Introduction to Ada

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This course will teach you the basics of the Ada programming language and is intended for those who already have a basic understanding of programming techniques. You will learn how to apply those techniques to programming in Ada.

This document was written by Raphaël Amiard and Gustavo A. Hoffmann, with review from Richard Kenner.

\(^1\) http://creativecommons.org/licenses/by-sa/4.0
1.1 History

In the 1970s the United States Department of Defense (DOD) suffered from an explosion of the number of programming languages, with different projects using different and non-standard dialects or language subsets / supersets. The DOD decided to solve this problem by issuing a request for proposals for a common, modern programming language. The winning proposal was one submitted by Jean Ichbiah from CII Honeywell-Bull.

The first Ada standard was issued in 1983; it was subsequently revised and enhanced in 1995, 2005 and 2012, with each revision bringing useful new features.

This tutorial will focus on Ada 2012 as a whole, rather than teaching different versions of the language.

1.2 Ada today

Today, Ada is heavily used in embedded real-time systems, many of which are safety critical. While Ada is and can be used as a general-purpose language, it will really shine in low-level applications:

- Embedded systems with low memory requirements (no garbage collector allowed).
- Direct interfacing with hardware.
- Soft or hard real-time systems.
- Low-level systems programming.

Specific domains seeing Ada usage include Aerospace & Defense, civil aviation, rail, and many others. These applications require a high degree of safety: a software defect is not just an annoyance, but may have severe consequences. Ada provides safety features that detect defects at an early stage — usually at compilation time or using static analysis tools. Ada can also be used to create applications in a variety of other areas, such as:

- Video game programming\(^2\)
- Real-time audio\(^3\)
- Kernel modules\(^4\)

This is a non-comprehensive list that hopefully sheds light on which kind of programming Ada is good at.

---

\(^2\) https://github.com/AdaDoom3/AdaDoom3
\(^3\) http://www.electronicdesign.com/embedded-revolution/assessing-ada-language-audio-applications
\(^4\) http://www.nihamkin.com/tag/kernel.html
In terms of modern languages, the closest in terms of targets and level of abstraction are probably C++\(^5\) and Rust\(^6\).

### 1.3 Philosophy

Ada's philosophy is different from most other languages. Underlying Ada's design are principles that include the following:

- **Readability is more important than conciseness.** Syntactically this shows through the fact that keywords are preferred to symbols, that no keyword is an abbreviation, etc.
- **Very strong typing.** It is very easy to introduce new types in Ada, with the benefit of preventing data usage errors.
  - It is similar to many functional languages in that regard, except that the programmer has to be much more explicit about typing in Ada, because there is almost no type inference.
- **Explicit is better than implicit.** Although this is a Python\(^7\) commandment, Ada takes it way further than any language we know of:
  - There is mostly no structural typing, and most types need to be explicitly named by the programmer.
  - As previously said, there is mostly no type inference.
  - Semantics are very well defined, and undefined behavior is limited to an absolute minimum.
  - The programmer can generally give a lot of information about what their program means to the compiler (and other programmers). This allows the compiler to be extremely helpful (read: strict) with the programmer.

During this course, we will explain the individual language features that are building blocks for that philosophy.

### 1.4 SPARK

While this class is solely about the Ada language, it is worth mentioning that another language, extremely close to and interoperable with Ada, exists: the SPARK language.

SPARK is a subset of Ada, designed so that the code written in SPARK is amenable to automatic proof. This provides a level of assurance with regard to the correctness of your code that is much higher than with a regular programming language.

There is a dedicated course for the SPARK language\(^8\) but keep in mind that every time we speak about the specification power of Ada during this course, it is power that you can leverage in SPARK to help proving the correctness of program properties ranging from absence of run-time errors to compliance with formally specified functional requirements.

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\(^7\) [https://www.python.org](https://www.python.org)

\(^8\) [https://learn.adacore.com/courses/intro-to-spark/index.html](https://learn.adacore.com/courses/intro-to-spark/index.html)
Ada is a multi-paradigm language with support for object orientation and some elements of functional programming, but its core is a simple, coherent procedural/imperative language akin to C or Pascal.

In other languages

One important distinction between Ada and a language like C is that statements and expressions are very clearly distinguished. In Ada, if you try to use an expression where a statement is required then your program will fail to compile. This rule supports a useful stylistic principle: expressions are intended to deliver values, not to have side effects. It can also prevent some programming errors, such as mistakenly using the equality operator "=" instead of the assignment operation ":=" in an assignment statement.

2.1 Hello world

Here’s a very simple imperative Ada program:

Listing 1: greet.adb

```ada
with Ada.Text_IO;

procedure Greet is
begin
  -- Print "Hello, World!" to the screen
  Ada.Text_IO.Put_Line ("Hello, World!");
end Greet;
```

Hello, World!

which we’ll assume is in the source file greet.adb.

There are several noteworthy things in the above program:
• A subprogram in Ada can be either a procedure or a function. A procedure, as illustrated above, does not return a value when called.

• with is used to reference external modules that are needed in the procedure. This is similar to import in various languages or roughly similar to #include in C and C++. We’ll see later how they work in detail. Here, we are requesting a standard library module, the Ada.Text_IO package, which contains a procedure to print text on the screen: Put_Line.

• Greet is a procedure, and the main entry point for our first program. Unlike in C or C++, it can be named anything you prefer. The builder will determine the entry point. In our simple example, gprbuild, GNAT’s builder, will use the file you passed as parameter.

• Put_Line is a procedure, just like Greet, except it is declared in the Ada.Text_IO module. It is the Ada equivalent of C’s printf.

• Comments start with -- and go to the end of the line. There is no multi-line comment syntax, that is, it is not possible to start a comment in one line and continue it in the next line. The only way to create multiple lines of comments in Ada is by using -- on each line. For example:

```
-- We start a comment in this line...
-- and we continue on the second line...
```

In other languages
Procedures are similar to functions in C or C++ that return void. We’ll see later how to declare functions in Ada.

Here is a minor variant of the "Hello, World" example:

Listing 2: greet.adb

```
with Ada.Text_IO; use Ada.Text_IO;

procedure Greet is
begin
  -- Print "Hello, World!" to the screen
  Put_Line ("Hello, World!");
end Greet;
```

Build output

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<th>Bind</th>
<th>Link</th>
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<td>[gprbind]</td>
<td>[link]</td>
</tr>
<tr>
<td>greet.adb</td>
<td>greet.bexch</td>
<td>greet.ali</td>
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Runtime output

Hello, World!

This version utilizes an Ada feature known as a use clause, which has the form use package-name. As illustrated by the call on Put_Line, the effect is that entities from the named package can be referenced directly, without the package-name. prefix.
2.2 Imperative language - If/Then/Else

This section describes Ada's if statement and introduces several other fundamental language facilities including integer I/O, data declarations, and subprogram parameter modes.

Ada's if statement is pretty unsurprising in form and function:

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Ada.Integer_Text_IO; use Ada.Integer_Text_IO;

procedure Check_Positive is
  N : Integer;
begin
  Put ("Enter an integer value: "); -- Put a String
  Get (N); -- Read in an integer value
  if N > 0 then
    Put (N); -- Put an Integer
    Put_Line (" is a positive number");
  end if;
end Check_Positive;
```

The if statement minimally consists of the reserved word if, a condition (which must be a Boolean value), the reserved word then and a non-empty sequence of statements (the then part) which is executed if the condition evaluates to True, and a terminating end if.

This example declares an integer variable N, prompts the user for an integer, checks if the value is positive and, if so, displays the integer's value followed by the string " is a positive number". If the value is not positive, the procedure does not display any output.

The type Integer is a predefined signed type, and its range depends on the computer architecture. On typical current processors Integer is 32-bit signed.

The example illustrates some of the basic functionality for integer input-output. The relevant subprograms are in the predefined package Ada.Integer_Text_IO and include the Get procedure (which reads in a number from the keyboard) and the Put procedure (which displays an integer value).

Here's a slight variation on the example, which illustrates an if statement with an else part:

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Ada.Integer_Text_IO; use Ada.Integer_Text_IO;

procedure Check_Positive is
  N : Integer;
begin
  Put ("Enter an integer value: "); -- Put a String
  Get (N); -- Reads in an integer value
  Put (N); -- Put an Integer
  if N > 0 then
    Put_Line (" is a positive number");
  else
    Put_Line (" is not a positive number");
  end if;
end Check_Positive;
```

In this example, if the input value is not positive then the program displays the value followed by the String " is not a positive number".

Our final variation illustrates an if statement with elsif sections:
with Ada.Text_IO; use Ada.Text_IO;
with Ada.Integer_Text_IO; use Ada.Integer_Text_IO;

procedure Check_Direction is
  N : Integer;
begin
  Put ("Enter an integer value: "); -- Puts a String
  Get (N); -- Reads an Integer
  Put (N); -- Puts an Integer
  if N = 0 or N = 360 then
    Put_Line (" is due east");
  elsif N in 1 .. 89 then
    Put_Line (" is in the northeast quadrant");
  elsif N = 90 then
    Put_Line (" is due north");
  elsif N in 91 .. 179 then
    Put_Line (" is in the northwest quadrant");
  elsif N = 180 then
    Put_Line (" is due west");
  elsif N in 181 .. 269 then
    Put_Line (" is in the southwest quadrant");
  elsif N = 270 then
    Put_Line (" is due south");
  elsif N in 271 .. 359 then
    Put_Line (" is in the southeast quadrant");
  else
    Put_Line (" is not in the range 0..360");
  end if;
end Check_Direction;

This example expects the user to input an integer between 0 and 360 inclusive, and displays which quadrant or axis the value corresponds to. The in operator in Ada tests whether a scalar value is within a specified range and returns a Boolean result. The effect of the program should be self-explanatory; later we'll see an alternative and more efficient style to accomplish the same effect, through a case statement.

Ada's elsif keyword differs from C or C++, where nested else .. if blocks would be used instead. And another difference is the presence of the end if in Ada, which avoids the problem known as the "dangling else".

2.3 Imperative language - Loops

Ada has three ways of specifying loops. They differ from the C / Java / Javascript for-loop, however, with simpler syntax and semantics in line with Ada's philosophy.

2.3.1 For loops

The first kind of loop is the for loop, which allows iteration through a discrete range.

with Ada.Text_IO; use Ada.Text_IO;

procedure Greet_5a is
begin
  (continues on next page)
5 for I in 1 .. 5 loop
6 Put_Line ("Hello, World!" & Integer'Image (I)); -- Procedure call
7 -- ^ Procedure parameter
8 end loop;
9 end Greet_5a;

Build output

Compile
[Ada] greet_5a.adb
Bind
[gprbind] greet_5a.bexch
[Ada] greet_5a.ali
Link
[link] greet_5a.adb

Runtime output
Hello, World! 1
Hello, World! 2
Hello, World! 3
Hello, World! 4
Hello, World! 5

A few things to note:

• 1 .. 5 is a discrete range, from 1 to 5 inclusive.
• The loop parameter I (the name is arbitrary) in the body of the loop has a value within this range.
• I is local to the loop, so you cannot refer to I outside the loop.
• Although the value of I is incremented at each iteration, from the program's perspective it is constant. An attempt to modify its value is illegal; the compiler would reject the program.
• Integer'Image is a function that takes an Integer and converts it to a String. It is an example of a language construct known as an attribute, indicated by the ' syntax, which will be covered in more detail later.
• The & symbol is the concatenation operator for String values
• The end loop marks the end of the loop

The “step” of the loop is limited to 1 (forward direction) and -1 (backward). To iterate backwards over a range, use the reverse keyword:

Listing 7: greet_5a_reverse.adb

1 with Ada.Text_IO; use Ada.Text_IO;
2 procedure Greet_5a_Reverse is
3 begin
4 for I in reverse 1 .. 5 loop
5 Put_Line ("Hello, World!" & Integer'Image (I));
6 end loop;
7 end Greet_5a_Reverse;

Build output

Compile
[Ada] greet_5a_reverse.adb
Bind

(continues on next page)
The bounds of a `for` loop may be computed at run-time; they are evaluated once, before the loop body is executed. If the value of the upper bound is less than the value of the lower bound, then the loop is not executed at all. This is the case also for `reverse` loops. Thus no output is produced in the following example:

Listing 8: `greet_no_op.adb`

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Greet_No_Op is
begin
   for I in reverse 5 .. 1 loop
      Put_Line ("Hello, World!" & Integer'Image (I));
   end loop;
end Greet_No_Op;
```

The `for` loop is more general than what we illustrated here; more on that later.

### 2.3.2 Bare loops

The simplest loop in Ada is the bare loop, which forms the foundation of the other kinds of Ada loops.

Listing 9: `greet_5b.adb`

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Greet_5b is
   I : Integer := 1; -- Variable declaration
   -- ^ Type
   -- ^ Initial value
begin
   loop
      Put_Line ("Hello, World!" & Integer'Image (I));
      exit when I = 5; -- Exit statement
   end loop;
end Greet_5b;
```
This example has the same effect as Greet_5a shown earlier.

It illustrates several concepts:

- We have declared a variable named I between the is and the begin. This constitutes a *declarative region*. Ada clearly separates the declarative region from the statement part of a subprogram. A declaration can appear in a declarative region but is not allowed as a statement.

- The bare loop statement is introduced by the keyword `loop` on its own and, like every kind of loop statement, is terminated by the combination of keywords `end loop`. On its own, it is an infinite loop. You can break out of it with an `exit` statement.

- The syntax for assignment is `:=`, and the one for equality is `=`. There is no way to confuse them, because as previously noted, in Ada, statements and expressions are distinct, and expressions are not valid statements.

### 2.3.3 While loops

The last kind of loop in Ada is the *while* loop.

**Listing 10: greet_5c.adb**

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Greet_5c is
  I : Integer := 1;
begin
  -- Condition must be a Boolean value (no Integers).
  -- Operator "<=" returns a Boolean
  while I <= 5 loop
    Put_Line ("Hello, World!" & Integer'Mimage (I));
    I := I + 1;
  end loop;
end Greet_5c;
```

(continues on next page)
end loop;
end Greet_5c;

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>greet_5c.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bind</td>
<td>greet_5c.bexch</td>
</tr>
<tr>
<td>Link</td>
<td>greet_5c.ali</td>
</tr>
</tbody>
</table>

Runtime output

Hello, World! 1
Hello, World! 2
Hello, World! 3
Hello, World! 4
Hello, World! 5

The condition is evaluated before each iteration. If the result is false, then the loop is terminated. This program has the same effect as the previous examples.

In other languages

Note that Ada has different semantics than C-based languages with respect to the condition in a while loop. In Ada the condition has to be a Boolean value or the compiler will reject the program; the condition is not an integer that is treated as either True or False depending on whether it is non-zero or zero.

2.4 Imperative language - Case statement

Ada’s case statement is similar to the C and C++ switch statement, but with some important differences.

Here’s an example, a variation of a program that was shown earlier with an if statement:

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Ada.Integer_Text_IO; use Ada.Integer_Text_IO;

procedure Check_Direction is
    N : Integer;
begin
    loop
        Put ("Enter an integer value: "); -- Puts a String
        Get (N); -- Reads an Integer
        Put (N); -- Puts an Integer
        case N is
        when 0 | 360 =>
            Put_Line (" is due east");
        when 1 .. 89 =>
            Put_Line (" is in the northeast quadrant");
        when 90 =>
            Put_Line (" is in the northeast quadrant");
        when others =>
            Put_Line (" is in the northeast quadrant");
    end case;
end loop;
end Check_Direction;
```

(continues on next page)
This program repeatedly prompts for an integer value and then, if the value is in the range 0..360, displays the associated quadrant or axis. If the value is an Integer outside this range, the loop (and the program) terminate after outputting a farewell message.

The effect of the case statement is similar to the if statement in an earlier example, but the case statement can be more efficient because it does not involve multiple range tests.

Notable points about Ada's case statement:

- The case expression (here the variable N) must be of a discrete type, i.e. either an integer type or an enumeration type. Discrete types will be covered in more detail later in the chapter.
- Every possible value for the case expression needs to be covered by a unique branch of the case statement. This will be checked at compile time.
- A branch can specify a single value, such as 0; a range of values, such as 1 .. 89; or any combination of the two (separated by a |).
- As a special case, an optional final branch can specify others, which covers all values not included in the earlier branches.
- Execution consists of the evaluation of the case expression and then a transfer of control to the statement sequence in the unique branch that covers that value.
- When execution of the statements in the selected branch has completed, control resumes after the end case. Unlike C, execution does not fall through to the next branch. So Ada doesn't need (and doesn't have) a break statement.

2.5 Imperative language - Declarative regions

As mentioned earlier, Ada draws a clear syntactic separation between declarations, which introduce names for entities that will be used in the program, and statements, which perform the processing. The areas in the program where declarations may appear are known as declarative regions.

In any subprogram, the section between the \texttt{is} and the \texttt{begin} is a declarative region. You can have variables, constants, types, inner subprograms, and other entities there.

We've briefly mentioned variable declarations in previous subsection. Let's look at a simple example, where we declare an integer variable \texttt{X} in the declarative region and perform an initialization and an addition on it:
Listing 12: main.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Main is
  X : Integer;
begin
  X := 0;
  Put_Line ("The initial value of X is " & Integer'Image (X));
  Put_Line ("Performing operation on X...");
  X := X + 1;
  Put_Line ("The value of X now is " & Integer'Image (X));
end Main;
```

Build output

Compile
  [Ada] main.adb
Bind
  [gprbind] main.bexch
  [Ada] main.ali
Link
  [link] main.adb

Runtime output

The initial value of X is 0
Performing operation on X...
The value of X now is 1

Let's look at an example of a nested procedure:

Listing 13: main.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Main is
  procedure Nested is
    begin
      Put_Line ("Hello World");
    end Nested;
  begin
    Nested;
    -- Call to Nested
end Main;
```

Build output

Compile
  [Ada] main.adb
Bind
  [gprbind] main.bexch
  [Ada] main.ali
Link
  [link] main.adb

Runtime output

Hello World
A declaration cannot appear as a statement. If you need to declare a local variable amidst the statements, you can introduce a new declarative region with a block statement:

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Greet is
begin
  loop
    Put_Line ("Please enter your name: ");
    declare
      Name : String := Get_Line;
      -- ^ Call to the Get_Line function
    begin
      exit when Name = "";
      Put_Line ("Hi " & Name & "!");
    end;
    -- Name is undefined here
  end loop;
  Put_Line ("Bye!");
end Greet;
```

**Attention:** The `Get_Line` function allows you to receive input from the user, and get the result as a string. It is more or less equivalent to the `scanf` C function. It returns a String, which, as we will see later, is an *Unconstrained array type* (page 71). For now we simply note that, if you wish to declare a `String` variable and do not know its size in advance, then you need to initialize the variable during its declaration.

### 2.6 Imperative language - conditional expressions

Ada 2012 introduced an expression analog for conditional statements (`if` and `case`).

#### 2.6.1 If expressions

Here's an alternative version of an example we saw earlier; the `if` statement has been replaced by an `if` expression:

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Ada.Integer_Text_IO; use Ada.Integer_Text_IO;

procedure Check_Positive is
  N : Integer;
begin
  Put ("Enter an integer value: "); -- Put a String
  Get (N); -- Reads in an integer value
  Put (N); -- Put an Integer
  declare
    S : String :=
    (if N > 0 then " is a positive number"
    (continues on next page)
```
The if expression evaluates to one of the two Strings depending on N, and assigns that value to the local variable S.

Ada's if expressions are similar to if statements. However, there are a few differences that stem from the fact that it is an expression:

- All branches' expressions must be of the same type
- It must be surrounded by parentheses if the surrounding expression does not already contain them
- An else branch is mandatory unless the expression following then has a Boolean value. In that case an else branch is optional and, if not present, defaults to else True.

Here's another example:

Listing 16: main.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Main is
begin
  for I in 1 .. 10 loop
    Put_Line (if I mod 2 = 0 then "Even" else "Odd");
  end loop;
end Main;
```

Build output

Compile

```
[Ada] main.adb
```

Bind

```
[gprbind] main.bexch
[Ada] main.ali
```

Link

```
[link] main.adb
```

Runtime output

```
Odd
Even
Odd
Even
Odd
Even
Odd
Even
Odd
Even
```

This program produces 10 lines of output, alternating between “Odd” and “Even”.

2.6.2 Case expressions

Analogous to if expressions, Ada also has case expressions. They work just as you would expect.
Listing 17: main.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Main is
begin
    for I in 1 .. 10 loop
        Put_Line (case I is
            when 1 | 3 | 5 | 7 | 9 => "Odd",
            when 2 | 4 | 6 | 8 | 10 => "Even");
    end loop;
end Main;
```

Build output

```
Compile
  [Ada]  main.adb
Bind
  [gprbind]  main.bexch
  [Ada]  main.ali
Link
  [link]  main.adb
```

Runtime output

```
Odd
Even
Odd
Even
Odd
Even
Odd
Even
Odd
Even
```

This program has the same effect as the preceding example.
The syntax differs from case statements, with branches separated by commas.
3.1 Subprograms

So far, we have used procedures, mostly to have a main body of code to execute. Procedures are one kind of subprogram.

There are two kinds of subprograms in Ada, functions and procedures. The distinction between the two is that a function returns a value, and a procedure does not.

This example shows the declaration and definition of a function:

```
-- We declare (but don't define) a function with one
-- parameter, returning an integer value

Listing 1: increment.ads

function Increment (I : Integer) return Integer;

Listing 2: increment.adb

-- We define the Increment function

function Increment (I : Integer) return Integer is
begin
  return I + 1;
end Increment;
```

Subprograms in Ada can, of course, have parameters. One syntactically important note is that a subprogram which has no parameters does not have a parameter section at all, for example:

```
procedure Proc;

function Func return Integer;
```

Here's another variation on the previous example:

```
function Increment_By
  (I   : Integer := 0;
   Incr : Integer := 1) return Integer;
-- ^ Default value for parameters
```

In this example, we see that parameters can have default values. When calling the subprogram, you can then omit parameters if they have a default value. Unlike C/C++, a call to a subprogram without parameters does not include parentheses.

This is the implementation of the function above:
### 3.1.1 Subprogram calls

We can then call our subprogram this way:

```
with Ada.Text_IO; use Ada.Text_IO;
with Increment_By;

procedure Show_Increment is
    A, B, C : Integer;
begin
    C := Increment_By;
    -- ^ Parameterless call, value of I is 0
    -- and Incr is 1
    Put_Line ("Using defaults for Increment_By is ",
                & Integer'Image (C));
    A := 10;
    B := 3;
    C := Increment_By (A, B);
    -- ^ Regular parameter passing
    Put_Line ("Increment of " & Integer'Image (A)
               & " with " & Integer'Image (B)
               & " is " & Integer'Image (C));
    A := 20;
    B := 5;
    C := Increment_By (I => A,
                        Incr => B);
    -- ^ Named parameter passing
    Put_Line ("Increment of " & Integer'Image (A)
               & " with " & Integer'Image (B)
               & " is " & Integer'Image (C));
end Show_Increment;
```

---

**Build output**

```
Compile       [Ada] show_increment.adb
              [Ada] increment_by.adb
Bind          [gprbind] show_increment.bexch
              [Ada] show_increment.ali
Link          [link] show_increment.adb
```

**Runtime output**

---

20 Chapter 3. Subprograms
Using defaults for Increment_By is 1
Increment of 10 with 3 is 13
Increment of 20 with 5 is 25

Ada allows you to name the parameters when you pass them, whether they have a default or not. There are some rules:

- Positional parameters come first.
- A positional parameter cannot follow a named parameter.

As a convention, people usually name parameters at the call site if the function's corresponding parameters has a default value. However, it is also perfectly acceptable to name every parameter if it makes the code clearer.

3.1.2 Nested subprograms

As briefly mentioned earlier, Ada allows you to declare one subprogram inside of another. This is useful for two reasons:

- It lets you organize your programs in a cleaner fashion. If you need a subprogram only as a “helper” for another subprogram, then the principle of localization indicates that the helper subprogram should be declared nested.
- It allows you to share state easily in a controlled fashion, because the nested subprograms have access to the parameters, as well as any local variables, declared in the outer scope.

For the previous example, we can move the duplicated code (call to Put_Line) to a separate procedure. This is a shortened version with the nested Display_Result procedure.

