Tasking Lab

- Requirements
 - Create multiple tasks with the following attributes
 - Startup entry receives some identifying information and a delay length
 - Stop entry will end the task
 - Until stopped, the task will send it's identifying information to a monitor periodically based on the delay length
 - Create a protected object that stores the identifying information of task that called it
 - Main program should periodically check the protected object, and print when it detects a task switch
 - I.e. If the current task is different than the last printed task, print the identifying information for the current task

Tasking Lab Solution - Protected Object

```
1  with Task_Type;
2  package Protected_Object is
3      protected Monitor is
4          procedure Set (Id : Task_Type.Task_Id_T);
5          function Get return Task_Type.Task_Id_T;
6      private
7          Value : Task_Type.Task_Id_T;
8      end Monitor;
9  end Protected_Object;
10
11 package body Protected_Object is
12     protected body Monitor is
13         procedure Set (Id : Task_Type.Task_Id_T) is
14             begin
15                 Value := Id;
16             end Set;
17         function Get return Task_Type.Task_Id_T is (Value);
18     end Monitor;
19 end Protected_Object;
```

Tasking Lab Solution - Task Type

```
1 package Task_Type is
2     type Task_Id_T is range 1_000 .. 9_999;
3     task type Task_T is
4         entry Start_Task (Task_Id      : Task_Id_T;
5                          Delay_Duration : Duration);
6
7         entry Stop_Task;
8     end Task_T;
9 end Task_Type;
10
11 with Protected_Object;
12 package body Task_Type is
13     task body Task_T is
14         Wait_Time : Duration;
15         Id        : Task_Id_T;
16     begin
17         accept Start_Task (Task_Id      : Task_Id_T;
18                          Delay_Duration : Duration) do
19             Wait_Time := Delay_Duration;
20             Id        := Task_Id;
21         end Start_Task;
22         loop
23             select
24                 accept Stop_Task;
25                 exit;
26             or
27                 delay Wait_Time;
28                 Protected_Object.Monitor.Set (Id);
29             end select;
30         end loop;
31     end Task_T;
32 end Task_Type;
```

Tasking Lab Solution - Main

```
1  with Ada.Text_IO; use Ada.Text_IO;
2  with Protected_Object;
3  with Task_Type;
4  procedure Main is
5      T1, T2, T3      : Task_Type.Task_T;
6      Last_Id, This_Id : Task_Type.Task_Id_T := Task_Type.Task_Id_T'Last;
7      use type Task_Type.Task_Id_T;
8  begin
9
10     T1.Start_Task (1_111, 0.3);
11     T2.Start_Task (2_222, 0.5);
12     T3.Start_Task (3_333, 0.7);
13
14     for Count in 1 .. 20 loop
15         This_Id := Protected_Object.Monitor.Get;
16         if Last_Id /= This_Id then
17             Last_Id := This_Id;
18             Put_Line (Count'Image & "> " & Last_Id'Image);
19         end if;
20         delay 0.2;
21     end loop;
22
23     T1.Stop_Task;
24     T2.Stop_Task;
25     T3.Stop_Task;
26
27 end Main;
```

Summary

Summary

- Tasks are **language-based** multi-threading mechanisms
 - Not necessarily for **truly** parallel operations
 - Originally for task-switching / time-slicing
- Multiple mechanisms to **synchronize** tasks
 - Delay
 - Rendezvous
 - Queues
 - Protected Objects

Annex - Ada Version Comparison

Ada Evolution

- Ada 83
 - Development late 70s
 - Adopted ANSI-MIL-STD-1815 Dec 10, 1980
 - Adopted ISO/8652-1987 Mar 12, 1987
- Ada 95
 - Early 90s
 - First ISO-standard OO language
- Ada 2005
 - Minor revision (amendment)
- Ada 2012
 - The new ISO standard of Ada

Programming Structure, Modularity

	Ada 83	Ada 95	Ada 2005	Ada 2012
Packages	✓	✓	✓	✓
Child units		✓	✓	✓
Limited with and mutually dependent specs			✓	✓
Generic units	✓	✓	✓	✓
Formal packages		✓	✓	✓
Partial parameterization			✓	✓
Conditional/Case expressions				✓
Quantified expressions				✓
In-out parameters for functions				✓
Iterators				✓
Expression functions				✓

Object-Oriented Programming

	Ada 83	Ada 95	Ada 2005	Ada 2012
Derived types	✓	✓	✓	✓
Tagged types		✓	✓	✓
Multiple inheritance of interfaces			✓	✓
Named access types	✓	✓	✓	✓
Access parameters, Access to subprograms		✓	✓	✓
Enhanced anonymous access types			✓	✓
Aggregates	✓	✓	✓	✓
Extension aggregates		✓	✓	✓
Aggregates of limited type			✓	✓
Unchecked deallocation	✓	✓	✓	✓
Controlled types, Accessibility rules		✓	✓	✓
Accessibility rules for anonymous types			✓	✓
Design-by-Contract aspects				✓

Concurrency

	Ada 83	Ada 95	Ada 2005	Ada 2012
Tasks	✓	✓	✓	✓
Protected types, Distributed annex		✓	✓	✓
Synchronized interfaces			✓	✓
Delays, Timed calls	✓	✓	✓	✓
Real-time annex		✓	✓	✓
Ravenscar profile, Scheduling policies			✓	✓
Multiprocessor affinity, barriers				✓
Re-queue on synchronized interfaces				✓
Ravenscar for multiprocessor systems				✓

Standard Libraries

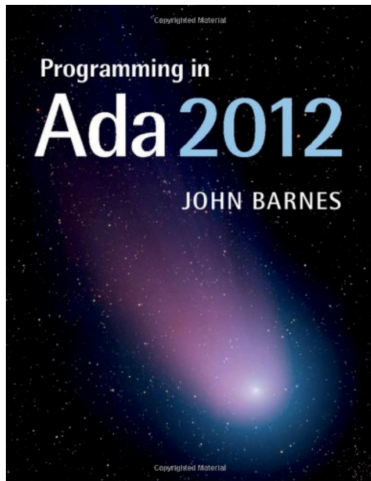
	Ada 83	Ada 95	Ada 2005	Ada 2012
Numeric types	✓	✓	✓	✓
Complex types		✓	✓	✓
Vector/matrix libraries			✓	✓
Input/output	✓	✓	✓	✓
Elementary functions		✓	✓	✓
Containers			✓	✓
Bounded Containers, holder containers, multiway trees				✓
Task-safe queues				✓
7-bit ASCII	✓	✓	✓	✓
8/16 bit		✓	✓	✓
8/16/32 bit (full Unicode)			✓	✓
String encoding package				✓

Annex - Reference Materials

General Ada Information

Learning the Ada Language

- Written as a tutorial for those new to Ada



Reference Manual

- **LRM** - Language Reference Manual (or just **RM**)
 - Always on-line (including all previous versions) at www.adaic.org
- Finding stuff in the RM
 - You will often see the RM cited like this **RM 4.5.3(10)**
 - This means *Section 4.5.3, paragraph 10*
 - Have a look at the table of contents
 - Knowing that chapter 5 is *Statements* is useful
 - Index is very long, but very good!

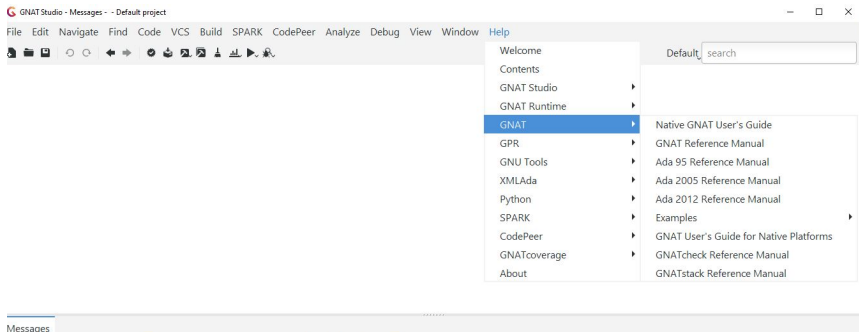
Current Ada Standard

- "ISO/IEC 8652(E) with Technical Corrigendum 1"
- Useful as a Reference Text but not intended to be read from beginning to end

GNAT-Specific Help

Reference Manual

■ Reference Manual(s) available from GNAT STUDIO Help



GNAT Tools

- GNAT User's Guide
 - LOTS of info about the main tools: the GNAT compiler, binder, linker etc.
- GNAT Reference Manual
 - How GNAT implements Ada, pragmas, aspects, attributes etc. etc.
- GNAT STUDIO (the IDE)
 - Tutorial
 - User's Guide
 - Release notes
- Many other tools

AdaCore Support

Need More Help?

- If you have an AdaCore subscription:
 - Find out your customer number #XXXX
- Open a "Case" via the GNATtracker web interface and/or email
 - GNATtracker
 - Select "Create A New Case" from the main landing page
 - Email
 - Send to: support@adacore.com
 - Subject should read: #XXXX - (descriptive text)
- Not just for "bug reports"
 - Ask questions, make suggestions, etc.