Listing 6: show_increment.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Increment_By;

procedure Show_Increment is
  A, B, C : Integer;

procedure Display_Result is
  begin
    Put_Line ("Increment of " & Integer'Image (A)
               & " with " & Integer'Image (B)
               & " is " & Integer'Image (C));
  end Display_Result;

begin
  A := 10;
  B := 3;
  C := Increment_By (A, B);
  Display_Result;
end Show_Increment;
```

Build output

```console
Compile
  [Ada]       show_increment.adb
  [Ada]       increment_by.adb
Bind
  [gprbind]   show_increment.bexch
  [Ada]       show_increment.ali
```

(continues on next page)
Link
[link] show_increment.adb

Runtime output

Increment of 10 with 3 is 13

3.1.3 Function calls

An important feature of function calls in Ada is that the return value at a call cannot be ignored; that is, a function call cannot be used as a statement.

If you want to call a function and do not need its result, you will still need to explicitly store it in a local variable.

Listing 7: quadruple.adb

```ada
function Quadruple (I : Integer) return Integer is
  function Double (I : Integer) return Integer is
    begin
      return I * 2;
    end Double;

    Res : Integer := Double (Double (I));
    -- ^ Calling the double function
    begin
      Double (I);
      -- ERROR: cannot use call to function "Double" as a statement
      return Res;
    end Quadruple;
```

Build output

Compile
[Ada] quadruple.adb
quadruple.adb:10:04: cannot use call to function "Double" as a statement
quadruple.adb:10:04: return value of a function call cannot be ignored
gprbuild: *** compilation phase failed

In the GNAT toolchain

In GNAT, with all warnings activated, it becomes even harder to ignore the result of a function, because unused variables will be flagged. For example, this code would not be valid:

```ada
function Read_Int
  (Stream : Network_Stream; Result : out Integer) return Boolean;

procedure Main is
  Stream : Network_Stream := Get_Stream;
  My_Int : Integer;
  B : Boolean := Read_Int (Stream, My_Int);  -- Warning here, B is never read
  begin
    null;
  end Main;
```

You then have two solutions to silence this warning:

- Either annotate the variable with pragma Unreferenced, thus:
B : Boolean := Read_Int (Stream, My_Int);
pragma Unreferenced (B);

- Or give the variable a name that contains any of the strings discard dummy ignore junk unused (case insensitive)

### 3.2 Parameter modes

So far we have seen that Ada is a safety-focused language. There are many ways this is realized, but two important points are:

- Ada makes the user specify as much as possible about the behavior expected for the program, so that the compiler can warn or reject if there is an inconsistency.

- Ada provides a variety of techniques for achieving the generality and flexibility of pointers and dynamic memory management, but without the latter's drawbacks (such as memory leakage and dangling references).

Parameter modes are a feature that helps achieve the two design goals above. A subprogram parameter can be specified with a mode, which is one of the following:

<table>
<thead>
<tr>
<th>Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>in</td>
<td>Parameter can only be read, not written</td>
</tr>
<tr>
<td>out</td>
<td>Parameter can be written to, then read</td>
</tr>
<tr>
<td>in out</td>
<td>Parameter can be both read and written</td>
</tr>
</tbody>
</table>

The default mode for parameters is `in`; so far, most of the examples have been using `in` parameters.

**Historically**

Functions and procedures were originally more different in philosophy. Before Ada 2012, functions could only take "in" parameters.

### 3.3 Subprogram calls

#### 3.3.1 In parameters

The first mode for parameters is the one we have been implicitly using so far. Parameters passed using this mode cannot be modified, so that the following program will cause an error:

Listing 8: swap.adb

```
procedure Swap (A, B : Integer) is
  Tmp : Integer;
begin
  Tmp := A;
  -- Error: assignment to "in" mode parameter not allowed
  A := B;
  -- Error: assignment to "in" mode parameter not allowed
  B := Tmp;
end Swap;
```
The fact that this is the default mode is in itself very important. It means that a parameter will not be modified unless you explicitly specify a mode in which modification is allowed.

### 3.3.2 In out parameters

To correct our code above, we can use an “in out” parameter.

Listing 9: in_out_params.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

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

begin
  A := Integer'12;
  B := Integer'44;
begin
  Swap (A, B);
  Put_Line (Integer'Image (A));  -- Prints 44
end In_Out_Params;
```

Build output

```
Compile
[Ada]  in_out_params.adb
Swap.adb:7:04: assignment to "in" mode parameter not allowed
Swap.adb:9:04: assignment to "in" mode parameter not allowed
gprbuild: *** compilation phase failed
```

An in out parameter will allow read and write access to the object passed as parameter, so in the example above, we can see that A is modified after the call to Swap.

**Attention:** While in out parameters look a bit like references in C++, or regular parameters in Java that are passed by-reference, the Ada language standard does not mandate “by reference” passing for in out parameters except for certain categories of types as will be explained later.

In general, it is better to think of modes as higher level than by-value versus by-reference semantics. For the compiler, it means that an array passed as an in parameter might be passed by reference, because it is more efficient (which does not change anything for the user since the
parameter is not assignable). However, a parameter of a discrete type will always be passed by copy, regardless of its mode (which is more efficient on most architectures).

### 3.3.3 Out parameters

The "out" mode applies when the subprogram needs to write to a parameter that might be uninitialized at the point of call. Reading the value of an out parameter is permitted, but it should only be done after the subprogram has assigned a value to the parameter. Out parameters behave a bit like return values for functions. When the subprogram returns, the actual parameter (a variable) will have the value of the out parameter at the point of return.

**In other languages**

Ada doesn't have a tuple construct and does not allow returning multiple values from a subprogram (except by declaring a full-fledged record type). Hence, a way to return multiple values from a subprogram is to use out parameters.

For example, a procedure reading integers from the network could have one of the following specifications:

```ada
procedure Read_Int
  (Stream : Network_Stream; Success : out Boolean; Result : out Integer);
function Read_Int
  (Stream : Network_Stream; Result : out Integer) return Boolean;
```

While reading an out variable before writing to it should, ideally, trigger an error, imposing that as a rule would cause either inefficient run-time checks or complex compile-time rules. So from the user's perspective an out parameter acts like an uninitialized variable when the subprogram is invoked.

**In the GNAT toolchain**

GNAT will detect simple cases of incorrect use of out parameters. For example, the compiler will emit a warning for the following program:

```ada
procedure Outp is
  procedure Foo (A : out Integer) is
    B : Integer := A; -- Warning on reference to uninitialized A
    begin
      A := B;
      end Foo;
    begin
      null;
    end Outp;
```

**Compilation output**

```
outp.adb:3:22: warning: "A" may be referenced before it has a value
```

3.3. Subprogram calls
3.3.4 Forward declaration of subprograms

As we saw earlier, a subprogram can be declared without being fully defined. This is possible in general, and can be useful if you need subprograms to be mutually recursive, as in the example below:

Listing 11: mutually_recursive_subprograms.adb

```ada
procedure Mutually_Recursive_Subprograms is
  procedure Compute_A (V : Natural);  -- Forward declaration of Compute_A

  procedure Compute_B (V : Natural) is
  begin
    if V > 5 then
      Compute_A (V - 1);  -- Call to Compute_A
    end if;
  end Compute_B;

  procedure Compute_A (V : Natural) is
  begin
    if V > 2 then
      Compute_B (V - 1);  -- Call to Compute_B
    end if;
  end Compute_A;

begin
  Compute_A (15);
end Mutually_Recursive_Subprograms;
```

Build output

```
Compile
  [Ada] mutually_recursive_subprograms.adb
Bind
  [gprbind] mutually_recursive_subprograms.bexch
  [Ada] mutually_recursive_subprograms.ali
Link
  [link] mutually_recursive_subprograms.adb
```

3.4 Renaming

Subprograms can be renamed by using the renames keyword and declaring a new name for a subprogram:

```
procedure New_Proc renames Original_Proc;
```

This can be useful, for example, to improve the readability of your application when you’re using code from external sources that cannot be changed in your system. Let’s look at an example:

Listing 12: a_procedure_with_very_long_name_that_cannot_be_changed.ads

```
procedure A_Procedure_With_Very_Long_Name_That_Cannot_Be_Changed
  (A_Message : String);
```
As the wording in the name of procedure above implies, we cannot change its name. We can, however, rename it to something like Show in our test application and use this shorter name. Note that we also have to declare all parameters of the original subprogram — we may rename them, too, in the declaration. For example:

```ada
with A_Procedure_With_Very_Long_Name_That_Cannot_Be_Changed;

procedure Show_Renaming is
  procedure Show (S : String) renames A_Procedure_With_Very_Long_Name_That_Cannot_Be_Changed;
begin
  Show ("Hello World!");
end Show_Renaming;
```

Build output

Compile
[Ada] show_renaming.adb
[Ada] a_procedure_with_very_long_name_that_cannot_be_changed.adb

Bind
[gprbind] show_renaming.bexch
[Ada] show_renaming.ali

Link
[link] show_renaming.adb

Runtime output

Hello World!

Note that the original name (A_Procedure_With_Very_Long_Name_That_Cannot_Be_Changed) is still visible after the declaration of the Show procedure.

We may also rename subprograms from the standard library. For example, we may rename Integer'Image to Img:

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Image_Renaming is
  function Img (I : Integer) return String renames Integer'Image;
begin
  Put_Line (Img (2));
  Put_Line (Img (3));
end Show_Image_Renaming;
```
Renaming also allows us to introduce default expressions that were not available in the original declaration. For example, we may specify "Hello World!" as the default for the `String` parameter of the `Show` procedure:

```ada
with A_Procedure_With_Very_Long_Name_That_Cannot_Be_Changed;

procedure Show_Renaming_Defaults is
  procedure Show (S : String := "Hello World!") renames
    A_Procedure_With_Very_Long_Name_That_Cannot_Be_Changed;

begin
  Show;
end Show_Renaming_Defaults;
```
So far, our examples have been simple standalone subprograms. Ada is helpful in that regard, since it allows arbitrary declarations in a declarative part. We were thus able to declare our types and variables in the bodies of main procedures.

However, it is easy to see that this is not going to scale up for real-world applications. We need a better way to structure our programs into modular and distinct units.

Ada encourages the separation of programs into multiple packages and sub-packages, providing many tools to a programmer on a quest for a perfectly organized code-base.

### 4.1 Packages

Here is an example of a package declaration in Ada:

Listing 1: week.ads

```ada
package Week is
    Mon : constant String := "Monday";  
    Tue : constant String := "Tuesday";  
    Wed : constant String := "Wednesday";  
    Thu : constant String := "Thursday";  
    Fri : constant String := "Friday";  
    Sat : constant String := "Saturday";  
    Sun : constant String := "Sunday";  
end Week;
```

And here is how you use it:

Listing 2: main.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;  
with Week;  
-- References the Week package, and adds a dependency from Main  
-- to Week
procedure Main is  
begin  
    Put_Line ("First day of the week is " & Week.Mon);  
end Main;
```

Build output

```
Compile  
[Ada] main.adb
```
Runtime output

First day of the week is Monday

Packages let you make your code modular, separating your programs into semantically significant units. Additionally the separation of a package's specification from its body (which we will see below) can reduce compilation time.

While the with clause indicates a dependency, you can see in the example above that you still need to prefix the referencing of entities from the Week package by the name of the package. (If we had included a use Week clause, then such a prefix would not have been necessary.)

Accessing entities from a package uses the dot notation, A.B, which is the same notation as the one used to access record fields.

A with clause can only appear in the prelude of a compilation unit (i.e., before the reserved word, such as procedure, that marks the beginning of the unit). It is not allowed anywhere else. This rule is only needed for methodological reasons: the person reading your code should be able to see immediately which units the code depends on.

In other languages

Packages look similar to, but are semantically very different from, header files in C/C++.

• The first and most important distinction is that packages are a language-level mechanism. This is in contrast to a #include'd header file, which is a functionality of the C preprocessor.

• An immediate consequence is that the with construct is a semantic inclusion mechanism, not a text inclusion mechanism. Hence, when you with a package, you are saying to the compiler "I'm depending on this semantic unit", and not "include this bunch of text in place here".

• The effect of a package thus does not vary depending on where it has been withed from. Contrast this with C/C++, where the meaning of the included text depends on the context in which the #include appears.

This allows compilation/recompilation to be more efficient. It also allows tools like IDEs to have correct information about the semantics of a program. In turn, this allows better tooling in general, and code that is more analyzable, even by humans.

An important benefit of Ada with clauses when compared to #include is that it is stateless. The order of with and use clauses does not matter, and can be changed without side effects.

In the GNAT toolchain

The Ada language standard does not mandate any particular relationship between source files and packages; for example, in theory you can put all your code in one file, or use your own file naming conventions. In practice, however, an implementation will have specific rules. With GNAT, each top-level compilation unit needs to go into a separate file. In the example above, the Week package will be in an .ads file (for Ada specification), and the Main procedure will be in an .adb file (for Ada body).
4.2 Using a package

As we have seen above, the with clause indicates a dependency on another package. However, every reference to an entity coming from the Week package had to be prefixed by the full name of the package. It is possible to make every entity of a package visible directly in the current scope, using the use clause.

In fact, we have been using the use clause since almost the beginning of this tutorial.

Listing 3: main.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;
-- ^ Make every entity of the Ada.Text_IO package
directly visible.

with Week;

procedure Main is
  use Week;
  -- Make every entity of the Week package directly visible.
begin
  Put_Line ("First day of the week is " & Mon);
end Main;
```

Build output

Compile

[Ada] main.adb
[Ada] week.ads

Bind

[gprbind] main.bexch
[Ada] main.ali

Link

[link] main.adb

Runtime output

First day of the week is Monday

As you can see in the example above:

- Put_Line is a subprogram that comes from the Ada.Text_IO package. We can reference it directly because we have used the package at the top of the Main unit.

- Unlike with clauses, a use clause can be placed either in the prelude, or in any declarative region. In the latter case the use clause will have an effect in its containing lexical scope.

4.3 Package body

In the simple example above, the Week package only has declarations and no body. That's not a mistake: in a package specification, which is what is illustrated above, you cannot declare bodies. Those have to be in the package body.

Listing 4: operations.ads

```ada
package Operations is
  -- Declaration
  function Increment_By
    (I : Integer;
```
Incr : Integer := 0) return Integer;

function Get_Increment_Value return Integer;

end Operations;

Listing 5: operations.adb

package body Operations is

Last_Increment : Integer := 1;

function Increment_By
(I : Integer;
Incr : Integer := 0) return Integer is
begin
if Incr /= 0 then
Last_Increment := Incr;
end if;

return I + Last_Increment;
end Increment_By;

function Get_Increment_Value return Integer is
begin
return Last_Increment;
end Get_Increment_Value;

end Operations;

Here we can see that the body of the Increment_By function has to be declared in the body. Coincidentally, introducing a body allows us to put the Last_Increment variable in the body, and make them inaccessible to the user of the Operations package, providing a first form of encapsulation.

This works because entities declared in the body are only visible in the body.

This example shows how Last_Increment is used indirectly:

Listing 6: main.adb

with Ada.Text_IO; use Ada.Text_IO;
with Operations;

procedure Main is
use Operations;

I : Integer := 0;
R : Integer;

procedure Display_Update_Values is
Incr : constant Integer := Get_Increment_Value;

begin
Put_Line (Integer'Image (I)
& " incremented by " & Integer'Image (Incr)
& " is " & Integer'Image (R));
I := R;
end Display_Update_Values;

begin
R := Increment_By (I);
Display_Update_Values;

(continues on next page)
R := Increment_By (I);
Display_Update_Values;

R := Increment_By (I, 5);
Display_Update_Values;
R := Increment_By (I);
Display_Update_Values;
R := Increment_By (I, 10);
Display_Update_Values;
R := Increment_By (I);
Display_Update_Values;

end Main;

Build output

Compile
[Ada] main.adb
[Ada] operations.adb

Bind
[gprbind] main.bexch
[Ada] main.ali

Link
[link] main.adb

Runtime output

0 incremented by 1 is 1
1 incremented by 1 is 2
2 incremented by 5 is 7
7 incremented by 5 is 12
12 incremented by 10 is 22
22 incremented by 10 is 32

4.4 Child packages

Packages can be used to create hierarchies. We achieve this by using child packages, which extend the functionality of their parent package. One example of a child package that we've been using so far is the Ada.Text_IO package. Here, the parent package is called Ada, while the child package is called Text_IO. In the previous examples, we've been using the Put_Line procedure from the Text_IO child package.

Important

Ada also supports nested packages. However, since they can be more complicated to use, the recommendation is to use child packages instead. Nested packages will be covered in the advanced course.

Let's begin our discussion on child packages by taking our previous Week package:

Listing 7: week.ads

package Week is

  Mon : constant String := "Monday";
  Tue : constant String := "Tuesday";

(continues on next page)
Wed : constant String := "Wednesday";
Thu : constant String := "Thursday";
Fri : constant String := "Friday";
Sat : constant String := "Saturday";
Sun : constant String := "Sunday";
end Week;

If we want to create a child package for Week, we may write:

package Week.Child is
  function Get_First_Of_Week return String;
end Week.Child;

Here, Week is the parent package and Child is the child package. This is the corresponding package body of Week.Child:

package body Week.Child is
  function Get_First_Of_Week return String is
    begin
      return Mon;
    end Get_First_Of_Week;
end Week.Child;

In the implementation of the Get_First_Of_Week function, we can use the Mon string directly, even though it was declared in the parent package Week. We don’t write with Week here because all elements from the specification of the Week package — such as Mon, Tue and so on — are visible in the child package Week.Child.

Now that we’ve completed the implementation of the Week.Child package, we can use elements from this child package in a subprogram by simply writing with Week.Child. Similarly, if we want to use these elements directly, we write use Week.Child in addition. For example:

procedure Main is
  begin
    Put_Line ("First day of the week is " & Get_First_Of_Week);
end Main;

Build output

Compile
  [Ada] main.adb
  [Ada] week.ads
  [Ada] week-child.adb
Bind
  [gprbind] main.bexch
  [Ada] main.ali
Link

(continues on next page)
Runtime output

First day of the week is Monday

### 4.4.1 Child of a child package

So far, we've seen a two-level package hierarchy. But the hierarchy that we can potentially create isn't limited to that. For instance, we could extend the hierarchy of the previous source-code example by declaring a `Week.Child.Grandchild` package. In this case, `Week.Child` would be the parent of the `Grandchild` package. Let's consider this implementation:

Listing 11: week-child-grandchild.ads

```ada
package Week.Child.Grandchild is

function Get_Second_Of_Week return String;

end Week.Child.Grandchild;
```

Listing 12: week-child-grandchild.adb

```ada
package body Week.Child.Grandchild is

function Get_Second_Of_Week return String is
begin
return Tue;
end Get_Second_Of_Week;

end Week.Child.Grandchild;
```

We can use this new `Grandchild` package in our test application in the same way as before: we can reuse the previous test application and adapt the with and use, and the function call. This is the updated code:

Listing 13: main.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Main is
begin
Put_Line ("Second day of the week is " & Get_Second_Of_Week);
end Main;
```

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>main.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Ada]</td>
<td></td>
</tr>
<tr>
<td>[Ada]</td>
<td>week.ads</td>
</tr>
<tr>
<td>[Ada]</td>
<td>week-child.adb</td>
</tr>
<tr>
<td>[Ada]</td>
<td>week-child-grandchild.adb</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bind</th>
<th>main.bexch</th>
</tr>
</thead>
<tbody>
<tr>
<td>[gprbind]</td>
<td></td>
</tr>
<tr>
<td>[Ada]</td>
<td>main.ali</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Link</th>
<th>main.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>[link]</td>
<td></td>
</tr>
</tbody>
</table>
### Runtime output

Second day of the week is Tuesday

Again, this isn’t the limit for the package hierarchy. We could continue to extend the hierarchy of the previous example by implementing a `Week.Child.Grandchild.Grand_grandchild` package.

#### 4.4.2 Multiple children

So far, we’ve seen a single child package of a parent package. However, a parent package can also have multiple children. We could extend the example above and implement a `Week.Child_2` package. For example:

```ada
package Week.Child_2 is
    function Get_Last_Of_Week return String;
end Week.Child_2;
```

Here, `Week` is still the parent package of the `Child` package, but it’s also the parent of the `Child_2` package. In the same way, `Child_2` is obviously one of the child packages of `Week`.

This is the corresponding package body of `Week.Child_2`:

```ada
package body Week.Child_2 is
    function Get_Last_Of_Week return String is
        begin
            return Sun;
        end Get_Last_Of_Week;
end Week.Child_2;
```

We can now reference both children in our test application:

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Week.Child; use Week.Child;
with Week.Child_2; use Week.Child_2;
procedure Main is
    begin
        Put_Line ("First day of the week is " & Get_First_Of_Week);
        Put_Line ("Last day of the week is " & Get_Last_Of_Week);
end Main;
```

<table>
<thead>
<tr>
<th>Build output</th>
</tr>
</thead>
<tbody>
<tr>
<td>Compile</td>
</tr>
<tr>
<td></td>
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<td></td>
</tr>
<tr>
<td>Bind</td>
</tr>
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<td></td>
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</tbody>
</table>
4.4.3 Visibility

In the previous section, we’ve seen that elements declared in a parent package specification are visible in the child package. This is, however, not the case for elements declared in the package body of a parent package.

Let’s consider the package Book and its child Additional_Operations:

Listing 17: book.ads

```ada
package Book is
  Title : constant String := "Visible for my children";
  function Get_Title return String;
  function Get_Author return String;
end Book;
```

Listing 18: book-additional_operations.ads

```ada
package Book.Additional_Operations is
  function Get_Extended_Title return String;
  function Get_Extended_Author return String;
end Book.Additional_Operations;
```

This is the body of both packages:

Listing 19: book.adb

```ada
package body Book is
  Author : constant String := "Author not visible for my children";
  function Get_Title return String is
    begin
      return Title;
    end Get_Title;
  function Get_Author return String is
    begin
      return Author;
    end Get_Author;
end Book;
```
package body Book.Additional_Operations is

  function Get_Extended_Title return String is
  begin
    return "Book Title: " & Title;
  end Get_Extended_Title;

  function Get_Extended_Author return String is
  begin
    return "Book Author: Unknown";
  end Get_Extended_Author;

end Book.Additional_Operations;

In the implementation of the Get_Extended_Title, we're using the Title constant from the
parent package Book. However, as indicated in the comments of the Get_Extended_Author
function, the Author string — which we declared in the body of the Book package — isn't visi-
table in the Book.Additional_Operations package. Therefore, we cannot use it to implement
the Get_Extended_Author function.

We can, however, use the Get_Author function from Book in the implementation of the
Get_Extended_Author function to retrieve this string. Likewise, we can use this strategy to im-
plement the Get_Extended_Title function. This is the adapted code:

package body Book.Additional_Operations is

  function Get_Extended_Title return String is
  begin
    return "Book Title: " & Get_Title;
  end Get_Extended_Title;

  function Get_Extended_Author return String is
  begin
    return "Book Author: " & Get_Author;
  end Get_Extended_Author;

end Book.Additional_Operations;

This is a simple test application for the packages above:

with Ada.Text_IO; use Ada.Text_IO;
with Book.Additional_Operations; use Book.Additional_Operations;

procedure Main is
begin
  Put_Line (Get_Extended_Title);
  Put_Line (Get_Extended_Author);
end Main;

Build output
By declaring elements in the body of a package, we can implement encapsulation in Ada. Those elements will only be visible in the package body, but nowhere else. This isn't, however, the only way to achieve encapsulation in Ada: we'll discuss other approaches in the Privacy (page 101) chapter.

### 4.5 Renaming

Previously, we've mentioned that subprograms can be renamed (page 26). We can rename packages, too. Again, we use the renames keyword for that. The following example renames the Ada.Text_IO package as T_IO:

```ada
with Ada.Text_IO;

procedure Main is
  package TIO renames Ada.Text_IO;
begin
  TIO.Put_Line ("Hello");
end Main;
```

We can use renaming to improve the readability of our code by using shorter package names. In the example above, we write TIO.Put_Line instead of the longer version (Ada.Text_IO.Put_Line). This approach is especially useful when we don't use packages and want to avoid that the code becomes too verbose.

Note we can also rename subprograms and objects inside packages. For instance, we could have just renamed the Put_Line procedure in the source-code example above:
Listing 24: main.adb

```ada
with Ada.Text_IO;

procedure Main is
  procedure Say (Something : String) renames Ada.Text_IO.Put_Line;
begin
  Say ("Hello");
end Main;
```
Ada is a strongly typed language. It is interestingly modern in that respect: strong static typing has been increasing in popularity in programming language design, owing to factors such as the growth of statically typed functional programming, a big push from the research community in the typing domain, and many practical languages with strong type systems.

### 5.1 What is a type?

In statically typed languages, a type is mainly (but not only) a compile time construct. It is a construct to enforce invariants about the behavior of a program. Invariants are unchangeable properties that hold for all variables of a given type. Enforcing them ensures, for example, that variables of a data type never have invalid values.

A type is used to reason about the objects a program manipulates (an object is a variable or a constant). The aim is to classify objects by what you can accomplish with them (i.e., the operations that are permitted), and this way you can reason about the correctness of the objects’ values.

### 5.2 Integers

A nice feature of Ada is that you can define your own integer types, based on the requirements of your program (i.e., the range of values that makes sense). In fact, the definitional mechanism that Ada provides forms the semantic basis for the predefined integer types. There is no “magical” built-in type in that regard, which is unlike most languages, and arguably very elegant.

```
with Ada.Text_Io; use Ada.Text_Io;

procedure Integer_Type_Example is
  -- Declare a signed integer type, and give the bounds
type My_Int is range -1 .. 20;
  -- ^ High bound
  -- ^ Low bound

  -- Like variables, type declarations can only appear in
  -- declarative regions

begin
  for I in My_Int loop
    Put_Line (My_Int’Image (I));
    -- 'Image attribute, converts a value to a
    -- String
  end loop;
end Integer_Type_Example;
```

Listing 1: integer_type_example.adb
This example illustrates the declaration of a signed integer type, and several things we can do with them.

Every type declaration in Ada starts with the type keyword (except for task types (page 146)). After the type, we can see a range that looks a lot like the ranges that we use in for loops, that defines the low and high bound of the type. Every integer in the inclusive range of the bounds is a valid value for the type.

**Ada integer types**

In Ada, an integer type is not specified in terms of its machine representation, but rather by its range. The compiler will then choose the most appropriate representation.

Another point to note in the above example is the My_Int'Image (I) expression. The Name'Attribute (optional params) notation is used for what is called an attribute in Ada. An attribute is a built-in operation on a type, a value, or some other program entity. It is accessed by using a ' symbol (the ASCII apostrophe).

Ada has several types available as "built-ins"; Integer is one of them. Here is how Integer might be defined for a typical processor:

```
  type Integer is range -(2 ** 31) .. +(2 ** 31 - 1);
```

** is the exponent operator, which means that the first valid value for Integer is \(-2^{31}\), and the last valid value is \(2^{31} - 1\).
Ada does not mandate the range of the built-in type Integer. An implementation for a 16-bit target would likely choose the range $-2^{15}$ through $2^{15} - 1$.

### 5.2.1 Operational semantics

Unlike some other languages, Ada requires that operations on integers should be checked for overflow.

Listing 2: main.adb

```ada
procedure Main is
    A : Integer := Integer'Last;
    B : Integer;
begin
    B := A + 5;
    -- This operation will overflow, eg. it will
    -- raise an exception at run time.
end Main;
```

Build output

```
Compile
[Ada] main.adb
main.adb:5:11: warning: value not in range of type "Standard.Integer"
main.adb:5:11: warning: "Constraint_Error" will be raised at run time
Bind
    [gprbind] main.bexch
    [Ada] main.ali
Link
    [link] main.adb
```

Runtime output

```
raised CONSTRAINT_ERROR : main.adb:5 overflow check failed
```

There are two types of overflow checks:

- Machine-level overflow, when the result of an operation exceeds the maximum value (or is less than the minimum value) that can be represented in the storage reserved for an object of the type, and

- Type-level overflow, when the result of an operation is outside the range defined for the type.

Mainly for efficiency reasons, while machine level overflow always results in an exception, type level overflows will only be checked at specific boundaries, like assignment:

Listing 3: main.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Main is
    type My_Int is range 1 .. 20;
    A : My_Int := 12;
    B : My_Int := 15;
    M : My_Int := (A + B) / 2;
    -- No overflow here, overflow checks are done at
    -- specific boundaries.
begin
    for I in 1 .. M loop
        Put_Line ("Hello, World!");
    end loop;
```

(continues on next page)
Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>main.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bind</td>
<td>main.bexch</td>
</tr>
<tr>
<td></td>
<td>main.ali</td>
</tr>
<tr>
<td>Link</td>
<td>main.adb</td>
</tr>
</tbody>
</table>

Runtime output

Hello, World!
Hello, World!
Hello, World!
Hello, World!
Hello, World!
Hello, World!
Hello, World!
Hello, World!
Hello, World!
Hello, World!
Hello, World!
Hello, World!

Type level overflow will only be checked at specific points in the execution. The result, as we see above, is that you might have an operation that overflows in an intermediate computation, but no exception will be raised because the final result does not overflow.

5.3 Unsigned types

Ada also features unsigned Integer types. They're called modular types in Ada parlance. The reason for this designation is due to their behavior in case of overflow: They simply "wrap around", as if a modulo operation was applied.

For machine sized modular types, for example a modulus of 2**32, this mimics the most common implementation behavior of unsigned types. However, an advantage of Ada is that the modulus is more general:

Listing 4: main.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Main is
  type Mod_Int is mod 2 ** 5;
  -- ^ Range is 0 .. 31
  A : Mod_Int := 20;
  B : Mod_Int := 15;
  M : Mod_Int := A + B;
  -- No overflow here, M = (20 + 15) mod 32 = 3
begin
  for I in 1 .. M loop
```

(continues on next page)
Put_Line ("Hello, World!");
end loop;
end Main;

Build output

Compile
[Asta] main.adb
Bind
[gprbind] main.bexch
[Asta] main.ali
Link
[link] main.adb

Runtime output

Hello, World!
Hello, World!
Hello, World!

Unlike in C/C++, since this behavior is guaranteed by the Ada specification, you can rely on it to implement portable code. Also, being able to leverage the wrapping on arbitrary bounds is very useful – the modulus does not need to be a power of 2 – to implement certain algorithms and data structures, such as ring buffers.

5.4 Enumerations

Enumeration types are another nicety of Ada's type system. Unlike C's enums, they are not integers, and each new enumeration type is incompatible with other enumeration types. Enumeration types are part of the bigger family of discrete types, which makes them usable in certain situations that we will describe later but one context that we have already seen is a case statement.

Listing 5: enumeration_example.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Enumeration_Example is
  type Days is (Monday, Tuesday, Wednesday,
                Thursday, Friday, Saturday, Sunday);
  -- An enumeration type
  begin
    for I in Days loop
      case I is
        when Saturday .. Sunday =>
          Put_Line ("Week end!");
        when Monday .. Friday =>
          Put_Line ("Hello on " & Days'Image (I));
            -- 'Image attribute, works on enums too
        end case;
      end loop;
  end Enumeration_Example;
```

Build output

9 https://en.m.wikipedia.org/wiki/Circular_buffer

5.4. Enumerations
5.5 Floating-point types

5.5.1 Basic properties

Like most languages, Ada supports floating-point types. The most commonly used floating-point type is Float:

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Floating_Point_Demo is
  A : Float := 2.5;
begin
  Put_Line ("The value of A is " & Float'Image (A));
end Floating_Point_Demo;
```

The value of A is 2.50000E+00

The application will display 2.5 as the value of A.
The Ada language does not specify the precision (number of decimal digits in the mantissa) for Float; on a typical 32-bit machine the precision will be 6.

All common operations that could be expected for floating-point types are available, including absolute value and exponentiation. For example:

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Floating_Point_Operations is
  A : Float := 2.5;
begin
  A := abs (A - 4.5);
  Put_Line ("The value of A is " & Float'Image (A));
  A := A ** 2 + 1.0;
  Put_Line ("The value of A is " & Float'Image (A));
end Floating_Point_Operations;
```

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>floating_point_operations.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bind</td>
<td>floating_point_operations.bexch</td>
</tr>
<tr>
<td></td>
<td>floating_point_operations.ali</td>
</tr>
<tr>
<td>Link</td>
<td>floating_point_operations.adb</td>
</tr>
</tbody>
</table>

Runtime output

| The value of A is 2.00000E+00 |
| The value of A is 5.00000E+00 |

The value of A is 2.0 after the first operation and 5.0 after the second operation.

In addition to Float, an Ada implementation may offer data types with higher precision such as Long_Float and Long_Long_Float. Like Float, the standard does not indicate the exact precision of these types: it only guarantees that the type Long_Float, for example, has at least the precision of Float. In order to guarantee that a certain precision requirement is met, we can define custom floating-point types, as we will see in the next section.

### 5.5.2 Precision of floating-point types

Ada allows the user to specify the precision for a floating-point type, expressed in terms of decimal digits. Operations on these custom types will then have at least the specified precision. The syntax for a simple floating-point type declaration is:

```ada
type T is digits <number_of_decimal_digits>;
```

The compiler will choose a floating-point representation that supports the required precision. For example:

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Custom_Floating_Types is
  type T3 is digits 3;
  type T15 is digits 15;
  type T18 is digits 18;
end Custom_Floating_Types;
```

(continues on next page)
begin
  Put_Line ("T3 requires " & Integer'Image (T3'Size) & " bits");
  Put_Line ("T15 requires " & Integer'Image (T15'Size) & " bits");
  Put_Line ("T18 requires " & Integer'Image (T18'Size) & " bits");
end Custom_Floating_Types;

Build output

Compile
  [Ada] custom_floating_types.adb
Bind
  [gprbind] custom_floating_types.bexch
  [Ada] custom_floating_types.ali
Link
  [link] custom_floating_types.adb

Runtime output

T3 requires 32 bits
T15 requires 64 bits
T18 requires 128 bits

In this example, the attribute 'Size is used to retrieve the number of bits used for the specified
data type. As we can see by running this example, the compiler allocates 32 bits for T3, 64 bits for
T15 and 128 bits for T18. This includes both the mantissa and the exponent.

The number of digits specified in the data type is also used in the format when displaying floating-
point variables. For example:

Listing 9: display_custom_floating_types.adb

with Ada.Text_IO; use Ada.Text_IO;

procedure Display_Custom_Floating_Types is
  type T3 is digits 3;
  type T18 is digits 18;
  
  C1 : constant := 1.0e-4;
  A : T3 := 1.0 + C1;
  B : T18 := 1.0 + C1;
begin
  Put_Line ("The value of A is " & T3'Image (A));
  Put_Line ("The value of B is " & T18'Image (B));
end Display_Custom_Floating_Types;

Build output

Compile
  [Ada] display_custom_floating_types.adb
Bind
  [gprbind] display_custom_floating_types.bexch
  [Ada] display_custom_floating_types.ali
Link
  [link] display_custom_floating_types.adb

Runtime output

The value of A is 1.00E+00
The value of B is 1.00010000000000000E+00
As expected, the application will display the variables according to specified precision (1.00E+00 and 1.00010000000000000E+00).

### 5.5.3 Range of floating-point types

In addition to the precision, a range can also be specified for a floating-point type. The syntax is similar to the one used for integer data types — using the range keyword. This simple example creates a new floating-point type based on the type Float, for a normalized range between -1.0 and 1.0:

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Floating_Point_Range is
  type T_Norm is new Float range -1.0 .. 1.0;
  A : T_Norm;
begin
  A := 1.0;
  Put_Line ("The value of A is " & T_Norm'Image (A));
end Floating_Point_Range;
```

Build output

```
[Ada] floating_point_range.adb
```

Runtime output

```
The value of A is 1.00000E+00
```

The application is responsible for ensuring that variables of this type stay within this range; otherwise an exception is raised. In this example, the exception `Constraint_Error` is raised when assigning 2.0 to the variable `A`:

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Floating_Point_Range_Exception is
  type T_Norm is new Float range -1.0 .. 1.0;
  A : T_Norm;
begin
  A := 2.0;
  Put_Line ("The value of A is " & T_Norm'Image (A));
end Floating_Point_Range_Exception;
```

Build output

```
with Ada.Text_IO; use Ada.Text_IO;
procedure Floating_Point_Range_Exception is
  type T_Norm is new Float range -1.0 .. 1.0;
  A : T_Norm;
begin
  A := 2.0;
  Put_Line ("The value of A is " & T_Norm'Image (A));
end Floating_Point_Range_Exception;
```

(continues on next page)
Routine output

raised CONSTRAINT_ERROR : floating_point_range_exception.adb:7 range check failed

Ranges can also be specified for custom floating-point types. For example:

Listing 12: custom_range_types.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Ada.Numerics; use Ada.Numerics;

procedure Custom_Range_Types is
  type T6_Inv_Trig is digits 6 range -Pi / 2.0 .. Pi / 2.0;
begin
  null;
end Custom_Range_Types;
```

Build output

In this example, we are defining a type called T6_Inv_Trig, which has a range from $-\pi/2$ to $\pi/2$ with a minimum precision of 6 digits. ($\pi$ is defined in the predefined package Ada.Numerics.)

5.6 Strong typing

As noted earlier, Ada is strongly typed. As a result, different types of the same family are incompatible with each other; a value of one type cannot be assigned to a variable from the other type. For example:

Listing 13: illegal_example.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Illegal_Example is
  -- Declare two different floating point types
  type Meters is new Float;
  type Miles is new Float;
  Dist_Imperial : Miles;
  -- Declare a constant
  Dist_Metric : constant Meters := 1000.0;
begin
  -- Not correct: types mismatch
```

(continues on next page)
Dist_Imperial := Dist_Metric * 621.371e-6;
Put_Line (Miles'Image (Dist_Imperial));
end Illegal_Example;

Build output

Compile
[Ada] illegal_example.adb
illegal_example.adb:14:33: expected type "Miles" defined at line 6
illegal_example.adb:14:33: found type "Meters" defined at line 5
gprbuild: *** compilation phase failed

A consequence of these rules is that, in the general case, a "mixed mode" expression like 2 * 3.0 will trigger a compilation error. In a language like C or Python, such expressions are made valid by implicit conversions. In Ada, such conversions must be made explicit:

Listing 14: conv.adb

with Ada.Text_IO; use Ada.Text_IO;
procedure Conv is
  type Meters is new Float;
  type Miles is new Float;
  Dist Imperial : Miles;
  Dist Metric : constant Meters := 1000.0;
begin
  Dist Imperial := Miles (Dist Metric) * 621.371e-6;
  -- ^ Type conversion, from Meters to Miles
  -- Now the code is correct
  Put_Line (Miles'Image (Dist Imperial));
end Conv;

Build output

Compile
[Ada] conv.adb
Bind
[gprbind] conv.bexch
[Ada] conv.ali
Link
[link] conv.adb

Runtime output

6.21371E-01

Of course, we probably do not want to write the conversion code every time we convert from meters to miles. The idiomatic Ada way in that case would be to introduce conversion functions along with the types.

Listing 15: conv.adb

with Ada.Text_IO; use Ada.Text_IO;
procedure Conv is
  type Meters is new Float;
  type Miles is new Float;
  -- Function declaration, like procedure but returns a value.
  function To_Miles (M : Meters) return Miles is
    -- ^ Return type
    return Miles (M) * 621.371e-6;
end Conv;
begin
    return Miles (M) * 621.371e-6;
end To_Miles;

Dist_Imperial : Miles;
Dist_Metric : constant Meters := 1000.0;
begin
    Dist_Imperial := To_Miles (Dist_Metric);
    Put_Line (Miles'Image (Dist_Imperial));
end Conv;

Build output

Compile
[Ada] conv.adb
Bind
[gpribind] conv.bexch
[Ada] conv.ali
Link
[link] conv.adb

Runtime output

6.21371E-01

If you write a lot of numeric code, having to explicitly provide such conversions might seem painful at first. However, this approach brings some advantages. Notably, you can rely on the absence of implicit conversions, which will in turn prevent some subtle errors.

In other languages

In C, for example, the rules for implicit conversions may not always be completely obvious. In Ada, however, the code will always do exactly what it seems to do. For example:

```c
int a = 3, b = 2;
float f = a / b;
```

This code will compile fine, but the result of f will be 1.0 instead of 1.5, because the compiler will generate an integer division (three divided by two) that results in one. The software developer must be aware of data conversion issues and use an appropriate casting:

```c
int a = 3, b = 2;
float f = (float)a / b;
```

In the corrected example, the compiler will convert both variables to their corresponding floating-point representation before performing the division. This will produce the expected result.

This example is very simple, and experienced C developers will probably notice and correct it before it creates bigger problems. However, in more complex applications where the type declaration is not always visible — e.g. when referring to elements of a struct — this situation might not always be evident and quickly lead to software defects that can be harder to find.

The Ada compiler, in contrast, will always reject code that mixes floating-point and integer variables without explicit conversion. The following Ada code, based on the erroneous example in C, will not compile:

```
Listing 16: main.adb
procedure Main is
    A : Integer := 3;
```

(continues on next page)
B : Integer ::= 2;
F : Float;
begin
  F := A / B;
end Main;

Compilation output
main.adb:6:11: expected type "Standard.Float"
main.adb:6:11: found type "Standard.Integer"
The offending line must be changed to F := Float (A) / Float (B); in order to be accepted by the compiler.

• You can use Ada's strong typing to help enforce invariants in your code, as in the example above: Since Miles and Meters are two different types, you cannot mistakenly convert an instance of one to an instance of the other.

5.7 Derived types

In Ada you can create new types based on existing ones. This is very useful: you get a type that has the same properties as some existing type but is treated as a distinct type in the interest of strong typing.

Listing 17: main.adb

procedure Main is
  -- ID card number type, incompatible with Integer.
  type Social_Security_Number is new Integer range 0 .. 999_99_9999;
  -- Since a SSN has 9 digits max, and cannot be negative, we enforce a validity constraint.
  SSN : Social_Security_Number := 555_55_5555;
  -- You can put underscores as formatting in any number.
  I : Integer;
  Invalid : Social_Security_Number := -1;
  -- This will cause a runtime error (and a compile time warning with GNAT)
begin
  I := SSN;  -- Illegal, they have different types
  SSN := I;  -- Likewise illegal
  I := Integer (SSN);  -- OK with explicit conversion
  SSN := Social_Security_Number (I);  -- Likewise OK
end Main;

Build output
Compile
[Ada] main.adb
main.adb:14:40: warning: value not in range of type “Social_Security_Number”
...defined at line 3
main.adb:14:40: warning: "Constraint_Error" will be raised at run time

5.7. Derived types
main.adb:19:09: expected type "Standard.Integer"
main.adb:19:09: found type "Social_Security_Number" defined at line 3
main.adb:20:11: expected type "Social_Security_Number" defined at line 3
main.adb:20:11: found type "Standard.Integer"
gprbuild: *** compilation phase failed

The type Social_Security is said to be a derived type; its parent type is Integer.

As illustrated in this example, you can refine the valid range when defining a derived scalar type (such as integer, floating-point and enumeration).

The syntax for enumerations uses the range \(<range>\) syntax:

Listing 18: greet.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;
procedure Greet is
type Days is (Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday);

-- Declaration of a subtype
subtype Weekend_Days is Days range Saturday .. Sunday;
-- New type, where only Saturday and Sunday are valid literals.
begin
null;
end Greet;
```

5.8 Subtypes

As we are starting to see, types may be used in Ada to enforce constraints on the valid range of values. However, we sometimes want to enforce constraints on some values while staying within a single type. This is where subtypes come into play. A subtype does not introduce a new type.

Listing 19: greet.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;
procedure Greet is
type Days is (Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday);

-- Declaration of a subtype
subtype Weekend_Days is Days range Saturday .. Sunday;
-- Constraint of the subtype
M : Days := Sunday;
S : Weekend_Days := M;
```
Several subtypes are predefined in the standard package in Ada, and are automatically available to you:

```
subtype Natural is Integer range 0 .. Integer’Last;
subtype Positive is Integer range 1 .. Integer’Last;
```

While subtypes of a type are statically compatible with each other, constraints are enforced at runtime: if you violate a subtype constraint, an exception will be raised.

Listing 20: greet.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Greet is
  type Days is (Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday);
  subtype Weekend_Days is Days range Saturday .. Sunday;
  Day : Days := Saturday;
  Weekend : Weekend_Days;
begin
  Weekend := Day;
  Weekend := Monday;
  Weekend := Sunday;
end Greet;
```

5.8. Subtypes
5.8.1 Subtypes as type aliases

Previously, we've seen that we can create new types by declaring `type Miles is new Float`. We could also create type aliases, which generate alternative names — *aliases* — for known types. Note that type aliases are sometimes called *type synonyms*.

We achieve this in Ada by using subtypes without new constraints. In this case, however, we don't get all of the benefits of Ada's strong type checking. Let's rewrite an example using type aliases:

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Undetected_Imperial_Metric_Error is
    -- Declare two type aliases
    subtype Meters is Float;
    subtype Miles is Float;

    Dist_Imperial : Miles;

    -- Declare a constant
    Dist_Metric : constant Meters := 100.0;

    begin
        -- No conversion to Miles type required:
        Dist_Imperial := (Dist_Metric * 1609.0) / 1000.0;

        -- Not correct, but undetected:
        Dist_Imperial := Dist_Metric;

        Put_Line (Miles'Image (Dist_Imperial));
    end Undetected_Imperial_Metric_Error;
```

Build output

Compile

```
[Ada] undetected_imperial_metric_error.adb
```

Bind

```
[gprbind] undetected_imperial_metric_error.bexch
[Ada] undetected_imperial_metric_error.ali
```

Link

```
[link] undetected_imperial_metric_error.adb
```

Runtime output

```
raised CONSTRAINT_ERROR : greet.adb:13 range check failed
```
In the example above, the fact that both Meters and Miles are subtypes of Float allows us to mix variables of both types without type conversion. This, however, can lead to all sorts of programming mistakes that we'd like to avoid, as we can see in the undetected error highlighted in the code above. In that example, the error in the assignment of a value in meters to a variable meant to store values in miles remains undetected because both Meters and Miles are subtypes of Float. Therefore, the recommendation is to use strong typing — via type \textit{X is new Y} — for cases such as the one above.

There are, however, many situations where type aliases are useful. For example, in an application that uses floating-point types in multiple contexts, we could use type aliases to indicate additional meaning to the types or to avoid long variable names. For example, instead of writing:

\begin{verbatim}
Paid_Amount, Due_Amount : Float;
\end{verbatim}

We could write:

\begin{verbatim}
subtype Amount is Float;
Paid, Due : Amount;
\end{verbatim}

\section*{In other languages}

In C, for example, we can use a \texttt{typedef} declaration to create a type alias. For example:

\begin{verbatim}
typedef float meters;
\end{verbatim}

This corresponds to the declaration that we've seen above using subtypes. Other programming languages include this concept in similar ways. For example:

\begin{itemize}
  \item C++: using meters = float;
  \item Swift: typealias Meters = Double
  \item Kotlin: typealias Meters = Double
  \item Haskell: type Meters = Float
\end{itemize}

Note, however, that subtypes in Ada correspond to type aliases if, and only if, they don't have new constraints. Thus, if we add a new constraint to a subtype declaration, we don't have a type alias anymore. For example, the following declaration can't be consider a type alias of Float:

\begin{verbatim}
subtype Meters is Float range 0.0 .. 1_000_000.0;
\end{verbatim}

Let's look at another example:

\begin{verbatim}
subtype Degree_Celsius is Float;
subtype Liquid_Water_Temperature is Degree_Celsius range 0.0 .. 100.0;
subtype Running_Water_Temperature is Liquid_Water_Temperature;
\end{verbatim}

In this example, Liquid_Water_Temperature isn't an alias of Degree_Celsius, since it adds a new constraint that wasn't part of the declaration of the Degree_Celsius. However, we do have two type aliases here:

\begin{itemize}
  \item Degree_Celsius is an alias of Float;
  \item Running_Water_Temperature is an alias of Liquid_Water_Temperature, even if Liquid_Water_Temperature itself has a constrained range.
\end{itemize}
So far, all the types we have encountered have values that are not decomposable: each instance represents a single piece of data. Now we are going to see our first class of composite types: records.

Records allow composing a value out of instances of other types. Each of those instances will be given a name. The pair consisting of a name and an instance of a specific type is called a field, or a component.

### 6.1 Record type declaration

Here is an example of a simple record declaration:

```ada
type Date is record
  -- The following declarations are components of the record
  Day : Integer range 1 .. 31;
  Month : Months;
  Year : Integer range 1 .. 3000;  -- You can add custom constraints on fields
end record;
```

Fields look a lot like variable declarations, except that they are inside of a record definition. And as with variable declarations, you can specify additional constraints when supplying the subtype of the field.

```ada
type Date is record
  Day : Integer range 1 .. 31;
  Month : Months := January;
  -- This component has a default value
  Year : Integer range 1 .. 3000 := 2012;
  -- ^ Default value
end record;
```

Record components can have default values. When a variable having the record type is declared, a field with a default initialization will be automatically set to this value. The value can be any expression of the component type, and may be run-time computable.

### 6.2 Aggregates

```ada
Ada_Birthday : Date := (10, December, 1815);
Leap_Day_2020 : Date := (Day => 29, Month => February, Year => 2020);
  -- ^ By name
```

Records have a convenient notation for expressing values, illustrated above. This notation is called aggregate notation, and the literals are called aggregates. They can be used in a variety of contexts that we will see throughout the course, one of which is to initialize records.

An aggregate is a list of values separated by commas and enclosed in parentheses. It is allowed in any context where a value of the record is expected.

Values for the components can be specified positionally, as in Ada_Birthday example, or by name, as in Leap_Day_2020. A mixture of positional and named values is permitted, but you cannot use a positional notation after a named one.

### 6.3 Component selection

To access components of a record instance, you use an operation that is called component selection. This is achieved by using the dot notation. For example, if we declare a variable Some_Day of the Date record type mentioned above, we can access the Year component by writing Some_Day.Year.

Let’s look at an example:

Listing 1: record_selection.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Record_Selection is

  type Months is
    (January, February, March, April, May, June, July, August, September, October, November, December);

  type Date is record
    Day    : Integer range 1 .. 31;
    Month  : Months;
    Year   : Integer range 1 .. 3000 := 2032;
  end record;

  procedure Display_Date (D : Date) is
  begin
    Put_Line ("Day:" & Integer'Image (D.Day)
              & ", Month:" & Months'Image (D.Month)
              & ", Year:" & Integer'Image (D.Year));
  end Display_Date;

  Some_Day : Date := (1, January, 2000);

  begin
    Display_Date (Some_Day);
    Put_Line ("Changing year...");
    Some_Day.Year := 2001;
    Display_Date (Some_Day);
  end Record_Selection;
```

Build output

Compiler output

```
[Ada] record_selection.adb
[bind] record_selection.bexch
```

(continues on next page)
6.4 Renaming

In previous chapters, we've discussed subprogram (page 26) and package (page 39) renaming. We can rename record components as well. Instead of writing the full component selection using the dot notation, we can declare an alias that allows us to access the same component. This is useful to simplify the implementation of a subprogram, for example.

We can rename record components by using the renames keyword in a variable declaration. For example:

```ada
Some_Day : Date
Y : Integer renames Some_Day.Year;
```

Here, Y is an alias, so that every time we using Y, we are really using the Year component of Some_Day.

Let's look at a complete example:

**Listing 2: dates.ads**

```ada
package Dates is
   type Months is (
      January, February, March, April, May, June, July,
      August, September, October, November, December);

   type Date is record
      Day : Integer range 1 .. 31;
      Month : Months;
      Year : Integer range 1 .. 3000 := 2032;
   end record;

   procedure Increase_Month (Some_Day : in out Date);
   procedure Display_Month (Some_Day : Date);
end Dates;
```

**Listing 3: dates.adb**

```ada
with Ada.Text_IO; use Ada.Text_IO;
```

(continues on next page)
package body Dates is

procedure Increase_Month (Some: in out Date) is
  -- Renaming components from the Date record
  M : Months renames Some.Month;
  Y : Integer renames Some.Year;

  -- Renaming function (for Months enumeration)
  function Next (M : Months) return Months
  renames Months'Succ;
begin
  if M = December then
    M := January;
    Y := Y + 1;
  else
    M := Next (M);
  end if;
end Increase_Month;

procedure Display_Month (Some: Date) is
  -- Renaming components from the Date record
  M : Months renames Some.Month;
  Y : Integer renames Some.Year;
begin
  Put_Line ("Month: " & Months'Image (M) & ", Year:" & Integer'Image (Y));
end Display_Month;
end Dates;

Listing 4: main.adb

with Ada.Text_IO; use Ada.Text_IO;
with Dates; use Dates;

procedure Main is
  D : Date := (1, January, 2000);
begin
  Display_Month (D);
  Put_Line ("Increasing month...");
  Increase_Month (D);
  Display_Month (D);
end Main;

Build output

Compile
  [Ada] main.adb
  [Ada] dates.adb
Bind
  [gprbind] main.bexch
  [Ada] main.ali
Link
  [link] main.adb

Runtime output

Month: JANUARY, Year: 2000
Increasing month...
We apply renaming to two components of the Date record in the implementation of the Increase_Month procedure. Then, instead of directly using Some_Day.Month and Some_Day.Year in the next operations, we simply use the renamed versions M and Y.

Note that, in the example above, we also rename Months' Succ — which is the function that gives us the next month — to Next.
Arrays provide another fundamental family of composite types in Ada.

### 7.1 Array type declaration

Arrays in Ada are used to define contiguous collections of elements that can be selected by indexing. Here’s a simple example:

**Listing 1: greet.adb**

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Greet is
    type My_Int is range 0 .. 1000;
    type Index is range 1 .. 5;

    type My_Int_Array is array (Index) of My_Int;
    Arr : My_Int_Array := (2, 3, 5, 7, 11);

begin
    for I in Index loop
        Put (My_Int'Image (Arr (I)));
    end loop;
end Greet;
```

**Build output**

<table>
<thead>
<tr>
<th>Compile</th>
<th>greet.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bind</td>
<td>greet.bexch</td>
</tr>
<tr>
<td>Link</td>
<td>greet.ali</td>
</tr>
</tbody>
</table>

**Runtime output**

```
2 3 5 7 11
```

The first point to note is that we specify the index type for the array, rather than its size. Here we declared an integer type named `Index` ranging from 1 to 5, so each array instance will have 5 elements, with the initial element at index 1 and the last element at index 5.
Although this example used an integer type for the index, Ada is more general: any discrete type is permitted to index an array, including Enum types (page 45). We will soon see what that means.

Another point to note is that querying an element of the array at a given index uses the same syntax as for function calls: that is, the array object followed by the index in parentheses.

Thus when you see an expression such as \( A \ (B) \), whether it is a function call or an array subscript depends on what \( A \) refers to.

Finally, notice how we initialize the array with the \((2, 3, 5, 7, 11)\) expression. This is another kind of aggregate in Ada, and is in a sense a literal expression for an array, in the same way that 3 is a literal expression for an integer. The notation is very powerful, with a number of properties that we will introduce later. A detailed overview appears in the notation of aggregate types (page 83).

Unrelated to arrays, the example also illustrated two procedures from Ada.Text_IO:

- Put, which displays a string without a terminating end of line
- New_Line, which outputs an end of line

Let’s now delve into what it means to be able to use any discrete type to index into the array.

### In other languages

Semantically, an array object in Ada is the entire data structure, and not simply a handle or pointer. Unlike C and C++, there is no implicit equivalence between an array and a pointer to its initial element.
That’s perfectly fine in Ada, and moreover since we use the index type as a range to iterate over the array indices, the code using the array does not need to change.

That leads us to an important consequence with regard to code dealing with arrays. Since the bounds can vary, you should not assume / hard-code specific bounds when iterating / using arrays. That means the code above is good, because it uses the index type, but a for loop as shown below is bad practice even though it works correctly:

```ada
for I in 11 .. 15 loop
  Tab (I) := Tab (I) * 2;
end loop;
```

Since you can use any discrete type to index an array, enumeration types are permitted.

```ada
with Ada.Text_IO; use Ada.Text_IO;
procedure Month_Example is
  type Month_Duration is range 1 .. 31;
  type Month is (Jan, Feb, Mar, Apr, May, Jun,
                 Jul, Aug, Sep, Oct, Nov, Dec);
  type My_Int_Array is array (Month) of Month_Duration;
  -- ^ Can use an enumeration type as the index
  Tab : constant My_Int_Array :=
  (31, 28, 31, 30, 31, 30, 31, 30, 31, 30, 31, 30, 31);
  Feb_Days : constant Month_Duration := Tab (Feb);
  -- Number of days in February
begin
  for M in Month loop
    Put_Line (
      (Month'Image (M) & " has " & Month_Duration'Image (Tab (M)) & " days.");
    -- ^ Concatenation operator
  end loop;
end Month_Example;
```

### Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>month_example.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bind</td>
<td>month_example.bexch</td>
</tr>
<tr>
<td>Link</td>
<td>month_example.ali</td>
</tr>
</tbody>
</table>

### Runtime output

| JAN has 31 days. |
| FEB has 28 days. |
| MAR has 31 days. |
| APR has 30 days. |
| MAY has 31 days. |
| JUN has 30 days. |

(continues on next page)

### 7.1. Array type declaration
In the example above, we are:

- Creating an array type mapping months to month durations in days.
- Creating an array, and instantiating it with an aggregate mapping months to their actual durations in days.
- Iterating over the array, printing out the months, and the number of days for each.

Being able to use enumeration values as indices is very helpful in creating mappings such as shown above one, and is an often used feature in Ada.

### 7.2 Indexing

We have already seen the syntax for selecting elements of an array. There are however a few more points to note.

First, as is true in general in Ada, the indexing operation is strongly typed. If you use a value of the wrong type to index the array, you will get a compile-time error.

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Greet is
  type My_Int is range 0 .. 1000;
  type My_Index is range 1 .. 5;
  type Your_Index is range 1 .. 5;
  type My_Int_Array is array (My_Index) of My_Int;
  Tab : My_Int_Array := (2, 3, 5, 7, 11);
begin
  for I in Your_Index loop
    Put (My_Int'Image (Tab (I)));  -- ^ Compile time error
  end loop;
  New_Line;
end Greet;
```

Second, arrays in Ada are bounds checked. This means that if you try to access an element outside of the bounds of the array, you will get a run-time error instead of accessing random memory as in unsafe languages.
### 7.3 Simpler array declarations

In the previous examples, we have always explicitly created an index type for the array. While this can be useful for typing and readability purposes, sometimes you simply want to express a range of values. Ada allows you to do that, too.

Listing 6: simple_array_bounds.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Simple_Array_Bounds is
  type My_Int is range 0 .. 1000;
  type My_Int_Array is array (1 .. 5) of My_Int;
  Tab : My_Int_Array := (2, 3, 5, 7, 11);
begin
  for I in 1 .. 5 loop
    Put (My_Int'Image (Tab (I)));
    -- ^ Likewise
    New_Line;
  end loop;
end Simple_Array_Bounds;
```

(continues on next page)
This example defines the range of the array via the range syntax, which specifies an anonymous subtype of Integer and uses it to index the array.

This means that the type of the index is Integer. Similarly, when you use an anonymous range in a for loop as in the example above, the type of the iteration variable is also Integer, so you can use I to index Tab.

You can also use a named subtype for the bounds for an array.

### 7.4 Range attribute

We noted earlier that hard coding bounds when iterating over an array is a bad idea, and showed how to use the array's index type/subtype to iterate over its range in a for loop. That raises the question of how to write an iteration when the array has an anonymous range for its bounds, since there is no name to refer to the range. Ada solves that via several attributes of array objects:
7.5 Unconstrained arrays

Let’s now consider one of the most powerful aspects of Ada’s array facility.

Every array type we have defined so far has a fixed size: every instance of this type will have the same bounds and therefore the same number of elements and the same size.

However, Ada also allows you to declare array types whose bounds are not fixed: in that case, the bounds will need to be provided when creating instances of the type.

Listing 9: unconstrained_array_example.adb

```
with Ada.Text_IO; use Ada.Text_IO;

procedure Unconstrained_Array_Example is
    type Days is (Monday, Tuesday, Wednesday,
```

(continues on next page)
type Workload_Type is array (Days range <>) of Natural;

-- Indefinite array type
-- ^ Bounds are of type Days, but not known

Workload : constant Workload_Type (Monday .. Friday) :=

-- ^ Specify the bounds when declaring

(Friday => 7, others => 8);

-- ^ Default value

-- ^ Specify element by name of index

begin
  for I in Workload'Range loop
    Put_Line (Integer'Image (Workload (I)));
  end loop;
end Unconstrained_Array_Example;

The fact that the bounds of the array are not known is indicated by the Days range <> syntax. Given a discrete type Discrete_Type, if we use Discrete_Type for the index in an array type then Discrete_Type serves as the type of the index and comprises the range of index values for each array instance.

If we define the index as Discrete_Type range <> then Discrete_Type serves as the type of the index, but different array instances may have different bounds from this type.

An array type that is defined with the Discrete_Type range <> syntax for its index is referred to as an unconstrained array type, and, as illustrated above, the bounds need to be provided when an instance is created.

The above example also shows other forms of the aggregate syntax. You can specify associations by name, by giving the value of the index on the left side of an arrow association. 1 => 2 thus means “assign value 2 to the element at index 1 in my array”. others => 8 means “assign value 8 to every element that wasn’t previously assigned in this aggregate”.

Attention: The so-called “box” notation (<> is commonly used as a wildcard or placeholder in Ada. You will often see it when the meaning is “what is expected here can be anything”.

In other languages
While unconstrained arrays in Ada might seem similar to variable length arrays in C, they are in reality much more powerful, because they're truly first-class values in the language. You can pass them as parameters to subprograms or return them from functions, and they implicitly contain their bounds as part of their value. This means that it is useless to pass the bounds or length of an array explicitly along with the array, because they are accessible via the 'First, 'Last, 'Range and 'Length attributes explained earlier.

Although different instances of the same unconstrained array type can have different bounds, a specific instance has the same bounds throughout its lifetime. This allows Ada to implement unbounded arrays efficiently; instances can be stored on the stack and do not require heap allocation as in languages like Java.

7.6 Predefined array type: String

A recurring theme in our introduction to Ada types has been the way important built-in types like Boolean or Integer are defined through the same facilities that are available to the user. This is also true for strings: The String type in Ada is a simple array.

Here is how the string type is defined in Ada:

```ada
type String is array (Positive range <>) of Character;
```

The only built-in feature Ada adds to make strings more ergonomic is custom literals, as we can see in the example below.

**Hint:** String literals are a syntactic sugar for aggregates, so that in the following example, A and B have the same value.

```
Listing 10: string_literals.ads

package String_Literals is
  -- Those two declarations are equivalent
  A : String (1 .. 11) := "Hello World";
  B : String (1 .. 11) := ('H', 'e', 'l', 'l', 'o', ' ', 'W', 'o', 'r', 'l', 'd');
end String_Literals;
```

```
Listing 11: greet.adb

with Ada.Text_IO; use Ada.Text_IO;

procedure Greet is
  Message : String (1 .. 11) := "dlroW olleH";
  -- ^ Pre-defined array type.
  -- Component type is Character
  begin
    for I in reverse Message'Range loop
      -- ^ Iterate in reverse order
      Put (Message (I));
    end loop;
    New_Line;
  end Greet;
```

However, specifying the bounds of the object explicitly is a bit of a hassle; you have to manually count the number of characters in the literal. Fortunately, Ada gives you an easier way.
You can omit the bounds when creating an instance of an unconstrained array type if you supply an initialization, since the bounds can be deduced from the initialization expression.

Listing 12: greet.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Greet is
   Message : constant String := "dlroW olleH";
   -- ^ Bounds are automatically computed
   -- from initialization value
begin
   for I in reverse Message'Range loop
      Put (Message (I));
   end loop;
   New_Line;
end Greet;
```

Build output

Compile
[Ada]  greet.adb
Bind
[gpribind]  greet.bexch
[Ada]  greet.ali
Link
[link]  greet.adb

Runtime output

Hello World

Listing 13: main.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Main is
   type Integer_Array is array (Natural range <>) of Integer;
   My_Array : constant Integer_Array := (1, 2, 3, 4);
   -- ^ Bounds are automatically computed
   -- from initialization value
begin
   null;
end Main;
```

Attention: As you can see above, the standard String type in Ada is an array. As such, it shares the advantages and drawbacks of arrays: a String value is stack allocated, it is accessed efficiently, and its bounds are immutable.

If you want something akin to C++’s std::string, you can use Unbounded Strings (page 230) from Ada’s standard library. This type is more like a mutable, automatically managed string buffer to which you can add content.

### 7.7 Restrictions

A very important point about arrays: bounds have to be known when instances are created. It is for example illegal to do the following.
declare
    A : String;
begin
    A := "World"
end;

Also, while you of course can change the values of elements in an array, you cannot change the array's bounds (and therefore its size) after it has been initialized. So this is also illegal:

declare
    A : String := "Hello"
begin
    A := "World"; -- OK: Same size
    A := "Hello World"; -- Not OK: Different size
end;

Also, while you can expect a warning for this kind of error in very simple cases like this one, it is impossible for a compiler to know in the general case if you are assigning a value of the correct length, so this violation will generally result in a run-time error.

Attention

While we will learn more about this later, it is important to know that arrays are not the only types whose instances might be of unknown size at compile-time.

Such objects are said to be of an indefinite subtype, which means that the subtype size is not known at compile time, but is dynamically computed (at run time).

Listing 14: indefinite_subtypes.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Indefinite_Subtypes is
    function Get_Number return Integer is
    begin
        return Integer'Value (Get_Line);
    end Get_Number;

    A : String := "Hello"; -- Indefinite subtype
    B : String (1 .. 5) := "Hello"; -- Definite subtype
    C : String (1 .. Get_Number); -- Indefinite subtype (Get_Number's value is computed at run-time)
begin
    null;
end Indefinite_Subtypes;
```

7.8. Returning unconstrained arrays

The return type of a function can be any type; a function can return a value whose size is unknown at compile time. Likewise, the parameters can be of any type.

For example, this is a function that returns an unconstrained String:
with Ada.Text_IO; use Ada.Text_IO;

procedure Main is

   type Days is (Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday);

   function Get_Day_Name (Day : Days := Monday) return String is
   begin
      return (case Day is
                  when Monday => "Monday",
                  when Tuesday => "Tuesday",
                  when Wednesday => "Wednesday",
                  when Thursday => "Thursday",
                  when Friday => "Friday",
                  when Saturday => "Saturday",
                  when Sunday => "Sunday");
   end Get_Day_Name;

   begin
      Put_Line ("First day is " & Get_Day_Name (Days'First));
   end Main;

Build output

Compile
   [Ada]   main.adb
Bind
   [gprbind] main.bexch
   [Ada]   main.ali
Link
   [link]  main.adb

Runtime output

First day is Monday

(This example is for illustrative purposes only. There is a built-in mechanism, the ‘Image attribute for scalar types, that returns the name (as a String) of any element of an enumeration type. For example Days'Image(Monday) is "MONDAY".)

In other languages

Returning variable size objects in languages lacking a garbage collector is a bit complicated implementation-wise, which is why C and C++ don't allow it, preferring to depend on explicit dynamic allocation / free from the user.

The problem is that explicit storage management is unsafe as soon as you want to collect unused memory. Ada's ability to return variable size objects will remove one use case for dynamic allocation, and hence, remove one potential source of bugs from your programs.

Rust follows the C/C++ model, but with safe pointer semantics. However, dynamic allocation is still used. Ada can benefit from an eventual performance edge because it can use any model.)
### 7.9 Declaring arrays (2)

While we can have array types whose size and bounds are determined at run time, the array's component type needs to be of a definite and constrained type.

Thus, if you need to declare, for example, an array of Strings, the String subtype used as component will need to have a fixed size.

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Days is
    type Days is (Monday, Tuesday, Wednesday,
                  Thursday, Friday, Saturday, Sunday);

    subtype Day_Name is String (1 .. 2);
    -- Subtype of string with known size

    type Days_Name_Type is array (Days) of Day_Name;
    -- ^ Type of the index
    -- ^ Type of the element. Must be
    --     definite

    Names : constant Days_Name_Type :=
        ("Mo", "Tu", "We", "Th", "Fr", "Sa", "Su");
    -- Initial value given by aggregate

    begin
        for I in Names'Range loop
            Put_Line (Names (I));
        end loop;
    end Show_Days;
```

#### Build output

Compile
- [Ada] show_days.adb

Bind
- [gprbind] show_days.bexch
- [Ada] show_days.ali

Link
- [link] show_days.adb

#### Runtime output

```
Mo
Tu
We
Th
Fr
Sa
Su
```

### 7.10 Array slices

One last feature of Ada arrays that we're going to cover is array slices. It is possible to take and use a slice of an array (a contiguous sequence of elements) as a name or a value.
Listing 17: main.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Main is
  Buf : String := "Hello ...";
  Full_Name : String := "John Smith";
begin
  Buf (7 .. 9) := "Bob";
  -- Careful! This works because the string on the right side is the
  -- same length as the replaced slice!

  Put_Line (Buf);  -- Prints "Hello Bob"
  Put_Line ("Hi " & Full_Name (1 .. 4));  -- Prints "Hi John"
end Main;
```

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>Bind</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Ada] main.adb</td>
<td>[gprbind] main.bexch</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>[link] main.ali</td>
</tr>
</tbody>
</table>

Runtime output

```
Hello Bob
Hi John
```

As we can see above, you can use a slice on the left side of an assignment, to replace only part of
an array.

A slice of an array is of the same type as the array, but has a different subtype, constrained by the
bounds of the slice.

Attention: Ada has multidimensional arrays\(^{10}\), which are not covered in this course. Slices will
only work on one dimensional arrays.

### 7.11 Renaming

So far, we've seen that the following elements can be renamed: subprograms (page 26), packages
(page 39), and record components (page 61). We can also rename objects by using the renames
keyword. This allows for creating alternative names for these objects. Let's look at an example:

Listing 18: measurements.ads

```ada
package Measurements is
  subtype Degree_Celsius is Float;
  Current_Temperature : Degree_Celsius;
```

\(^{10}\) [http://www.adaic.org/resources/add_content/standards/12rm/html/RM-3-6.html](http://www.adaic.org/resources/add_content/standards/12rm/html/RM-3-6.html)
In the example above, we declare a variable \( T \) by renaming the \( \text{Current\_Temperature} \) object from the \( \text{Measurements} \) package. As you can see by running this example, both \( \text{Current\_Temperature} \) and its alternative name \( T \) have the same values:

- first, they show the value 5.0
- after the addition, they show the value 7.5.

This is because they are essentially referring to the same object, but with two different names.

Note that, in the example above, we're using \( \text{Degrees} \) as an alias of \( \text{Degree\_Celsius} \). We discussed this method earlier in the course (page 56).

Renaming can be useful for improving the readability of more complicated array indexing. Instead of explicitly using indices every time we're accessing certain positions of the array, we can create shorter names for these positions by renaming them. Let's look at the following example:
Listing 20: colors.ads

```ada
package Colors is

  type Color is (Black, Red, Green, Blue, White);
  type Color_Array is array (Positive range <>) of Color;
  procedure Reverse_It (X : in out Color_Array);
end Colors;
```

Listing 21: colors.adb

```ada
package body Colors is

  procedure Reverse_It (X : in out Color_Array) is
    for I in X'First .. (X'Last + X'First) / 2 loop
      declare
        Tmp : Color;
        X_Left : Color renames X (I);
        X_Right : Color renames X (X'Last + X'First - I);
      begin
        Tmp := X_Left;
        X_Left := X_Right;
        X_Right := Tmp;
      end;
    end loop;
  end Reverse_It;
end Colors;
```

Listing 22: test_reverse_colors.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Colors; use Colors;

procedure Test_Reverse_Colors is
  My_Colors : Color_Array (1 .. 5) := (Black, Red, Green, Blue, White);
begin
  for C of My_Colors loop
    Put_Line ("My_Color: " & Color'Image (C));
  end loop;

  New_Line;
  Put_Line ("Reversing My_Color...");
  New_Line;
  Reverse_It (My_Colors);
  for C of My_Colors loop
    Put_Line ("My_Color: " & Color'Image (C));
  end loop;
end Test_Reverse_Colors;
```

Build output
In the example above, package Colors implements the procedure Reverse_It by declaring new names for two positions of the array. The actual implementation becomes easy to read:

```ada
begin
   Tmp := X_Left;
   X_Left := X_Right;
   X_Right := Tmp;
end;
```

Compare this to the alternative version without renaming:

```ada
begin
   Tmp := X (I);
   X (I) := X (X'Last + X'First - I);
   X (X'Last + X'First - I) := Tmp;
end;
```
8.1 Aggregates: A primer

So far, we have talked about aggregates quite a bit and have seen a number of examples. Now we will revisit this feature in some more detail.

An Ada aggregate is, in effect, a literal value for a composite type. It’s a very powerful notation that helps you to avoid writing procedural code for the initialization of your data structures in many cases.

A basic rule when writing aggregates is that every component of the array or record has to be specified, even components that have a default value.

This means that the following code is incorrect:

```
package Incorrect is
  type Point is record
    X, Y : Integer := 0;
  end record;
  Origin : Point := (X => 0);
end Incorrect;
```

Compilation output

incorrect.ads:6:22: no value supplied for component “Y”

There are a few shortcuts that you can use to make the notation more convenient:

- To specify the default value for a component, you can use the <> notation.
- You can use the | symbol to give several components the same value.
- You can use the others choice to refer to every component that has not yet been specified, provided all those fields have the same type.
- You can use the range notation .. to refer to specify a contiguous sequence of indices in an array.

However, note that as soon as you used a named association, all subsequent components likewise need to be specified with names associations.

```
package Points is
  type Point is record
    X, Y : Integer := 0;
  end record;
```

(continues on next page)
type Point_Array is array (Positive range <> ) of Point;

Origin : Point := (X | Y => <>);  -- use the default values
Origin_2 : Point := (others => <>);  -- likewise use the defaults

Points_1 : Point_Array := ((1, 2), (3, 4));
Points_2 : Point_Array := (1 => (1, 2), 2 => (3, 4), 3 .. 20 => <>);

end Points;

8.2 Overloading and qualified expressions

Ada has a general concept of name overloading, which we saw earlier in the section on enumeration types (page 45).

Let’s take a simple example: it is possible in Ada to have functions that have the same name, but different types for their parameters.

Listing 3: pkg.ads

package Pkg is
  function F (A : Integer) return Integer;
  function F (A : Character) return Integer;
end Pkg;

This is a common concept in programming languages, called overloading\(^\text{11}\), or name overloading. One of the novel aspects of Ada’s overloading facility is the ability to resolve overloading based on the return type of a function.

Listing 4: pkg.ads

package Pkg is
  type SSID is new Integer;
  function Convert (Self : SSID) return Integer;
  function Convert (Self : SSID) return String;
end Pkg;

Listing 5: main.adb

with Ada.Text_IO; use Ada.Text_IO;
with Pkg; use Pkg;

procedure Main is
  S : String := Convert (123_145_299);
  -- ^ Valid, will choose the proper Convert
begin
  Put_Line (S);
end Main;

Attention: Note that overload resolution based on the type is allowed for both functions and enumeration literals in Ada - which is why you can have multiple enumeration literals with the same name. Semantically, an enumeration literal is treated like a function that has no parameters.

\(^{11}\) https://en.m.wikipedia.org/wiki/Function_overloading
However, sometimes an ambiguity makes it impossible to resolve which declaration of an over-
loaded name a given occurrence of the name refers to. This is where a qualified expression be-
comes useful.

Listing 6: pkg.ads

```ada
package Pkg is
  type SSID is new Integer;
  function Convert (Self : SSID) return Integer;
  function Convert (Self : SSID) return String;
  function Convert (Self : Integer) return String;
end Pkg;
```

Listing 7: main.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Pkg; use Pkg;

procedure Main is
  S : String := Convert (123_145_299);
  -- ^ Invalid, which convert should we call?
  S2 : String := Convert (SSID'(123_145_299));
  -- ^ We specify that the type of the expression is
     SSID.
  -- We could also have declared a temporary
  I : SSID := 123_145_299;
  S3 : String := Convert (I);
begin
  Put_Line (S);
end Main;
```

Compilation output

main.adb:5:18: ambiguous expression (cannot resolve "Convert")
main.adb:5:18: possible interpretation at pkg.ads:6
main.adb:5:18: possible interpretation at pkg.ads:5

Syntactically the target of a qualified expression can be either any expression in parentheses, or
an aggregate:

Listing 8: qual_expr.ads

```ada
package Qual_Expr is
  type Point is record
    A, B : Integer;
  end record;
  P : Point := Point'(12, 15);
  A : Integer := Integer'(12);
end Qual_Expr;
```

This illustrates that qualified expressions are a convenient (and sometimes necessary) way for the
programmer to make the type of an expression explicit, for the compiler of course, but also for
other programmers.

8.2. Overloading and qualified expressions  85
Attention: While they look and feel similar, type conversions and qualified expressions are not the same.

A qualified expression specifies the exact type that the target expression will be resolved to, whereas a type conversion will try to convert the target and issue a run-time error if the target value cannot be so converted.

Note that you can use a qualified expression to convert from one subtype to another, with an exception raised if a constraint is violated.

\[
X : Integer := \text{Natural'}(1);
\]

### 8.3 Access types (pointers)

Pointers are a potentially dangerous construct, which conflicts with Ada's underlying philosophy. There are two ways in which Ada helps shield programmers from the dangers of pointers:

1. One approach, which we have already seen, is to provide alternative features so that the programmer does not need to use pointers. Parameter modes, arrays, and varying size types are all constructs that can replace typical pointer usages in C.

2. Second, Ada has made pointers as safe and restricted as possible, but allows “escape hatches” when the programmer explicitly requests them and presumably will be exercising such features with appropriate care.

Here is how you declare a simple pointer type, or access type, in Ada:

```ada
package Dates is

  type Months is (January, February, March, April, May, June, July, August, September, October, November, December);

  type Date is record
    Day : Integer range 1 .. 31;
    Month : Months;
    Year : Integer;
  end record;
end Dates;
```

```ada
with Dates; use Dates;

package Access_Types is
  -- Declare an access type
  type Date_Acc is access Date;
  -- "Designated type"
  -- Date_Acc values point to Date objects
  D : Date_Acc := null;
  -- "Literal for "access to nothing"
  -- Access to date
end Access_Types;
```

This illustrates how to:

- Declare an access type whose values point to (“designate”) objects from a specific type
- Declare a variable (access value) from this access type
• Give it a value of null

In line with Ada's strong typing philosophy, if you declare a second access type whose designated type is Date, the two access types will be incompatible with each other, and you will need an explicit type conversion to convert from one to the other:

Listing 11: access_types.ads

```
with Dates; use Dates;
package Access_Types is
  -- Declare an access type
  type Date_Acc is access Date;
  type Date_Acc_2 is access Date;
  D : Date_Acc := null;
  D2 : Date_Acc_2 := D;           -- ^ Invalid! Different types
  D3 : Date_Acc_2 := Date_Acc_2 (D); -- ^ Valid with type conversion
end Access_Types;
```

Compilation output

```
access_types.ads:9:24: expected type "Date_Acc_2" defined at line 6
access_types.ads:9:24: found type "Date_Acc" defined at line 5
access_types.ads:12:24: target type must be general access type
access_types.ads:12:24: add "all" to type "Date_Acc_2" defined at line 6
```

In other languages

In most other languages, pointer types are structurally, not nominally typed, like they are in Ada, which means that two pointer types will be the same as long as they share the same target type and accessibility rules.

Not so in Ada, which takes some time getting used to. A seemingly simple problem is, if you want to have a canonical access to a type, where should it be declared? A commonly used pattern is that if you need an access type to a specific type you “own”, you will declare it along with the type:

```
package Access_Types is
  type Point is record
    X, Y : Natural;
  end record;
  type Point_Access is access Point;
end Access_Types;
```

8.3.1 Allocation (by type)

Once we have declared an access type, we need a way to give variables of the types a meaningful value! You can allocate a value of an access type with the new keyword in Ada.

Listing 12: access_types.ads

```
with Dates; use Dates;
package Access_Types is
  type Date_Acc is access Date;
end Access_Types;
```

8.3. Access types (pointers)
D : Date_Acc := new Date;
   ^ Allocate a new Date record
end Access_Types;

If the type you want to allocate needs constraints, you can put them in the subtype indication, just as you would do in a variable declaration:

Listing 13: access_types.ads

with Dates; use Dates;

package Access_Types is
type String_Acc is access String;
   ^ Access to unconstrained array type
Msg : String_Acc;
   ^ Default value is null
Buffer : String_Acc := new String (1 .. 10);
   ^ Constraint required
end Access_Types;

In some cases, though, allocating just by specifying the type is not ideal, so Ada also allows you to initialize along with the allocation. This is done via the qualified expression syntax:

Listing 14: access_types.ads

with Dates; use Dates;

package Access_Types is
type Date_Acc is access Date;
type String_Acc is access String;

D : Date_Acc := new Date'(30, November, 2011);
Msg : String_Acc := new String"Hello";
end Access_Types;

8.3.2 Dereferencing

The last important piece of Ada’s access type facility is how to get from an access value to the object that is pointed to, that is, how to dereference the pointer. Dereferencing a pointer uses the .all syntax in Ada, but is often not needed - in many cases, the access value will be implicitly dereferenced for you:

Listing 15: access_types.ads

with Dates; use Dates;

package Access_Types is
type Date_Acc is access Date;

D : Date_Acc := new Date'(30, November, 2011);

Today : Date := D.all;
   ^ Access value dereference
J : Integer := D.Day;
   ^ Implicit dereference for record and array components
   Equivalent to D.all.day
end Access_Types;
8.3.3 Other features

As you might know if you have used pointers in C or C++, we are still missing features that are considered fundamental to the use of pointers, such as:

- Pointer arithmetic (being able to increment or decrement a pointer in order to point to the next or previous object)
- Manual deallocation - what is called free or delete in C. This is a potentially unsafe operation. To keep within the realm of safe Ada, you need to never deallocate manually.

Those features exist in Ada, but are only available through specific standard library APIs.

**Attention:** The guideline in Ada is that most of the time you can avoid manual allocation, and you should.

There are many ways to avoid manual allocation, some of which have been covered (such as parameter modes). The language also provides library abstractions to avoid pointers:

1. One is the use of containers (page 185). Containers help users avoid pointers, because container memory is automatically managed.
2. A container to note in this context is the Indefinite holder\(^\text{12}\). This container allows you to store a value of an indefinite type such as String.
3. GNATCOLL has a library for smart pointers, called Refcount\(^\text{13}\). Those pointers' memory is automatically managed, so that when an allocated object has no more references to it, the memory is automatically deallocated.

8.4 Mutually recursive types

The linked list is a common idiom in data structures; in Ada this would be most naturally defined through two types, a record type and an access type, that are mutually dependent. To declare mutually dependent types, you can use an incomplete type declaration:


\(^{13}\) [https://github.com/AdaCore/gnatcoll-core/blob/master/src/gnatcoll-refcount.ads](https://github.com/AdaCore/gnatcoll-core/blob/master/src/gnatcoll-refcount.ads)
8.5 More about records

8.5.1 Dynamically sized record types

We have previously seen some simple examples of record types. Let's now look at some of the more advanced properties of this fundamental language feature.

One point to note is that object size for a record type does not need to be known at compile time. This is illustrated in the example below:

```ada
package Runtime_Length is
    function Compute_Max_Len return Natural;
end Runtime_Length;
```

```ada
package Var_Size_Record is
    with Runtime_Length; use Runtime_Length;

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

    type Growable_Stack is record
        Items : Items_Array (1 .. Max.Len);
        Len : Natural;
    end record;

    G : Growable_Stack;
end Var_Size_Record;
```

It is completely fine to determine the size of your records at run time, but note that all objects of this type will have the same size.
### 8.5.2 Records with discriminant

In the example above, the size of the Items field is determined once, at run-time, but every Growable_Stack instance will be exactly the same size. But maybe that's not what you want to do. We saw that arrays in general offer this flexibility: for an unconstrained array type, different objects can have different sizes.

You can get analogous functionality for records, too, using a special kind of field that is called a discriminant:

```
package Var_Size_Record_2 is
    type Items_Array is array (Positive range <>) of Integer;

type Growable_Stack (Max_Len : Natural) is record
    -- ^ Discriminant. Cannot be modified once initialized.
    Items : Items_Array (1 .. Max_Len);
    Len   : Natural := 0;
end record;
-- Growable_Stack is an indefinite type (like an array)
end Var_Size_Record_2;
```

Discriminants, in their simple forms, are constant: You cannot modify them once you have initialized the object. This intuitively makes sense since they determine the size of the object.

Also, they make a type indefinite: Whether or not the discriminant is used to specify the size of an object, a type with a discriminant will be indefinite if the discriminant is not declared with an initialization:

```
package Test_Discriminants is
    type Point (X, Y : Natural) is record
        null;
    end record;

    P : Point;
    -- ERROR: Point is indefinite, so you need to specify the discriminants
    -- or give a default value

    P2 : Point (1, 2);
    P3 : Point := (1, 2);
    -- Those two declarations are equivalent.
end Test_Discriminants;
```

This also means that, in the example above, you cannot declare an array of Point values, because the size of a Point is not known.

In most other respects discriminants behave like regular fields: You have to specify their values in aggregates, as seen above, and you can access their values via the dot notation.
with Var_Size_Record_2; use Var_Size_Record_2;
with Ada.Text_IO; use Ada.Text_IO;

procedure Main is
  procedure Print_Stack (G : Growable_Stack) is
    begin
      Put ("<Stack, items: [");
      for I in G.Items'Range loop
        exit when I > G.Len;
        Put (" " & Integer'Image (G.Items (I)));
      end loop;
      Put_Line ("]>");
    end Print_Stack;
    S : Growable_Stack :=
      (Max.Len => 128, Items => (1, 2, 3, 4, others => <>), Len => 4);
    begin
      Print_Stack (S);
    end Main;

Build output

Compile
  [Ada] main.adb
  [Ada] var_size_record_2.ads
Bind
  [gprbind] main.bexch
  [Ada] main.ali
Link
  [link] main.adb

Runtime output

<Stack, items: [ 1 2 3 4]>

8.5.3 Variant records

The examples of discriminants thus far have illustrated the declaration of records of varying size, by having components whose size depends on the discriminant. However, discriminants can also be used to obtain the functionality of what are sometimes called "variant records": records that can contain different sets of fields.

Listing 22: variant_record.ads

package Variant_Record is
  type Expr; -- Forward declaration of Expr
  type Expr_Access is access Expr; -- Access to a Expr
  type Expr_Kind_Type is (Bin.Op_Plus, Bin.Op_Minus, Num); -- A regular enumeration type
  type Expr (Kind : Expr_Kind_Type) is record
    case Kind is
      when Bin.Op_Plus | Bin.Op_Minus =>
        Left, Right : Expr_Access;
      when Num =>
        (continues on next page)
The fields that are in a when branch will be only available when the value of the discriminant is covered by the branch. In the example above, you will only be able to access the fields Left and Right when the Kind is Bin_Op_Plus or Bin_Op_Minus. If you try to access a field that is not valid for your record, a Constraint_Error will be raised.

The fields that are in a when branch will be only available when the value of the discriminant is covered by the branch. In the example above, you will only be able to access the fields Left and Right when the Kind is Bin_Op_Plus or Bin_Op_Minus. If you try to access a field that is not valid for your record, a Constraint_Error will be raised.

Listing 23: main.adb

with Variant_Record; use Variant_Record;

procedure Main is
  E : Expr := (Num, 12);
begin
  E.Left := new Expr'(Num, 15);
  E.Right := new Expr'(Num, 12);
end Main;

Build output

Compile
  [Ada] main.adb
main.adb:6:05: warning: component not present in subtype of "Expr" defined at line 4
main.adb:6:05: warning: "Constraint_Error" will be raised at run time

Bind
  [gprbind] main.bexch
  [Ada] main.ali
Link
  [link] main.adb

Runtime output

raised CONSTRAINT_ERROR : main.adb:6 discriminant check failed

Listing 24: main.adb

with Variant_Record; use Variant_Record;
with Ada.Text_IO; use Ada.Text_IO;

procedure Main is
  function Eval_Expr (E : Expr) return Integer is
    (case E.Kind is
     when Bin_Op_Plus => Eval_Expr (E.Left.all) + Eval_Expr (E.Right.all),
     when Bin_Op_Minus => Eval_Expr (E.Left.all) - Eval_Expr (E.Right.all),
     when Num => E.Val);
  E : Expr := (Bin_Op_Plus,
      new Expr'(Bin_Op_Minus,
        new Expr'(Num, 12),
        new Expr'(Num, 15)),
      new Expr'(Num, 3));
begin
  Put_Line (Integer'Image (Eval_Expr (E)));
end Main;

Build output

Compile
  [Ada] main.adb
  [Ada] variant_record.ads

Bind
  [gprbind] main.bexch
  [Ada] main.ali

Link
  [link] main.adb

Runtime output

0

In other languages

Ada's variant records are very similar to Sum types in functional languages such as OCaml or Haskell. A major difference is that the discriminant is a separate field in Ada, whereas the 'tag' of a Sum type is kind of built in, and only accessible with pattern matching.

There are other differences (you can have several discriminants in a variant record in Ada). Nevertheless, they allow the same kind of type modeling as sum types in functional languages.

Compared to C/C++ unions, Ada variant records are more powerful in what they allow, and are also checked at run time, which makes them safer.

8.6 Fixed-point types

8.6.1 Decimal fixed-point types

We have already seen how to specify floating-point types. However, in some applications floating-point is not appropriate since, for example, the roundoff error from binary arithmetic may be unacceptable or perhaps the hardware does not support floating-point instructions. Ada provides a category of types, the decimal fixed-point types, that allows the programmer to specify the required decimal precision (number of digits) as well as the scaling factor (a power of ten) and, optionally, a range. In effect the values will be represented as integers implicitly scaled by the specified power of 10. This is useful, for example, for financial applications.

The syntax for a simple decimal fixed-point type is

```
type <type-name> is delta <delta-value> digits <digits-value>;
```

In this case, the delta and the digits will be used by the compiler to derive a range.

Several attributes are useful for dealing with decimal types:

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>First</td>
<td>The first value of the type</td>
</tr>
<tr>
<td>Last</td>
<td>The last value of the type</td>
</tr>
<tr>
<td>Delta</td>
<td>The delta value of the type</td>
</tr>
</tbody>
</table>
In the example below, we declare two data types: T3_D3 and T6_D3. For both types, the delta value is the same: 0.001.

Listing 25: decimal_fixed_point_types.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Decimal_Fixed_Point_Types is
  type T3_D3 is delta 10.0 ** (-3) digits 3;
  type T6_D3 is delta 10.0 ** (-3) digits 6;

begin
  Put_Line ("The delta value of T3_D3 is " & T3_D3'Image (T3_D3'Delta));
  Put_Line ("The minimum value of T3_D3 is " & T3_D3'Image (T3_D3'First));
  Put_Line ("The maximum value of T3_D3 is " & T3_D3'Image (T3_D3'Last));
  New_Line;
  Put_Line ("The delta value of T6_D3 is " & T6_D3'Image (T6_D3'Delta));
  Put_Line ("The minimum value of T6_D3 is " & T6_D3'Image (T6_D3'First));
  Put_Line ("The maximum value of T6_D3 is " & T6_D3'Image (T6_D3'Last));
end Decimal_Fixed_Point_Types;
```

Build output

```
Compile
  [Ada]  decimal_fixed_point_types.adb
Bind
  [gprbind]  decimal_fixed_point_types.bexch
  [Ada]  decimal_fixed_point_types.ali
Link
  [link]  decimal_fixed_point_types.adb
```

Runtime output

```
The delta value of T3_D3 is 0.001
The minimum value of T3_D3 is -0.999
The maximum value of T3_D3 is 0.999

The delta value of T6_D3 is 0.001
The minimum value of T6_D3 is -999.999
The maximum value of T6_D3 is 999.999
```

When running the application, we see that the delta value of both types is indeed the same: 0.001. However, because T3_D3 is restricted to 3 digits, its range is -0.999 to 0.999. For the T6_D3, we have defined a precision of 6 digits, so the range is -999.999 to 999.999.

Similar to the type definition using the range syntax, because we have an implicit range, the compiled code will check that the variables contain values that are not out-of-range. Also, if the result of a multiplication or division on decimal fixed-point types is smaller than the delta value required for the context, the actual result will be zero. For example:

Listing 26: decimal_fixed_point_smaller.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Decimal_Fixed_Point_Smaller is
  type T3_D3 is delta 10.0 ** (-3) digits 3;
  type T6_D6 is delta 10.0 ** (-6) digits 6;
  A : T3_D3 := T3_D3'Delta;
  B : T3_D3 := 0.5;
  C : T6_D6;
begin
  Put_Line ("The value of A is " & T3_D3'Image (A));
  A := A * B;
```

(continues on next page)
Put_Line (^The value of A * B is " ^T3_D3'Image (A));
A := T3_D3'Delta;
C := A * B;
Put_Line (^The value of A * B is " ^T6_D6'Image (C));
end Decimal_Fixed_Point_Smaller;

Build output

Compile
[Ada] decimal_fixed_point_smaller.adb
Bind
[gprbind] decimal_fixed_point_smaller.bexch
[Ada] decimal_fixed_point_smaller.ali
Link
[link] decimal_fixed_point_smaller.adb

Runtime output

The value of A is 0.001
The value of A * B is 0.000
The value of A * B is 0.000500

In this example, the result of the operation 0.001 * 0.5 is 0.0005. Since this value is not representable for the T3_D3 type because the delta value is 0.001, the actual value stored in variable A is zero. However, accuracy is preserved during the arithmetic operations if the target has sufficient precision, and the value displayed for C is 0.000500.

8.6.2 Fixed-point types

Ordinary fixed-point types are similar to decimal fixed-point types in that the values are, in effect, scaled integers. The difference between them is in the scale factor: for a decimal fixed-point type, the scaling, given explicitly by the type’s delta, is always a power of ten.

In contrast, for an ordinary fixed-point type, the scaling is defined by the type’s small, which is derived from the specified delta and, by default, is a power of two. Therefore, ordinary fixed-point types are sometimes called binary fixed-point types.

Note: Ordinary fixed-point types can be thought of being closer to the actual representation on the machine, since hardware support for decimal fixed-point arithmetic is not widespread (rescalings by a power of ten), while ordinary fixed-point types make use of the available integer shift instructions.

The syntax for an ordinary fixed-point type is

type <type-name> is delta <delta-value> range <lower-bound> .. <upper-bound>;

By default the compiler will choose a scale factor, or small, that is a power of 2 no greater than <delta-value>.

For example, we may define a normalized range between -1.0 and 1.0 as following:

Listing 27: normalized_fixed_point_type.adb

with Ada.Text_IO; use Ada.Text_IO;

procedure Normalized_FIXED_Point_Type is
  D : constant := 2.0 ** (-31);

(continues on next page)
type TQ31 is delta D range -1.0 .. 1.0 - D;

begin
  Put_Line ("TQ31 requires " & Integer'Image (TQ31'Size) & " bits");
  Put_Line ("The delta value of TQ31 is " & TQ31'Delta);
  Put_Line ("The minimum value of TQ31 is " & TQ31'First);
  Put_Line ("The maximum value of TQ31 is " & TQ31'Last);
end Normalized_Fixed_Point_Type;

Build output

Compile
    [Ada] normalized_fixed_point_type.adb
Bind
    [gprbind] normalized_fixed_point_type.bexch
    [Ada] normalized_fixed_point_type.ali
Link
    [link] normalized_fixed_point_type.adb

Runtime output

TQ31 requires 32 bits
The delta value of TQ31 is 0.0000000005
The minimum value of TQ31 is -1.0000000000
The maximum value of TQ31 is 0.9999999995

In this example, we are defining a 32-bit fixed-point data type for our normalized range. When running the application, we notice that the upper bound is close to one, but not exact one. This is a typical effect of fixed-point data types — you can find more details in this discussion about the Q format\(^\text{14}\). We may also rewrite this code with an exact type definition:

Listing 28: normalized_adapted_fixed_point_type.adb

```ada
procedure Normalized_Adapted_Fixed_Point_Type is
  type TQ31 is delta 2.0 ** (-31) range -1.0 .. 1.0 - 2.0 ** (-31);
begin
  null;
end Normalized_Adapted_Fixed_Point_Type;
```

We may also use any other range. For example:

Listing 29: custom_fixed_point_range.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Ada.Numerics; use Ada.Numerics;

procedure Custom_Fixed_Point_Range is
  type T_Inv_Trig is delta 2.0 ** (-15) * Pi range -Pi / 2.0 .. Pi / 2.0;
begin
  Put_Line ("T_Inv_Trig requires " & Integer'Image (T_Inv_Trig'Size)
             & " bits");
  Put_Line ("The delta value of T_Inv_Trig is "
            & T_Inv_Trig'Delta);
  Put_Line ("The minimum value of T_Inv_Trig is "
            & T_Inv_Trig'First);
  Put_Line ("The maximum value of T_Inv_Trig is "
            & T_Inv_Trig'Last);
end Custom_Fixed_Point_Range;
```

Build output

8.6. Fixed-point types

\(^{14}\) https://en.wikipedia.org/wiki/Q_(number_format)
In this example, we are defining a 16-bit type called \( T_{\text{Inv} \text{ Trig}} \), which has a range from \(-\pi/2\) to \(\pi/2\).

All standard operations are available for fixed-point types. For example:

Listing 30: fixed_point_op.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Fixed_Point_Op is
  type TQ31 is delta 2.0 ** (-31) range -1.0 .. 1.0 - 2.0 ** (-31);
  A, B, R : TQ31;
begin
  A := 0.25;
  B := 0.50;
  R := A + B;
  Put_Line ("R is " & TQ31'Image (R));
end Fixed_Point_Op;
```

As expected, \( R \) contains 0.75 after the addition of \( A \) and \( B \).

In fact the language is more general than these examples imply, since in practice it is typical to need to multiply or divide values from different fixed-point types, and obtain a result that may be of a third fixed-point type. The details are outside the scope of this introductory course.

It is also worth noting, although again the details are outside the scope of this course, that you can explicitly specify a value for an ordinary fixed-point type’s \textit{small}. This allows non-binary scaling, for example:

```ada
type Angle is delta 1.0/3600.0 range 0.0 .. 360.0 - 1.0/3600.0;
for Angle'Small use Angle'Delta;
```
8.7 Character types

As noted earlier, each enumeration type is distinct and incompatible with every other enumeration type. However, what we did not mention previously is that character literals are permitted as enumeration literals. This means that in addition to the language’s strongly typed character types, user-defined character types are also permitted:

```
with Ada.Text_IO; use Ada.Text_IO;

procedure Character_Example is
  type My_Char is ('a', 'b', 'c');
  -- Our custom character type, an enumeration type with 3 valid values.

  C : Character;
  -- ^ Built-in character type (it's an enumeration type)

  M : My_Char;

begin
  C := '?';
  -- ^ Character literal (enumeration literal)

  M := 'a';
  -- ^ Invalid: 65 is not a Character value

  C := Character'Val (65);
  -- Assign the character at position 65 in the enumeration (which is 'A')

  M := C;
  -- ^ Invalid: C is of type Character, and M is a My_Char

  M := 'd';
  -- ^ Invalid: 'd' is not a valid literal for type My_Char
end Character_Example;
```
One of the main principles of modular programming, as well as object oriented programming, is **encapsulation**\(^\text{15}\).

Encapsulation, briefly, is the concept that the implementer of a piece of software will distinguish between the code's public interface and its private implementation.

This is not only applicable to software libraries but wherever abstraction is used.

In Ada, the granularity of encapsulation is a bit different from most object-oriented languages, because privacy is generally specified at the package level.

### 9.1 Basic encapsulation

**Listing 1:** encapsulate.ads

```ada
package Encapsulate is
    procedure Hello;
private
    procedure Hello2;
    -- Not visible from external units
end Encapsulate;
```

**Listing 2:** main.adb

```ada
with Encapsulate;
procedure Main is
begin
    Encapsulate.Hello;
    Encapsulate.Hello2;
    -- Invalid: Hello2 is not visible
end Main;
```

**Compilation output**

main.adb:6:15: "Hello2" is not a visible entity of "Encapsulate"

---

9.2 Abstract data types

With this high-level granularity, it might not seem obvious how to hide the implementation details of a type. Here is how it can be done in Ada:

Listing 3: stacks.ads

```ada
package Stacks is
  type Stack is private;
  -- Declare a private type: You cannot depend on its
  -- implementation. You can only assign and test for
  -- equality.
  procedure Push (S : in out Stack; Val : Integer);
  procedure Pop (S : in out Stack; Val : out Integer);
private
  subtype Stack_Index is Natural range 1 .. 10;
  type Content_Type is array (Stack_Index) of Natural;
  type Stack is record
    Top : Stack_Index;
    Content : Content_Type;
  end record;
end Stacks;
```

In the above example, we define a stack type in the public part (known as the visible part of the package spec in Ada), but the exact representation of that type is private.

Then, in the private part, we define the representation of that type. We can also declare other types that will be used as helpers for our main public type. This is useful since declaring helper types is common in Ada.

A few words about terminology:

- The Stack type as viewed from the public part is called the partial view of the type. This is what clients have access to.
- The Stack type as viewed from the private part or the body of the package is called the full view of the type. This is what implementers have access to.

From the point of view of the client (the with'ing unit), only the public (visible) part is important, and the private part could as well not exist. It makes it very easy to read linearly the part of the package that is important for you.

```ada
-- No need to read the private part to use the package
package Stacks is
  type Stack is private;
  procedure Push (S : in out Stack; Val : Integer);
  procedure Pop (S : in out Stack; Val : out Integer);
private
  ...
end Stacks;
```

Here is how the Stacks package would be used:

```ada
-- Example of use
with Stacks; use Stacks;
procedure Test_Stack is
  S : Stack;
```

(continues on next page)
Res : Integer;
begin
  Push (S, 5);
  Push (S, 7);
  Pop (S, Res);
end Test_Stack;

9.3 Limited types

Ada's limited type facility allows you to declare a type for which assignment and comparison operations are not automatically provided.

Listing 4: stacks.ads

```ada
package Stacks is
  type Stack is limited private;
  -- Limited type. Cannot assign nor compare.
  procedure Push (S : in out Stack; Val : Integer);
  procedure Pop (S : in out Stack; Val : out Integer);
private
  subtype Stack_Index is Natural range 1 .. 10;
  type Content_Type is array (Stack_Index) of Natural;
  type Stack is limited record
    Top : Stack_Index;
    Content : Content_Type;
  end record;
end Stacks;
```

Listing 5: main.adb

```ada
with Stacks; use Stacks;

procedure Main is
  S, S2 : Stack;
begin
  S := S2;
  -- Illegal: S is limited.
end Main;
```

Compilation output

main.adb:6:04: left hand of assignment must not be limited type

This is useful because, for example, for some data types the built-in assignment operation might be incorrect (for example when a deep copy is required).

Ada does allow you to overload the comparison operators = and /= for limited types (and to override the built-in declarations for non-limited types).

Ada also allows you to implement special semantics for assignment via controlled types\(^\text{16}\). However, in some cases assignment is simply inappropriate; one example is the File_Type from the Ada.Text_IO package, which is declared as a limited type and thus attempts to assign one file to another would be detected as illegal.

\(^{16}\) https://www.adaic.org/resources/add_content/standards/12rm/html/RM-7-6.html
9.4 Child packages & privacy

We've seen previously (in the child packages section (page 33)) that packages can have child packages. Privacy plays an important role in child packages. This section discusses some of the privacy rules that apply to child packages.

Although the private part of a package P is meant to encapsulate information, certain parts of a child package P.C can have access to this private part of P. In those cases, information from the private part of P can then be used as if it were declared in the public part of its specification. To be more specific, the body of P.C and the private part of the specification of P.C have access to the private part of P. However, the public part of the specification of P.C only has access to the public part of P's specification. The following table summarizes this:

<table>
<thead>
<tr>
<th>Part of a child package</th>
<th>Access to the private part of its parent's specification</th>
</tr>
</thead>
<tbody>
<tr>
<td>Specification: public part</td>
<td>X</td>
</tr>
<tr>
<td>Specification: private part</td>
<td>X</td>
</tr>
<tr>
<td>Body</td>
<td>X</td>
</tr>
</tbody>
</table>

The rest of this section shows examples of how this access to private information actually works for child packages.

Let's first look at an example where the body of a child package P.C has access to the private part of the specification of its parent P. We've seen, in a previous source-code example, that the Hello2 procedure declared in the private part of the Encapsulate package cannot be used in the Main procedure, since it's not visible there. This limitation doesn't apply, however, for parts of the child packages of the Encapsulate package. In fact, the body of its child package Encapsulate.Child has access to the Hello2 procedure and can call it there, as you can see in the implementation of the Hello3 procedure of the Child package:

Listing 6: encapsulate.ads

```
package Encapsulate is
  procedure Hello;
private
  procedure Hello2;  -- Not visible from external units
  -- But visible in child packages
end Encapsulate;
```

Listing 7: encapsulate.adb

```
with Ada.Text_IO; use Ada.Text_IO;

package body Encapsulate is
  procedure Hello is
    begin  Put_Line ("Hello");
  end Hello;

  procedure Hello2 is
    begin  Put_Line ("Hello #2");
  end Hello2;
end Encapsulate;
```
9.4. Child packages & privacy

The same mechanism applies to types declared in the private part of a parent package. For instance, the body of a child package can access components of a record declared in the private part of its parent package. Let's look at an example:

Listing 11: my_types.ads

```ada
package My_Types is
  type Priv_Rec is private;
private
```

(continues on next page)
type Priv_Rec is record
   Number : Integer := 42;
end record;
end My_Types;

Listing 12: my_types-ops.ads

package My_Types.Ops is
   procedure Display (E : Priv_Rec);
end My_Types.Ops;

Listing 13: my_types-ops.adb

with Ada.Text_IO; use Ada.Text_IO;
package body My_Types.Ops is
   procedure Display (E : Priv_Rec) is
      begin
         Put_Line ("Priv_Rec.Number: " & Integer’Image (E.Number));
      end Display;
end My_Types.Ops;

Listing 14: main.adb

with Ada.Text_IO; use Ada.Text_IO;
with My_Types; use My_Types;
with My_Types.Ops; use My_Types.Ops;

procedure Main is
   E : Priv_Rec;
   begin
      Put_Line ("Presenting information: ");
      -- The following line would trigger a compilation error here:
      -- Put_Line ("Priv_Rec.Number: " & Integer’Image (E.Number));
      Display (E);
end Main;

Build output

Compile
   [Ada] main.adb
   [Ada] my_types.ads
   [Ada] my_types-ops.adb

Bind
   [gprbind] main.bexch
   [Ada] main.ali

Link
   [link] main.adb

Runtime output
Presenting information:
Priv_Rec.Number: 42

In this example, we don't have access to the Number component of the record type Priv_Rec in the Main procedure. You can see this in the call to Put_Line that has been commented-out in the implementation of Main. Trying to access the Number component there would trigger a compilation error. But we do have access to this component in the body of the My_Types.Ops package, since it's a child package of the My_Types package. Therefore, Ops's body has access to the declaration of the Priv_Rec type — which is in the private part of its parent, the My_Types package. For this reason, the same call to Put_Line that would trigger a compilation error in the Main procedure works fine in the Display procedure of the My_Types.Ops package.

This kind of privacy rules for child packages allows for extending the functionality of a parent package and, at the same time, retain its encapsulation.

As we mentioned previously, in addition to the package body, the private part of the specification of a child package P.C also has access to the private part of the specification of its parent P. Let's look at an example where we declare an object of private type Priv_Rec in the private part of the child package My_Types.Child and initialize the Number component of the Priv_Rec record directly:

```ada
package My_Types.Child is
  private
    E : Priv_Rec := (Number => 99);
  end My_Types.Ops;
end My_Types.Child;
```

As expected, we wouldn't be able to initialize this component if we moved this declaration to the public (visible) part of the same child package:

```ada
package My_Types.Child is
  E : Priv_Rec := (Number => 99);
end My_Types.Ops;
```

The declaration above triggers a compilation error, since type Priv_Rec is private. Because the public part of My_Types.Child is also visible outside the child package, Ada cannot allow accessing private information in this part of the specification.
10.1 Introduction

Generics are used for metaprogramming in Ada. They are useful for abstract algorithms that share common properties with each other.

Either a subprogram or a package can be generic. A generic is declared by using the keyword generic. For example:

Listing 1: operator.ads

```ada
generic
type T is private;
-- Declaration of formal types and objects
-- Below, we could use one of the following:
-- <procedure | function | package>
procedure Operator (Dummy : in out T);
```

Listing 2: operator.adb

```ada
procedure Operator (Dummy : in out T) is
begin
  null;
end Operator;
```

10.2 Formal type declaration

Formal types are abstractions of a specific type. For example, we may want to create an algorithm that works on any integer type, or even on any type at all, whether a numeric type or not. The following example declares a formal type T for the Set procedure.

Listing 3: set.ads

```ada
generic
type T is private;
-- T is a formal type that indicates that any type can be used,
-- possibly a numeric type or possibly even a record type.
procedure Set (Dummy : T);
```

Listing 4: set.adb

```ada
procedure Set (Dummy : T) is
begin
```

(continues on next page)
The declaration of T as private indicates that you can map any type to it. But you can also restrict the declaration to allow only some types to be mapped to that formal type. Here are some examples:

<table>
<thead>
<tr>
<th>Formal Type</th>
<th>Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>Any type</td>
<td>type T is private;</td>
</tr>
<tr>
<td>Any discrete type</td>
<td>type T is (&lt;&gt;);</td>
</tr>
<tr>
<td>Any floating-point type</td>
<td>type T is digits &lt;&gt;;</td>
</tr>
</tbody>
</table>

### 10.3 Formal object declaration

Formal objects are similar to subprogram parameters. They can reference formal types declared in the formal specification. For example:

Listing 5: set.ads

```ada
generic
  type T is private;
  X : in out T;
  -- X can be used in the Set procedure
procedure Set (E : T);
```

Listing 6: set.adb

```ada
procedure Set (E : T) is
  pragma Unreferenced (E, X);
begin
  null;
end Set;
```

Formal objects can be either input parameters or specified using the in out mode.

### 10.4 Generic body definition

We don't repeat the generic keyword for the body declaration of a generic subprogram or package. Instead, we start with the actual declaration and use the generic types and objects we declared. For example:

Listing 7: set.ads

```ada
generic
  type T is private;
  X : in out T;
procedure Set (E : T);
```

Listing 8: set.adb

```ada
procedure Set (E : T) is
  -- Body definition: "generic" keyword is not used
begin
(continues on next page)```
10.5 Generic instantiation

Generic subprograms or packages can't be used directly. Instead, they need to be instantiated, which we do using the new keyword, as shown in the following example:

Listing 9: set.ads

```ada
generic
  type T is private;
  X : in out T;
  -- X can be used in the Set procedure
procedure Set (E : T);
```

Listing 10: set.adb

```ada
procedure Set (E : T) is
begin
  X := E;
end Set;
```

Listing 11: show_generic_instantiation.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Set;

procedure Show_Generic_Instantiation is
  Main : Integer := 0;
  Current : Integer;

  procedure Set_Main is new Set (T => Integer,
                               X => Main);
  -- Here, we map the formal parameters to actual types and objects.
  -- The same approach can be used to instantiate functions or
  -- packages, e.g.:
  -- function Get_Main is new ...
  -- package Integer_Queue is new ...

begin
  Current := 10;
  Set_Main (Current);
  Put_Line ("Value of Main is " & Integer'Image (Main));
end Show_Generic_Instantiation;
```

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>show_generic_instantiation.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Ada</td>
</tr>
<tr>
<td></td>
<td>set.adb</td>
</tr>
<tr>
<td>Bind</td>
<td>show_generic_instantiation.bexch</td>
</tr>
<tr>
<td></td>
<td>gprbind</td>
</tr>
<tr>
<td></td>
<td>show_generic_instantiation.ali</td>
</tr>
</tbody>
</table>

(continues on next page)
10.6 Generic packages

The previous examples focused on generic subprograms. In this section, we look at generic packages. The syntax is similar to that used for generic subprograms: we start with the generic keyword and continue with formal declarations. The only difference is that package is specified instead of a subprogram keyword.

Here’s an example:

Listing 12: element.ads

```ada
generic
  type T is private;
package Element is
  procedure Set (E : T);
  procedure Reset;
  function Get return T;
  function Is_Valid return Boolean;
  Invalid_Element : exception;
private
  Value : T;
  Valid : Boolean := False;
end Element;
```

Listing 13: element.adb

```ada
package body Element is
  procedure Set (E : T) is
  begin
    Value := E;
    Valid := True;
  end Set;

  procedure Reset is
  begin
    Valid := False;
  end Reset;

  function Get return T is
  begin
    if not Valid then
      raise Invalid_Element;
    end if;
    return Value;
  end function Get;
end Element;
```

In the example above, we instantiate the procedure Set by mapping the formal parameters T and X to actual existing elements, in this case the Integer type and the Main variable.
In the example above, we created a simple container named `Element`, with just one single element. This container tracks whether the element has been initialized or not.

After writing package definition, we create the instance `I` of the `Element`. We use the instance by calling the package subprograms (`Set`, `Reset`, and `Get`).
10.7 Formal subprograms

In addition to formal types and objects, we can also declare formal subprograms or packages. This course only describes formal subprograms; formal packages are discussed in the advanced course.

We use the \texttt{with} keyword to declare a formal subprogram. In the example below, we declare a formal function (Comparison) to be used by the generic procedure Check.


ewave{Listing 15: check.ads}{
\begin{verbatim}
generic
  Description : String;
  type T is private;
  with function Comparison (X, Y : T) return Boolean;
procedure Check (X, Y : T);
\end{verbatim}
}


ewave{Listing 16: check.adb}{
\begin{verbatim}
with Ada.Text_IO; use Ada.Text_IO;

procedure Check (X, Y : T) is
  Result : Boolean;
begin
  Result := Comparison (X, Y);
  if Result then
    Put_Line ("Comparison (" & Description & ") between arguments is OK!");
  else
    Put_Line ("Comparison (" & Description & ") between arguments is not OK!");
  end if;
end Check;
\end{verbatim}
}


ewave{Listing 17: show_formal_subprogram.adb}{
\begin{verbatim}
with Check;

procedure Show_Formal_Subprogram is
  A, B : Integer;

  procedure Check_Is_Equal is new Check (Description => "equality",
    T => Integer,
    Comparison => Standard."=");

  begin
    A := 0;
    B := 1;
    Check_Is_Equal (A, B);
  end Show_Formal_Subprogram;
\end{verbatim}
}

Build output

\begin{verbatim}
Compile
  [Ada] show_formal_subprogram.adb
  [Ada] check.adb
Bind
  [gprbind] show_formal_subprogram.bexch
  [Ada] show_formal_subprogram.ali
Link
\end{verbatim} (continues on next page)
10.8 Example: I/O instances

Ada offers generic I/O packages that can be instantiated for standard and derived types. One example is the generic Float_IO package, which provides procedures such as Put and Get. In fact, Float_Text_IO — available from the standard library — is an instance of the Float_IO package, and it's defined as:

```ada
with Ada.Text_IO;
package Ada.Float_Text_IO is new Ada.Text_IO.Float_IO (Float);
```

You can use it directly with any object of floating-point type. For example:

```ada
with Ada.Float_Text_IO;
procedure Show_Float_Text_IO is
    X : constant Float := 2.5;
    use Ada.Float_Text_IO;
begin
    Put (X);
end Show_Float_Text_IO;
```

Instantiating generic I/O packages can be useful for derived types. For example, let's create a new type Price that must be displayed with two decimal digits after the point, and no exponent.

```ada
with Ada.Text_IO; use Ada.Text_IO;
procedure Show_Float_IO_Inst is
    type Price is digits 3;
    package Price_IO is new Ada.Text_IO.Float_IO (Price);
```

(continues on next page)
P : Price;
begin
  -- Set to zero => don't display exponent
  Price_IO.Default_Exp := 0;
  P := 2.5;
  Price_IO.Put (P);
  New_Line;
  P := 5.75;
  Price_IO.Put (P);
  New_Line;
end Show_Float_IO_Inst;

Build output

Compile
  [Ada] show_float_io_inst.adb
Bind
  [gprbind] show_float_io_inst.bexch
  [Ada] show_float_io_inst.ali
Link
  [link] show_float_io_inst.adb

Runtime output

  2.50
  5.75

By adjusting Default_Exp from the Price_IO instance to remove the exponent, we can control how variables of Price type are displayed. Just as a side note, we could also have written:

```ada
  type Price is new Float;

  package Price_IO is new Ada.Text_IO.Float_IO (Price);
begin
  Price_IO.Default_Aft := 2;
  Price_IO.Default_Exp := 0;
end Show_Float_IO_Inst;
```

In this case, we're adjusting Default_Aft, too, to get two decimal digits after the point when calling Put.

In addition to the generic Float_IO package, the following generic packages are available from Ada.Text_IO:

- Enumeration_IO for enumeration types;
- Integer_IO for integer types;
- Modular_IO for modular types;
- Fixed_IO for fixed-point types;
- Decimal_IO for decimal types.

In fact, we could rewrite the example above using decimal types:
**Listing 20: show_decimal_io_inst.adb**

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Decimal_IO_Inst is

    type Price is delta 10.0 ** (-2) digits 12;

    package Price_IO is new Ada.Text_IO.Decimal_IO (Price);

    P : Price;

    begin
        Price_IO.Default_Exp := 0;
        P := 2.5;
        Price_IO.Put (P);
        New_Line;

        P := 5.75;
        Price_IO.Put (P);
        New_Line;
    end Show_Decimal_IO_Inst;
```

**Build output**

Compile

```
[Ada]    show_decimal_io_inst.adb
```

Bind

```
[gprbind]    show_decimal_io_inst.bexch
[Ada]    show_decimal_io_inst.ali
```

Link

```
[link]    show_decimal_io_inst.adb
```

**Runtime output**

```
  2.50
  5.75
```

## 10.9 Example: ADTs

An important application of generics is to model abstract data types (ADTs). In fact, Ada includes a library with numerous ADTs using generics: Ada.Containers (described in the containers section (page 185)).

A typical example of an ADT is a stack:

**Listing 21: stacks.ads**

```ada
generic
    Max : Positive;

type T is private;

package Stacks is

    type Stack is limited private;

    Stack_Underflow, Stack_Overflow : exception;

    function Is_Empty (S : Stack) return Boolean;
```

(continues on next page)
function Pop (S : in out Stack) return T;

procedure Push (S : in out Stack; V : T);

private

type Stack_Array is array (Natural range <>) of T;

Min : constant := 1;

type Stack is record
  Container : Stack_Array (Min .. Max);
  Top : Natural := Min - 1;
end record;

end Stacks;

package body Stacks is

function Is_Empty (S : Stack) return Boolean is
  (S.Top < S.Container'First);

function Is_Full (S : Stack) return Boolean is
  (S.Top >= S.Container'Last);

function Pop (S : in out Stack) return T is
  begin
    if Is_Empty (S) then
      raise Stack_Underflow;
    else
      return X : T do
        X := S.Container (S.Top);
        S.Top := S.Top - 1;
      end return;
    end if;
    end Pop;

procedure Push (S : in out Stack; V : T) is
  begin
    if Is_Full (S) then
      raise Stack_Overflow;
    else
      S.Top := S.Top + 1;
      S.Container (S.Top) := V;
    end if;
    end Push;
  end Stacks;

package body Integer_Stacks is new Stacks (Max => 10, T => Integer);

with Ada.Text_IO; use Ada.Text_IO;
with Stacks;

procedure Show_Stack is

package Integer_Stacks is new Stacks (Max => 10, T => Integer);
In this example, we first create a generic stack package (Stacks) and then instantiate it to create a stack of up to 10 integer values.

10.10 Example: Swap

Let's look at a simple procedure that swaps variables of type Color:

```ada
package Colors is
  type Color is (Black, Red, Green, Blue, White);
  procedure Swap_Colors (X, Y : in out Color);
end Colors;
```

```ada
package body Colors is
  procedure Swap_Colors (X, Y : in out Color) is
    Tmp : constant Color := X;
    begin
      X := Y;
      Y := Tmp;
    end Swap_Colors;
end Colors;
```
Listing 26: test_non_generic_swap_colors.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Colors; use Colors;

procedure Test_Non_Generic_Swap_Colors is
    A, B, C : Color;
begin
    A := Blue;
    B := White;
    C := Red;

    Put_Line ("Value of A is " & Color'Image (A));
    Put_Line ("Value of B is " & Color'Image (B));
    Put_Line ("Value of C is " & Color'Image (C));

    New_Line;
    Put_Line ("Swapping A and C...");
    New_Line;
    Swap_Colors (A, C);

    Put_Line ("Value of A is " & Color'Image (A));
    Put_Line ("Value of B is " & Color'Image (B));
    Put_Line ("Value of C is " & Color'Image (C));
end Test_Non_Generic_Swap_Colors;
```

Build output

<table>
<thead>
<tr>
<th>Compile</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Ada]</td>
</tr>
<tr>
<td>test_non_generic_swap_colors.adb</td>
</tr>
<tr>
<td>[Ada]</td>
</tr>
<tr>
<td>colors.adb</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bind</th>
</tr>
</thead>
<tbody>
<tr>
<td>[gprbind]</td>
</tr>
<tr>
<td>test_non_generic_swap_colors.bexch</td>
</tr>
<tr>
<td>[Ada]</td>
</tr>
<tr>
<td>test_non_generic_swap_colors.ali</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>[link]</td>
</tr>
<tr>
<td>test_non_generic_swap_colors.adb</td>
</tr>
</tbody>
</table>

Runtime output

Value of A is BLUE
Value of B is WHITE
Value of C is RED

Swapping A and C...

Value of A is RED
Value of B is WHITE
Value of C is BLUE

In this example, Swap_Colors can only be used for the Color type. However, this algorithm can theoretically be used for any type, whether an enumeration type or a complex record type with many elements. The algorithm itself is the same: it's only the type that differs. If, for example, we want to swap variables of Integer type, we don't want to duplicate the implementation. Therefore, such an algorithm is a perfect candidate for abstraction using generics.

In the example below, we create a generic version of Swap_Colors and name it Generic_Swap. This generic version can operate on any type due to the declaration of formal type T.

Listing 27: generic_swap.ads

```ada
generic
    type T is private;
procedure Generic_Swap (X, Y : in out T);
```

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Listing 28: generic_swap.adb

```ada
procedure Generic_Swap (X, Y : in out T) is
begin
    Tmp : constant T := X;
    X := Y;
    Y := Tmp;
end Generic_Swap;
```

Listing 29: colors.ads

```ada
with Generic_Swap;

package Colors is

    type Color is (Black, Red, Green, Blue, White);

    procedure Swap_Colors is new Generic_Swap (T => Color);
end Colors;
```

Listing 30: test_swap_colors.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Colors; use Colors;

procedure Test_Swap_Colors is
    A, B, C : Color;
begin
    A := Blue;
    B := White;
    C := Red;

    Put_Line ("Value of A is " & Color'Image (A));
    Put_Line ("Value of B is " & Color'Image (B));
    Put_Line ("Value of C is " & Color'Image (C));

    New_Line;
    Put_Line ("Swapping A and C...");
    New_Line;
    Swap_Colors (A, C);

    Put_Line ("Value of A is " & Color'Image (A));
    Put_Line ("Value of B is " & Color'Image (B));
    Put_Line ("Value of C is " & Color'Image (C));
end Test_Swap_Colors;
```

Build output

```
Compile
  [Ada]  test_swap_colors.adb
  [Ada]  colors.ads
  [Ada]  generic_swap.adb

Bind
  [gprbind]  test_swap_colors.bexch
  [Ada]  test_swap_colors.ali

Link
  [link]  test_swap_colors.adb
```

Runtime output

10.10. Example: Swap
As we can see in the example, we can create the same Swap_Colors procedure as we had in the non-generic version of the algorithm by declaring it as an instance of the generic Generic_Swap procedure. We specify that the generic T type will be mapped to the Color type by passing it as an argument to the Generic_Swap instantiation,

### 10.11 Example: Reversing

The previous example, with an algorithm to swap two values, is one of the simplest examples of using generics. Next we study an algorithm for reversing elements of an array. First, let's start with a non-generic version of the algorithm, one that works specifically for the Color type:

```ada
package Colors is

    type Color is (Black, Red, Green, Blue, White);
    type Color_Array is array (Integer range <>) of Color;

    procedure Reverse_Color_Array (X : in out Color_Array);
end Colors;

package body Colors is

    procedure Reverse_Color_Array (X : in out Color_Array) is
    begin
        for I in X'First .. (X'Last + X'First) / 2 loop
            declare
                Tmp : Color;
                X_Left : Color renames X (I);
                X_Right : Color renames X (X'Last + X'First - I);
            begin
                Tmp := X_Left;
                X_Left := X_Right;
                X_Right := Tmp;
            end;
        end loop;
    end Reverse_Color_Array;
end Colors;
```

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Colors; use Colors;
```

(continues on next page)
procedure Test_Non_Generic_Reverse_Colors is
  My_Colors : Color_Array (1 .. 5) := (Black, Red, Green, Blue, White);
begin
  for C of My_Colors loop
    Put_Line ("My_Color: " & Color'Image (C));
  end loop;

  New_Line;
  Put_Line ("Reversing My_Color..." );
  New_Line;
  Reverse_Color_Array (My_Colors);

  for C of My_Colors loop
    Put_Line ("My_Color: " & Color'Image (C));
  end loop;
end Test_Non_Generic_Reverse_Colors;

The procedure Reverse_Color_Array takes an array of colors, starts by swapping the first and last elements of the array, and continues doing that with successive elements until it reaches the middle of array. At that point, the entire array has been reversed, as we see from the output of the test program.

To abstract this procedure, we declare formal types for three components of the algorithm:

- the elements of the array (Color type in the example)
- the range used for the array (Integer range in the example)
- the actual array type (Color_Array type in the example)

This is a generic version of the algorithm:
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Listing 34: generic_reverse_array.ads

```ada
generic
  type T is private;
  type Index is range <>;
  type Array_T is array (Index range <>) of T;
procedure Generic_Reverse_Array (X : in out Array_T);
```

Listing 35: generic_reverse_array.adb

```ada
procedure Generic_Reverse_Array (X : in out Array_T) is
begin
  for I in X'First .. (X'Last + X'First) / 2 loop
    declare
      Tmp : T;
      X_Left : T renames X (I);
      X_Right : T renames X (X'Last + X'First - I);
    begin
      Tmp := X_Left;
      X_Left := X_Right;
      X_Right := Tmp;
    end;
  end loop;
end Generic_Reverse_Array;
```

Listing 36: colors.ads

```ada
with Generic_Reverse_Array;
package Colors is
  type Color is (Black, Red, Green, Blue, White);
  type Color_Array is array (Integer range <>) of Color;
  procedure Reverse_Color_Array is new Generic_Reverses_Array (T => Color, Index => Integer, Array_T => Color_Array);
end Colors;
```

Listing 37: test_reverse_colors.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Colors; use Colors;
procedure Test_Reverse_Colors is
  My_Colors : Color_Array (1 .. 5) := (Black, Red, Green, Blue, White);
begin
  for C of My_Colors loop
    Put_Line ("My_Color: " & Color'Image (C));
  end loop;
  New_Line;
  Put_Line ("Reversing My_Color...");
  New_Line;
  Reverse_Color_Array (My_Colors);
  for C of My_Colors loop
    (continues on next page)
```

Chapter 10. Generics
Put_Line ("My_Color: " & Color'Image (C));
end loop;
end Test_Reverse_Colors;

Build output

Compile
[Ada]       test_reverse_colors.adb
[Ada]       colors.ads
[Ada]       generic_reverse_array.adb
Bind
[gpribind]  test_reverse_colors.bexch
[Ada]       test_reverse_colors.ali
Link
[link]      test_reverse_colors.adb

Runtime output

My_Color: BLACK
My_Color: RED
My_Color: GREEN
My_Color: BLUE
My_Color: WHITE
Reversing My_Color...
My_Color: WHITE
My_Color: BLUE
My_Color: GREEN
My_Color: RED
My_Color: BLACK

As mentioned above, we're abstracting three components of the algorithm:

- the \texttt{T} type abstracts the elements of the array
- the \texttt{Index} type abstracts the range used for the array
- the \texttt{Array_T} type abstracts the array type and uses the formal declarations of the \texttt{T} and \texttt{Index} types.

\textbf{10.12 Example: Test application}

In the previous example we've focused only on abstracting the reversing algorithm itself. However, we could have decided to also abstract our small test application. This could be useful if we, for example, decide to test other procedures that change elements of an array.

In order to do this, we again have to choose the elements to abstract. We therefore declare the following formal parameters:

- \texttt{S}: the string containing the array name
- a function \texttt{Image} that converts an element of type \texttt{T} to a string
- a procedure \texttt{Test} that performs some operation on the array

Note that \texttt{Image} and \texttt{Test} are examples of formal subprograms and \texttt{S} is an example of a formal object.

Here is a version of the test application making use of the generic \texttt{Perform_Test} procedure:
Listings 38, 39, 40, 41: GENERIC IMPLEMENTATIONS

**Listing 38: generic_reverse_array.ads**

```ada
generic
  type T is private;
  type Index is range <>;
  type Array_T is array (Index range <>) of T;
procedure Generic_Reverse_Array (X : in out Array_T);
```

**Listing 39: generic_reverse_array.adb**

```ada
procedure Generic_Reverse_Array (X : in out Array_T) is
begin
  for I in X'First .. (X'Last + X'First) / 2 loop
    declare
      Tmp : T;
      X_Left : T renames X (I);
      X_Right : T renames X (X'Last + X'First - I);
    begin
      Tmp := X_Left;
      X_Left := X_Right;
      X_Right := Tmp;
    end;
  end loop;
end Generic_Reverse_Array;
```

**Listing 40: perform_test.ads**

```ada
generic
  type T is private;
  type Index is range <>;
  type Array_T is array (Index range <>) of T;
  S : String;
  with function Image (E : T) return String is <>;
  with procedure Test (X : in out Array_T) is <>;
procedure Perform_Test (X : in out Array_T);
```

**Listing 41: perform_test.adb**

```ada
with Ada.Text_IO; use Ada.Text_IO;
procedure Perform_Test (X : in out Array_T) is
begin
  for C of X loop
    Put_Line (S & " : " & Image (C));
  end loop;
  New_Line;
  New_Line;
  Test (X);
  for C of X loop
    Put_Line (S & " : " & Image (C));
  end loop;
end Perform_Test;
```

**Listing 42: colors.ads**

```ada
with Generic_Reverse_Array;
(continues on next page)```
package Colors is

  type Color is (Black, Red, Green, Blue, White);
  type Color_Array is array (Integer range <>) of Color;

  procedure Reverse_Color_Array is new Generic_Reverse_Array
  (T => Color, Index => Integer, Array_T => Color_Array);

end Colors;

Listing 43: test_reverse_colors.adb

with Colors; use Colors;
with Perform_Test;

procedure Test_Reverse_Colors is

  procedure Perform_Test_Reverse_Color_Array is new
  Perform_Test (T => Color,
    Index => Integer,
    Array_T => Color_Array,
    S => "My_Color",
    Image => Color'Image,
    Test => Reverse_Color_Array);

  My_Colors : Color_Array (1 .. 5) := (Black, Red, Green, Blue, White);

  begin
    Perform_Test_Reverse_Color_Array (My_Colors);
  end Test_Reverse_Colors;

Build output

Compile
  [Ada]  test_reverse_colors.adb
  [Ada]  colors.ads
  [Ada]  perform_test.adb
  [Ada]  generic_reverse_array.adb

Bind
  [gprbind]  test_reverse_colors.bexch
  [Ada]  test_reverse_colors.ali

Link
  [link]  test_reverse_colors.adb

Runtime output

My_Color: BLACK
My_Color: RED
My_Color: GREEN
My_Color: BLUE
My_Color: WHITE

Testing My_Color...

My_Color: WHITE
My_Color: BLUE
My_Color: GREEN
My_Color: RED
My_Color: BLACK

10.12. Example: Test application
In this example, we create the procedure `Perform_Test_Reverser_Color_Array` as an instance of the generic procedure (`Perform_Test`). Note that:

- For the formal `Image` function, we use the `Image` attribute of the `Color` type
- For the formal `Test` procedure, we reference the `Reverse_Array` procedure from the package.
Ada uses exceptions for error handling. Unlike many other languages, Ada speaks about raising, not throwing, an exception and handling, not catching, an exception.

11.1 Exception declaration

Ada exceptions are not types, but instead objects, which may be peculiar to you if you're used to the way Java or Python support exceptions. Here's how you declare an exception:

Listing 1: exceptions.ads

```ada
package Exceptions is
  My_Exception : exception;
  -- Like an object. *NOT* a type!
end Exceptions;
```

Even though they're objects, you're going to use each declared exception object as a "kind" or "family" of exceptions. Ada does not require that a subprogram declare every exception it can potentially raise.

11.2 Raising an exception

To raise an exception of our newly declared exception kind, do the following:

Listing 2: main.adb

```ada
with Exceptions; use Exceptions;

procedure Main is
begin
  raise My_Exception;
  -- Execution of current control flow abandoned; an exception of kind
  -- "My_Exception" will bubble up until it is caught.
  raise My_Exception with "My exception message";
  -- Execution of current control flow abandoned; an exception of
  -- kind "My_Exception" with associated string will bubble up until
  -- it is caught.
end Main;
```
11.3 Handling an exception

Next, we address how to handle exceptions that were raised by us or libraries that we call. The neat thing in Ada is that you can add an exception handler to any statement block as follows:

```
with Ada.Text_IO; use Ada.Text_IO;
with Ada.Exceptions; use Ada.Exceptions;

procedure Open_File is
  File : File_Type;
begin
  -- Block (sequence of statements)
  begin
    Open (File, In_File, "input.txt");
  exception
    when E : Name_Error =>
      -- ^ Exception to be handled
      Put ("Cannot open input file: ");
      Put_Line (Exception_Message (E));
      raise;
      -- Reraise current occurrence
  end;
end Open_File;
```

In the example above, we're using the `Exception_Message` function from the `Ada.Exceptions` package. This function returns the message associated with the exception as a string.
You don’t need to introduce a block just to handle an exception: you can add it to the statements block of your current subprogram:

**Listing 4: open_file.adb**

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Ada.Exceptions; use Ada.Exceptions;

procedure Open_File is
  File : File_Type;
begin
  Open (File, In_File, "input.txt");
  -- Exception block can be added to any block
  exception
    when Name_Error =>
      Put ("Cannot open input file");
end Open_File;
```

**Build output**

Compile

[Ada]  open_file.adb

Bind

[gprbind]  open_file.bexch
[Ada]  open_file.ali

Link

[link]  open_file.adb

**Runtime output**

Cannot open input file

---

**Attention**

Exception handlers have an important restriction that you need to be careful about: Exceptions raised in the declarative section are not caught by the handlers of that block. So for example, in the following code, the exception will not be caught.

**Listing 5: be_careful.adb**

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Ada.Exceptions; use Ada.Exceptions;

procedure Be_Careful is
  function Dangerous return Integer is
    begin
      raise Constraint_Error;
      return 42;
    end Dangerous;

  begin
    declare
      A : Integer := Dangerous;
    begin
      Put_Line (Integer'Image (A));
      exception
        when Constraint_Error => Put_Line ("error!");
    end;
end Be_Careful;
```

**Build output**

---

11.3. Handling an exception
11.4 Predefined exceptions

Ada has a very small number of predefined exceptions:

- **Constraint_Error** is the main one you might see. It's raised:
  - When bounds don't match or, in general, any violation of constraints.
  - In case of overflow
  - In case of null dereferences
  - In case of division by 0

- **Program_Error** might appear, but probably less often. It's raised in more arcane situations, such as for order of elaboration issues and some cases of detectable erroneous execution.

- **Storage_Error** will happen because of memory issues, such as:
  - Not enough memory (allocator)
  - Not enough stack

- **Tasking_Error** will happen with task related errors, such as any error happening during task activation.

You should not reuse predefined exceptions. If you do then, it won't be obvious when one is raised that it is because something went wrong in a built-in language operation.
Tasks and protected objects allow the implementation of concurrency in Ada. The following sections explain these concepts in more details.

12.1 Tasks

A task can be thought as an application that runs concurrently with the main application. In other programming languages, a task can be called a thread\(^\text{17}\), and tasking can be called multithreading\(^\text{18}\). Tasks may synchronize with the main application but may also process information completely independent from the main application. Here we show how this is accomplished.

12.1.1 Simple task

Tasks are declared using the keyword task. The task implementation is specified in a task body block. For example:

```
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Simple_Task is
  task T;
  task body T is
    begin
      Put_Line ("In task T");
      end T;
    begin
      Put_Line ("In main");
    end Show_Simple_Task;
```

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>show_simple_task.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bind</td>
<td>show_simple_task.bexch</td>
</tr>
<tr>
<td>Link</td>
<td>show_simple_task.ali</td>
</tr>
<tr>
<td>[Ada]</td>
<td>show_simple_task.adb</td>
</tr>
</tbody>
</table>

Runtime output

\(^{17}\) https://en.wikipedia.org/wiki/Thread_(computing)

\(^{18}\) https://en.wikipedia.org/wiki/Thread_(computing)#Multithreading
In task T
In main

Here, we're declaring and implementing the task T. As soon as the main application starts, task T starts automatically — it's not necessary to manually start this task. By running the application above, we can see that both calls to Put_Line are performed.

Note that:

• The main application is itself a task (the main task).
  - In this example, the subprogram Show_Simple_Task is the main task of the application.
• Task T is a subtask.
  - Each subtask has a master task.
  - Therefore the main task is also the master task of task T.
• The number of tasks is not limited to one: we could include a task T2 in the example above.
  - This task also starts automatically and runs concurrently with both task T and the main task. For example:

Listing 2: show_simple_tasks.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Simple_Tasks is
  task T;
  task T2;

  task body T is
    begin
      Put_Line ("In task T");
      end T;

  task body T2 is
    begin
      Put_Line ("In task T2");
      end T2;

begin
  Put_Line ("In main");
  end Show_Simple_Tasks;
```

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>show_simple_tasks.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bind</td>
<td>show_simple_tasks.bexch</td>
</tr>
<tr>
<td>Link</td>
<td>show_simple_tasks.ali</td>
</tr>
</tbody>
</table>

Runtime output

In task T2
In task T
In main
12.1.2 Simple synchronization

As we've just seen, as soon as the main task starts, its subtasks also start automatically. The main task continues its processing until it has nothing more to do. At that point, however, it will not terminate. Instead, the task waits until its subtasks have finished before it allows itself to terminate. In other words, this waiting process provides synchronization between the main task and its subtasks. After this synchronization, the main task will terminate. For example:

Listing 3: show_simple_sync.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Simple_Sync is
  task T is
    begin
      for I in 1 .. 10 loop
        Put_Line ("hello");
      end loop;
    end T;
  begin
    null;
    -- Will wait here until all tasks have terminated
  end Show_Simple_Sync;
```

Build output

Compile

[Ada] show_simple_sync.adb

Bind

[gprbind] show_simple_sync.bexch

[Ada] show_simple_sync.ali

Link

[link] show_simple_sync.adb

Runtime output

hello
hello
hello
hello
hello
hello
hello
hello
hello
hello

The same mechanism is used for other subprograms that contain subtasks: the subprogram's master task will wait for its subtasks to finish. So this mechanism is not limited to the main application and also applies to any subprogram called by the main application or its subprograms.

Synchronization also occurs if we move the task to a separate package. In the example below, we declare a task T in the package Simple_Sync_Pkg.

Listing 4: simple_sync_pkg.ads

```ada
package Simple_Sync_Pkg is
  task T;
end Simple_Sync_Pkg;
```

This is the corresponding package body:
Listing 5: simple_sync_pkg.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

package body Simple_Sync_Pkg is
  task body T is
    begin
      for I in 1 .. 10 loop
        Put_Line ("hello");
      end loop;
      end T;
  end Simple_Sync_Pkg;
```

Because the package is with'ed by the main procedure, the task T defined in the package is part of the main task. For example:

Listing 6: test_simple_sync_pkg.adb

```ada
with Simple_Sync_Pkg;

procedure Test_Simple_Sync_Pkg is
begin
  null;
  -- Will wait here until all tasks have terminated
end Test_Simple_Sync_Pkg;
```

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>test_simple_sync_pkg.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Ada]</td>
<td>simple_sync_pkg.adb</td>
</tr>
<tr>
<td>Bind</td>
<td>test_simple_sync_pkg.bexch</td>
</tr>
<tr>
<td>[gprbind]</td>
<td>test_simple_sync_pkg.ali</td>
</tr>
<tr>
<td>Link</td>
<td>test_simple_sync_pkg.adb</td>
</tr>
</tbody>
</table>

Runtime output

```
hello
hello
hello
hello
hello
hello
hello
hello
hello
hello
```

Again, as soon as the main task reaches its end, it synchronizes with task T from Simple_Sync_Pkg before terminating.

### 12.1.3 Delay

We can introduce a delay by using the keyword delay. This puts the task to sleep for the length of time (in seconds) specified in the delay statement. For example:
In this example, we're making the task T wait one second after each time it displays the “hello” message. In addition, the main task is waiting 1.5 seconds before displaying its own “hello” message.

### 12.1.4 Synchronization: rendez-vous

The only type of synchronization we've seen so far is the one that happens automatically at the end of the main task. You can also define custom synchronization points using the keyword `entry`. An `entry` can be viewed as a special kind of subprogram, which is called by the master task using a similar syntax, as we will see later.

In the task definition, you define which part of the task will accept the entries by using the keyword `accept`. A task proceeds until it reaches an `accept` statement and then waits for the master task to synchronize with it. Specifically,

- The subtask waits at that point (in the `accept` statement), ready to accept a call to the corresponding entry from the master task.
- The master task calls the task entry, in a manner similar to a procedure call, to synchronize with the subtask.

This synchronization between tasks is called `rendez-vous`. Let's see an example:
Listing 8: show_rendezvous.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Rendezvous is

   task T is
      entry Start;
   end T;

   task body T is
      begin
         accept Start; -- Waiting for somebody to call the entry
         Put_Line ("In T");
      end T;

      begin
         Put_Line ("In Main");
         T.Start; -- Calling T's entry
      end Show_Rendezvous;

```

Build output

Compile
   [Ada]     show_rendezvous.adb
Bind
   [gprbind] show_rendezvous.bexch
   [Ada]     show_rendezvous.ali
Link
   [link]    show_rendezvous.adb

Runtime output

<table>
<thead>
<tr>
<th>In Main</th>
</tr>
</thead>
<tbody>
<tr>
<td>In T</td>
</tr>
</tbody>
</table>

In this example, we declare an entry Start for task T. In the task body, we implement this entry using accept Start. When task T reaches this point, it waits for the master task. This synchronization occurs in the T.Start statement. After the synchronization completes, the main task and task T again run concurrently until they synchronize one final time when the main task finishes.

An entry may be used to perform more than a simple task synchronization: it also may perform multiple statements during the time both tasks are synchronized. We do this with a do ... end block. For the previous example, we would simply write accept Start do <statements>; end;. We use this kind of block in the next example.

### 12.1.5 Select loop

There’s no limit to the number of times an entry can be accepted. We could even create an infinite loop in the task and accept calls to the same entry over and over again. An infinite loop, however, prevents the subtask from finishing, so it blocks the master task when it reaches the end of its processing. Therefore, a loop containing accept statements in a task body is normally used in conjunction with a select ... or terminate statement. In simple terms, this statement allows the master task to automatically terminate the subtask when the master task finishes. For example:

Listing 9: show_rendezvous_loop.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

```
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(continued from previous page)

```ada
procedure Show_Rendezvous_Loop is
  task T is
    entry Reset;
    entry Increment;
  end T;

task body T is
  Cnt : Integer := 0;
begin
  loop
    select
      accept Reset do
        Cnt := 0;
        end Reset;
        Put_Line ("Reset");
      or
      accept Increment do
        Cnt := Cnt + 1;
        end Increment;
        Put_Line ("In T's loop (" & Integer'Image (Cnt) & ")");
      or
      terminate;
    end select;
  end loop;
  end T;
begin
  Put_Line ("In Main");
  for I in 1 .. 4 loop
    T.Increment; -- Calling T's entry multiple times
  end loop;
  T.Reset;
  for I in 1 .. 4 loop
    T.Increment; -- Calling T's entry multiple times
  end loop;
end Show_Rendezvous_Loop;
```

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>show_rendezvous_loop.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bind</td>
<td>show_rendezvous_loop.bexch</td>
</tr>
<tr>
<td>Link</td>
<td>show_rendezvous_loop.ali</td>
</tr>
<tr>
<td></td>
<td>[Ada]</td>
</tr>
<tr>
<td></td>
<td>show_rendezvous_loop.adb</td>
</tr>
</tbody>
</table>

Runtime output

In Main
In T's loop ( 1)
In T's loop ( 2)
In T's loop ( 3)
In T's loop ( 4)
Reset
In T's loop ( 1)
In T's loop ( 2)

(continues on next page)
In this example, the task body implements an infinite loop that accepts calls to the Reset and Increment entry. We make the following observations:

- The accept E do ... end block is used to increment a counter.
  - As long as task T is performing the do ... end block, the main task waits for the block to complete.
- The main task is calling the Increment entry multiple times in the loop from 1 .. 4. It is also calling the Reset entry before and the loop.
  - Because task T contains an infinite loop, it always accepts calls to the Reset and Increment entries.
  - When the main task finishes, it checks the status of the T task. Even though task T could accept new calls to the Reset or Increment entries, the master task is allowed to terminate task T due to the or terminate part of the select statement.

### 12.1.6 Cycling tasks

In a previous example, we saw how to delay a task a specified time by using the delay keyword. However, using delay statements in a loop is not enough to guarantee regular intervals between those delay statements. For example, we may have a call to a computationally intensive procedure between executions of successive delay statements:

```ada
while True loop
    delay 1.0;  -- ^ Wait 1.0 seconds
    Computational_Intensive_App;
end loop;
```

In this case, we can't guarantee that exactly 10 seconds have elapsed after 10 calls to the delay statement because a time drift may be introduced by the Computational_Intensive_App procedure. In many cases, this time drift is not relevant, so using the delay keyword is good enough.

However, there are situations where a time drift isn't acceptable. In those cases, we need to use the delay until statement, which accepts a precise time for the end of the delay, allowing us to define a regular interval. This is useful, for example, in real-time applications.

We will soon see an example of how this time drift may be introduced and how the delay until statement circumvents the problem. But before we do that, we look at a package containing a procedure allowing us to measure the elapsed time (Show_Elapsed_Time) and a dummy Computational_Intensive_App procedure which is simulated by using a simple delay. This is the package specification:

```ada
with Ada.Real_Time; use Ada.Real_Time;

package Delay_Aux_Pkg is

    function Get_Start_Time return Time with Inline;

    procedure Show_Elapsed_Time
       with Inline;

end Delay_Aux_Pkg;
```

Listing 10: delay_aux_pkg.ads
procedure Computational_Intensive_App;
private
Start_Time : Time := Clock;
function Get_Start_Time return Time is (Start_Time);
end Delay_Aux_Pkg;

And this is the package body:

Listing 11: delay_aux_pkg.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;
package body Delay_Aux_Pkg is
  procedure Show_Elapsed_Time is
    Now_Time   : Time;
    Elapsed_Time : Time_Span;
  begin
    Now_Time := Clock;
    Elapsed_Time := Now_Time - Start_Time;
    Put_Line ("Elapsed time 
               & Duration'Image (To_Duration (Elapsed_Time))
               & " seconds");
  end Show_Elapsed_Time;

  procedure Computational_Intensive_App is
  begin
    delay 0.5;
  end Computational_Intensive_App;
end Delay_Aux_Pkg;
```

Using this auxiliary package, we're now ready to write our time-drifting application:

Listing 12: show_time_task.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Ada.Real_Time; use Ada.Real_Time;
with Delay_Aux_Pkg;

procedure Show_Time_Task is
  package Aux renames Delay_Aux_Pkg;

task T is
  Cnt : Integer := 1;
begin
  for I in 1 .. 5 loop
    delay 1.0;
    Aux.Show_Elapsed_Time;
    Aux.Computational_Intensive_App;
    Put_Line ("Cycle # " & Integer'Image (Cnt));
    Cnt := Cnt + 1;
  end loop;
  Put_Line ("Finished time-drifting loop");
end T;
```

(continues on next page)
We can see by running the application that we already have a time difference of about four seconds after three iterations of the loop due to the drift introduced by \texttt{Computational\_Intensive\_App}.

Using the \texttt{delay until} statement, however, we're able to avoid this time drift and have a regular interval of exactly one second:

\begin{verbatim}
procedure Show_Time_Task is
    package Aux renames Delay_Aux_Pkg;
    task T is
        Cycle : constant Time_Span := Milliseconds (1000);
        Next : Time := Aux.Get_Start_Time + Cycle;
        Cnt : Integer := 1;
    begin
        for I in 1 .. 5 loop
            delay until Next;
            Aux.Show_Elapsed_Time;
            Aux.Computational_Intensive_App;
        end loop;
    end T;
begin
    null;
end Show_Time_Task;
\end{verbatim}

We can see by running the application that we already have a time difference of about four seconds after three iterations of the loop due to the drift introduced by \texttt{Computational\_Intensive\_App}.

Using the \texttt{delay until} statement, however, we're able to avoid this time drift and have a regular interval of exactly one second:

Listing 13: show_time_task.adb

1 with Ada.Text_IO;  use Ada.Text_IO;
2 with Ada.Real_Time; use Ada.Real_Time;
3 with Delay_Aux_Pkg;
4
5 procedure Show_Time_Task is
6    package Aux renames Delay_Aux_Pkg;
7
8 task T is
9    Cycle : constant Time_Span := Milliseconds (1000);
10       Next : Time := Aux.Get_Start_Time + Cycle;
11       Cnt : Integer := 1;
12    begin
13       for I in 1 .. 5 loop
14          delay until Next;
15          Aux.Show_Elapsed_Time;
16          Aux.Computational_Intensive_App;
17      end loop;
18    end T;
19 begin
20    null;
21 end Show_Time_Task;
Now, as we can see by running the application, the delay until statement ensures that the Computational_Intensive_App doesn't disturb the regular interval of one second between iterations.

### 12.2 Protected objects

When multiple tasks are accessing shared data, corruption of that data may occur. For example, data may be inconsistent if one task overwrites parts of the information that's being read by another task at the same time. In order to avoid these kinds of problems and ensure information is accessed in a coordinated way, we use protected objects.

Protected objects encapsulate data and provide access to that data by means of protected operations, which may be subprograms or protected entries. Using protected objects ensures that data is not corrupted by race conditions or other simultaneous access.

**Important**

Protected objects can be implemented using Ada tasks. In fact, this was the only possible way of implementing them in Ada 83 (the first version of the Ada language). However, the use of protected
objects is much simpler than using similar mechanisms implemented using only tasks. Therefore, you should use protected objects when your main goal is only to protect data.

### 12.2.1 Simple object

You declare a protected object with the `protected` keyword. The syntax is similar to that used for packages: you can declare operations (e.g., procedures and functions) in the public part and data in the private part. The corresponding implementation of the operations is included in the protected body of the object. For example:

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Protected_Objects is

    protected Obj is
        -- Operations go here (only subprograms)
        procedure Set (V : Integer);
        function Get return Integer;
    private
        -- Data goes here
        Local : Integer := 0;
    end Obj;

    protected body Obj is
        -- procedures can modify the data
        procedure Set (V : Integer) is
            begin
                Local := V;
            end Set;
        -- functions cannot modify the data
        function Get return Integer is
            begin
                return Local;
            end Get;
        end Obj;

    begin
        Obj.Set (5);
        Put_Line ("Number is: " & Integer'Image (Obj.Get));
    end Show_Protected_Objects;
```

In this example, we define two operations for `Obj`: `Set` and `Get`. The implementation of these operations is in the `Obj` body. The syntax used for writing these operations is the same as that for
normal procedures and functions. The implementation of protected objects is straightforward — we simply access and update Local in these subprograms. To call these operations in the main application, we use prefixed notation, e.g., Obj.Get.

### 12.2.2 Entries

In addition to protected procedures and functions, you can also define protected entry points. Do this using the entry keyword. Protected entry points allow you to define barriers using the when keyword. Barriers are conditions that must be fulfilled before the entry can start performing its actual processing — we speak of releasing the barrier when the condition is fulfilled.

The previous example used procedures and functions to define operations on the protected objects. However, doing so permits reading protected information (via Obj.Get) before it’s set (via Obj.Set). To allow that to be a defined operation, we specified a default value (0). Instead, by rewriting Obj.Get using an entry instead of a function, we implement a barrier, ensuring no task can read the information before it’s been set.

The following example implements the barrier for the Obj.Get operation. It also contains two concurrent subprograms (main task and task T) that try to access the protected object.

Listing 15: show_protected_objects_entries.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Protected_Objects_Entries is
  protected Obj is
    procedure Set (V : Integer);
    entry Get (V : out Integer);
  private
    Local : Integer;
    Is_Set : Boolean := False;
  end Obj;

  protected body Obj is
    procedure Set (V : Integer) is
      begin
        Local := V;
        Is_Set := True;
      end Set;

    entry Get (V : out Integer)
      when Is_Set is
      -- Entry is blocked until the condition is true.
      -- The barrier is evaluated at call of entries and at exits of
      -- procedures and entries.
      -- The calling task sleeps until the barrier is released.
      begin
        V := Local;
        Is_Set := False;
      end Get;
  end Obj;

  N : Integer := 0;

  task T;

  task body T is
    begin
      Put_Line ("Task T will delay for 4 seconds...");
      delay 4.0;
  end T;
end Show_Protected_Objects_Entries;
```
40   Put_Line ("Task T will set Obj...");
41   Obj.Set (5);
42   Put_Line ("Task T has just set Obj...");
43   end T;
44   begin
45     Put_Line ("Main application will get Obj...");
46     Obj.Get (N);
47     Put_Line ("Main application has just retrieved Obj...");
48     Put_Line ("Number is: " & Integer'Image (N));
49   end Show_Protected_Objects_Entries;

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>show_protected_objects_entries.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bind</td>
<td>show_protected_objects_entries.bexch</td>
</tr>
<tr>
<td>Link</td>
<td>show_protected_objects_entries.ali</td>
</tr>
<tr>
<td></td>
<td>show_protected_objects_entries.adb</td>
</tr>
</tbody>
</table>

Runtime output

Task T will delay for 4 seconds...
Main application will get Obj...
Task T will set Obj...
Task T has just set Obj...
Main application has just retrieved Obj...
Number is: 5

As we see by running it, the main application waits until the protected object is set (by the call to Obj.Set in task T) before it reads the information (via Obj.Get). Because a 4-second delay has been added in task T, the main application is also delayed by 4 seconds. Only after this delay does task T set the object and release the barrier in Obj.Get so that the main application can then resume processing (after the information is retrieved from the protected object).

12.3 Task and protected types

In the previous examples, we defined single tasks and protected objects. We can, however, generalize tasks and protected objects using type definitions. This allows us, for example, to create multiple tasks based on just a single task type.

12.3.1 Task types

A task type is a generalization of a task. The declaration is similar to simple tasks: you replace task with task_type. The difference between simple tasks and task types is that task types don't create actual tasks that automatically start. Instead, a task declaration is needed. This is exactly the way normal variables and types work: objects are only created by variable definitions, not type definitions.

To illustrate this, we repeat our first example:

```ada
task T is
   entry Set (Obj);
end T;
```

```ada
begin
  Put_Line ("Main application will get Obj...");
  Obj.Get (N);
  Put_Line ("Main application has just retrieved Obj...");
  Put_Line ("Number is: " & Integer'Image (N));
end Show_Protected_Objects_Entries;
```
Listing 16: show_simple_task.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Simple_Task is
  task T is
    task body T is
    begin
      Put_Line ("In task T");
    end T;
  begin
    Put_Line ("In main");
  end Show_Simple_Task;
```

Build output

```
Compile
   [Ada]  show_simple_task.adb
Bind   [gprbind]  show_simple_task.bexch
       [Ada]  show_simple_task.ali
Link   [link]  show_simple_task.adb
```

Runtime output

```
In task T
In main
```

We now rewrite it by replacing `task T` with `task type TT`. We declare a task (`A_Task`) based on the task type `TT` after its definition:

Listing 17: show_simple_task_type.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Simple_Task_Type is
  task type TT;
    task body TT is
      begin
        Put_Line ("In task type TT");
      end TT;
      A_Task : TT;
    begin
      Put_Line ("In main");
    end Show_Simple_Task_Type;
```

Build output

```
Compile
   [Ada]  show_simple_task_type.adb
Bind   [gprbind]  show_simple_task_type.bexch
       [Ada]  show_simple_task_type.ali
Link   [link]  show_simple_task_type.adb
```

Runtime output

```
12.3. Task and protected types
```
We can extend this example and create an array of tasks. Since we're using the same syntax as for variable declarations, we use a similar syntax for task types: array (<> of Task_Type. Also, we can pass information to the individual tasks by defining a Start entry. Here's the updated example:

```
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Task_Type_Array is
  task type TT is
    entry Start (N : Integer);
  end TT;

  task body TT is
    Task_N : Integer;
  begin
    accept Start (N : Integer) do
      Task_N := N;
    end Start;
    Put_Line ("In task T: " & Integer'Image (Task_N));
  end TT;

  My_Tasks : array (1 .. 5) of TT;
begin
  Put_Line ("In main");
  for I in My_Tasks'Range loop
    My_Tasks (I).Start (I);
  end loop;
end Show_Task_Type_Array;
```

In this example, we're declaring five tasks in the array My_Tasks. We pass the array index to the individual tasks in the entry point (Start). After the synchronization between the individual subtasks and the main task, each subtask calls Put_Line concurrently.
### 12.3.2 Protected types

A protected type is a generalization of a protected object. The declaration is similar to that for protected objects: you replace `protected` with `protected type`. Like task types, protected types require an object declaration to create actual objects. Again, this is similar to variable declarations and allows for creating arrays (or other composite objects) of protected objects.

We can reuse a previous example and rewrite it to use a protected type:

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Protected_Object_Type is

   protected type Obj_Type is
      procedure Set (V : Integer);
      function Get return Integer;
   private
      Local : Integer := 0;
   end Obj_Type;

   protected body Obj_Type is
      procedure Set (V : Integer) is
         begin
            Local := V;
         end Set;

      function Get return Integer is
         begin
            return Local;
         end Get;
   end Obj_Type;

   Obj : Obj_Type;

begin
   Obj.Set (5);
   Put_Line ("Number is: " & Integer'Image (Obj.Get));
end Show_Protected_Object_Type;
```

In this example, instead of directly defining the protected object `Obj`, we first define a protected type `Obj_Type` and then declare `Obj` as an object of that protected type. Note that the main application hasn't changed: we still use `Obj.Set` and `Obj.Get` to access the protected object, just like in the original example.
Contracts are used in programming to codify expectations. Parameter modes of a subprogram can be viewed as a simple form of contracts. When the specification of subprogram \( \text{Op} \) declares a parameter using \texttt{in} mode, the caller of \( \text{Op} \) knows that the \texttt{in} argument won't be changed by \( \text{Op} \). In other words, the caller expects that \( \text{Op} \) doesn't modify the argument it's providing, but just reads the information stored in the argument. Constraints and subtypes are other examples of contracts. In general, these specifications improve the consistency of the application.

*Design-by-contract* programming refers to techniques that include pre- and postconditions, subtype predicates, and type invariants. We study those topics in this chapter.

### 13.1 Pre- and postconditions

Pre- and postconditions provide expectations regarding input and output parameters of subprograms and return value of functions. If we say that certain requirements must be met before calling a subprogram \( \text{Op} \), those are preconditions. Similarly, if certain requirements must be met after a call to the subprogram \( \text{Op} \), those are postconditions. We can think of preconditions and postconditions as promises between the subprogram caller and the callee: a precondition is a promise from the caller to the callee, and a postcondition is a promise in the other direction.

Pre- and postconditions are specified using an aspect clause in the subprogram declaration. A \texttt{with Pre => <condition>} clause specifies a precondition and a \texttt{with Post => <condition>} clause specifies a postcondition.

The following code shows an example of preconditions:

```
procedure Show_Simple_Precondition is
  procedure DB_Entry (Name : String; Age : Natural)
    with Pre => Name'Length > 0
  is
    begin
      -- Missing implementation
      null;
    end DB_Entry;
  begin
    DB_Entry ("John", 30);
    DB_Entry ("", 21);  -- Postcondition will fail!
  end Show_Simple_Precondition;
```

Bind

gprbind    show_simple_precondition.bexch
[Ada]      show_simple_precondition.ali
Link
        [link]    show_simple_precondition.adb

Runtime output

raised SYSTEM ASSERTIONS ASSERT_FAILURE : failed precondition from show_simple_precondition.adb:4

In this example, we want to prevent the name field in our database from containing an empty string. We implement this requirement by using a precondition requiring that the length of the string used for the Name parameter of the DB_Entry procedure is greater than zero. If the DB_Entry procedure is called with an empty string for the Name parameter, the call will fail because the precondition is not met.

In the GNAT toolchain

GNAT handles pre- and postconditions by generating runtime assertions for them. By default, however, assertions aren't enabled. Therefore, in order to check pre- and postconditions at runtime, you need to enable assertions by using the -gnata switch.

Before we get to our next example, let's briefly discuss quantified expressions, which are quite useful in concisely writing pre- and postconditions. Quantified expressions return a Boolean value indicating whether elements of an array or container match the expected condition. They have the form: (for all I in A'Range => <condition on A(I)>)

\[
(\text{for all } I \text{ in } A'\text{Range} => A(I) = 0)
\]

This quantified expression is only true when all elements of the array A have a value of zero.

Another kind of quantified expressions uses for some. The form looks similar: (for some I in A'Range => <condition on A(I)>). However, in this case the qualified expression tests whether the condition is true only on some elements (hence the name) instead of all elements.

We illustrate postconditions using the following example:

```
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Simple_Postcondition is

  type Int_8 is range -2 ** 7 .. 2 ** 7 - 1;
  type Int_8_Array is array (Integer range <>) of Int_8;

  function Square (A : Int_8) return Int_8 is
    (A * A)
    with Post => (if abs A in 0 | 1 then Square'Result = abs A
      else Square'Result > A);

  procedure Square (A : in out Int_8_Array)
    with Post => (for all I in A'Range =>
      A (I) = A'Old (I) * A'Old (I))

Listing 2: show_simple_postcondition.adb
```

(continues on next page)
is
begin
  for V of A loop
    V := Square (V);
  end loop;
end Square;

V : Int_8_Array := (-2, -1, 0, 1, 10, 11);
begin
  for E of V loop
    Put_Line (“Original: ” & Int_8’Image (E));
  end loop;
  New_Line;
  Square (V);
  for E of V loop
    Put_Line (“Square: ” & Int_8’Image (E));
  end loop;
end Show_Simple_Postcondition;

We declare a signed 8-bit type Int_8 and an array of that type (Int_8_Array). We want to ensure each element of the array is squared after calling the procedure Square for an object of the Int_8_Array type. We do this with a postcondition using a for all expression. This postcondition also uses the ‘Old attribute to refer to the original value of the parameter (before the call).

We also want to ensure that the result of calls to the Square function for the Int_8 type are greater than the input to that call. To do that, we write a postcondition using the ‘Result attribute of the function and comparing it to the input value.

We can use both pre- and postconditions in the declaration of a single subprogram. For example:

Listing 3: show_simple_contract.adb

with Ada.Text_IO; use Ada.Text_IO;
The `Show_Simple_Contract` procedure demonstrates how to use type-level predicates to ensure that the input value of calls to the `Square` function for the `Int_8` type won't cause overflow in that function. This is done by converting the input value to the `Integer` type, which is used for the temporary calculation, and checking if the result is in the appropriate range for the `Int_8` type. We have the same postcondition in this example as in the previous one.

### 13.2 Predicates

Predicates specify expectations regarding types. They're similar to pre- and postconditions, but apply to types instead of subprograms. Their conditions are checked for each object of a given type, which allows verifying that an object of type T is conformant to the requirements of its type.

There are two kinds of predicates: static and dynamic. In simple terms, static predicates are used to check objects at compile-time, while dynamic predicates are used for checks at run time. Normally, static predicates are used for scalar types and dynamic predicates for the more complex types.

Static and dynamic predicates are specified using the following clauses, respectively:

- `with Static_Predicate => <property>`
- `with Dynamic_Predicate => <property>`

Let's use the following example to illustrate dynamic predicates:
**Listing 4: show_dynamic_predicate_courses.adb**

```
with Ada.Calendar; use Ada.Calendar;
with Ada.Containers.Vectors;

procedure Show_Dynamic_Predicate_Courses is

package Courses is
  type Course_Container is private;
  type Course is record
    Name : Unbounded_String;
    Start_Date : Time;
    End_Date : Time;
  end record
  with Dynamic_Predicate => Course.Start_Date <= Course.End_Date;

  procedure Add (CC : in out Course_Container; C : Course);
private
  package Course_Vectors is new Ada.Containers.Vectors
    (Index_Type => Natural,
     Element_Type => Course);
  type Course_Container is record
    V : Course_Vectors.Vector;
  end record;
end Courses;

package body Courses is
  procedure Add (CC : in out Course_Container; C : Course) is
    begin
      CC.V.Append (C);
    end Add;
  end Courses;

CC : Course_Container;

begin
  Add (CC,
       Course'(
         Name => To_Unbounded_String ("Intro to Photography"),
         Start_Date => Time_Of (2018, 5, 1),
         End_Date => Time_Of (2018, 5, 10)));

  -- This should trigger an error in the dynamic predicate check
  Add (CC,
       Course'(
         Name => To_Unbounded_String ("Intro to Video Recording"),
         Start_Date => Time_Of (2019, 5, 1),
         End_Date => Time_Of (2018, 5, 10)));
end Show_Dynamic_Predicate_Courses;
```

Build output

```
Compile
[Ada] show_dynamic_predicate_courses.adb
Bind [gprbind] show_dynamic_predicate_courses.bexch
[Ada] show_dynamic_predicate_courses.ali
```

(continues on next page)
Runtime output

```
raised SYSTEMASSERTIONSASSERTFAILURE DynamicPredicate failed at show_dynamic predicate_courses.adb:47
```

In this example, the package Courses defines a type Course and a type Course_Container, an object of which contains all courses. We want to ensure that the dates of each course are consistent, specifically that the start date is no later than the end date. To enforce this rule, we declare a dynamic predicate for the Course type that performs the check for each object. The predicate uses the type name where a variable of that type would normally be used: this is a reference to the instance of the object being tested.

Note that the example above makes use of unbounded strings and dates. Both types are available in Ada's standard library. Please refer to the following sections for more information about:

- the unbounded string type (Unbounded_String): Unbounded Strings (page 230) section;
- dates and times: Dates & Times (page 213) section.

Static predicates, as mentioned above, are mostly used for scalar types and checked during compilation. They're particularly useful for representing non-contiguous elements of an enumeration. A classic example is a list of week days:

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

We can easily create a sub-list of work days in the week by specifying a subtype with a range based on Week. For example:

```
subtype Work_Week is Week range Mon .. Fri;
```

Ranges in Ada can only be specified as contiguous lists: they don't allow us to pick specific days. However, we may want to create a list containing just the first, middle and last day of the work week. To do that, we use a static predicate:

```
subtype Check_Days is Work_Week
with StaticPredicate Check_Days in Mon | Wed | Fri;
```

Let's look at a complete example:

```
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Predicates is

  type Week is (Mon, Tue, Wed, Thu, Fri, Sat, Sun);
  subtype Work_Week is Week range Mon .. Fri;
  subtype Test_Days is Work_Week
  with StaticPredicate => Test_Days in Mon | Wed | Fri;
  type Tests_Week is array (Week) of Natural
  with DynamicPredicate =>
  (for all I in Tests_Week'Range =>
  (case I is
  when Test_Days => Tests_Week (I) > 0,
```

(continues on next page)
13.2. Predicates

Here we have an application that wants to perform tests only on three days of the work week. These days are specified in the `Test_Days` subtype. We want to track the number of tests that occur each day. We declare the type `Tests_Week` as an array, an object of which will contain the number of tests done each day. According to our requirements, these tests should happen only in the aforementioned three days; on other days, no tests should be performed. This requirement is implemented with a dynamic predicate of the type `Tests_Week`. Finally, the actual information about these tests is stored in the array `Num_Tests`, which is an instance of the `Tests_Week` type.

The dynamic predicate of the `Tests_Week` type is verified during the initialization of `Num_Tests`. If we have a non-conformant value there, the check will fail. However, as we can see in our ex-
ample, individual assignments to elements of the array do not trigger a check. We can't check for consistency at this point because the initialization of the a complex data structure (such as arrays or records) may not be performed with a single assignment. However, as soon as the object is passed as an argument to a subprogram, the dynamic predicate is checked because the subprogram requires the object to be consistent. This happens in the last call to Display_Tests in our example. Here, the predicate check fails because the previous assignment has a non-conformant value.

13.3 Type invariants

Type invariants are another way of specifying expectations regarding types. While predicates are used for non-private types, type invariants are used exclusively to define expectations about private types. If a type \( T \) from a package \( P \) has a type invariant, the results of operations on objects of type \( T \) are always consistent with that invariant.

Type invariants are specified with a with Type_Invariant => <property> clause. Like predicates, the property defines a condition that allows us to check if an object of type \( T \) is conformant to its requirements. In this sense, type invariants can be viewed as a sort of predicate for private types. However, there are some differences in terms of checks. The following table summarizes the differences:

<table>
<thead>
<tr>
<th>Element</th>
<th>Subprogram parameter checks</th>
<th>Assignment checks</th>
</tr>
</thead>
<tbody>
<tr>
<td>Predicates</td>
<td>On all in and out parameters</td>
<td>On assignments and explicit initializations</td>
</tr>
<tr>
<td>Type invariants</td>
<td>On out parameters returned from subprograms declared in the same public scope</td>
<td>On all initializations</td>
</tr>
</tbody>
</table>

We could rewrite our previous example and replace dynamic predicates by type invariants. It would look like this:

```
1 with Ada.Text_IO; use Ada.Text_IO;
3 with Ada.Calendar; use Ada.Calendar;
4 with Ada.Containers.Vectors;
5
6 procedure Show_Type_Invariant is
7
8 package Courses is
9   type Course is private
10      with Type_Invariant => Check (Course);
11
12   type Course_Container is private;
13
14   procedure Add (CC : in out Course_Container; C : Course);
15
16   function Init
17      (Name : String; Start_Date, End_Date : Time) return Course;
18
19   function Check (C : Course) return Boolean;
20
21 private
22   type Course is record
23      Name : Unbounded_String;
24      Start_Date : Time;
25      End_Date : Time;
26
27     with Ada.Calendar;
28     use Ada.Calendar;
```

(continues on next page)
end record;

function Check (C : Course) return Boolean is
  (C.Start_Date <= C.End_Date);

package Course_Vectors is new Ada.Containers.Vectors
  (Index_Type   => Natural,
   Element_Type => Course);

type Course_Container is record
  V : Course_Vectors.Vector;
end record;
end Courses;

package body Courses is
  procedure Add (CC : in out Course_Container; C : Course) is
    begin
      CC.V.Append (C);
    end Add;

  function Init
    (Name     : String; Start_Date, End_Date : Time) return Course is
    begin
      return Course'(Name => To_Unbounded_String (Name),
                      Start_Date => Start_Date,
                      End_Date => End_Date);
    end Init;
  end Courses;

  CC : Course_Container;

  begin
    Add (CC,
         Init (Name => "Intro to Photography",
                Start_Date => Time_Of (2018, 5, 1),
                End_Date => Time_Of (2018, 5, 10)));

-- This should trigger an error in the type-invariant check
  Add (CC,
       Init (Name => "Intro to Video Recording",
              Start_Date => Time_Of (2019, 5, 1),
              End_Date => Time_Of (2018, 5, 10)));

end Show_Type_Invariant;

Build output

Compile
  [Ada]    show_type_invariant.adb
Bind
  [gprbind] show_type_invariant.bexch
[Ada]    show_type_invariant.ali
Link
  [link]   show_type_invariant.adb

Runtime output

raised SYSTEM ASSERTIONS ASSERT_FAILURE : failed invariant from show_type_invariant.adb:10

The major difference is that the Course type was a visible (public) type of the Courses package in

13.3. Type invariants
the previous example, but in this example is a private type.
Ada allows us to interface with code in many languages, including C and C++. This section discusses how to interface with C.

### 14.1 Multi-language project

By default, when using `gprbuild` we only compile Ada source files. To compile C files as well, we need to modify the project file used by `gprbuild`. We use the `Languages` entry, as in the following example:

```ada
project Multilang is
  for Languages use ("ada", "c");
  for Source_Dirs use ("src");
  for Main use ("main.adb");
  for Object_Dir use "obj";
end Multilang;
```

### 14.2 Type convention

To interface with data types declared in a C application, you specify the `Convention` aspect on the corresponding Ada type declaration. In the following example, we interface with the `C_Enum` enumeration declared in a C source file:

```ada
procedure Show_C_Enum is
  type C_Enum is (A, B, C) with Convention => C;
  -- Use C convention for C_Enum
begin
  null;
end Show_C_Enum;
```

To interface with C's built-in types, we use the `Interfaces.C` package, which contains most of the type definitions we need. For example:

```ada
with Interfaces.C; use Interfaces.C;
procedure Show_C_Struct is
  type c_struct is record
    a : int;
  end record;
```

(continues on next page)
\begin{verbatim}
with Interfaces.C; use Interfaces.C;
with Ada.Text_IO; use Ada.Text_IO;
procedure Show_C_Func is
  function my_func (a : int) return int
    with Import => True,
    Convention => C;
  -- Imports function 'my_func' from C.
  -- You can now call it from Ada.
  V : int;
begin
  V := my_func (2);
  Put_Line ("Result is " & int'Image (V));
end Show_C_Func;
\end{verbatim}

This code interfaces with the following declaration in the C header file:

```c
int my_func (int a);
```

Here's the corresponding C definition:

```c
#include "my_func.h"

int my_func (int a)
{
  return a * 2;
}
```
If you want, you can use a different subprogram name in the Ada code. For example, we could call the C function `Get_Value`:

```ada
with Interfaces.C; use Interfaces.C;
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_C_Func is
  function Get_Value (a : int) return int
    with
    Import => True,
    Convention => C,
    External_Name => "my_func";

  -- Imports function 'my_func' from C and
  -- rename it to 'Get_Value'

  V : int;
begin
  V := Get_Value (2);
  Put_Line ("Result is " & int'Image (V));
end Show_C_Func;
```

### 14.3.2 Calling Ada subprograms in C

You can also call Ada subprograms from C applications. You do this with the `Export` aspect. For example:

```ada
with Interfaces.C; use Interfaces.C;

package C_API is
  function My_Func (a : int) return int
    with
    Export => True,
    Convention => C,
    External_Name => "my_func";
end C_API;

This is the corresponding body that implements that function:

```ada
package body C_API is
  function My_Func (a : int) return int is
    begin
      return a * 2;
    end My_Func;
end C_API;
```

On the C side, we do the same as we would if the function were written in C: simply declare it using the `extern` keyword. For example:

```c
#include <stdio.h>

extern int my_func (int a);

int main (int argc, char **argv) {
```

(continues on next page)
int v = my_func(2);
printf("Result is %d\n", v);
return 0;
}

14.4 Foreign variables

14.4.1 Using C global variables in Ada

To use global variables from C code, we use the same method as subprograms: we specify the Import and Convention aspects for each variable we want to import.

Let's reuse an example from the previous section. We'll add a global variable (func_cnt) to count the number of times the function (my_func) is called:

```c
extern int func_cnt;
int func_cnt = 0;
int my_func (int a)
{
    func_cnt++;
    return a * 2;
}
```

The variable is declared in the C file and incremented in my_func:

```c
#include "test.h"
int func_cnt = 0;
int my_func (int a)
{
    func_cnt++;
    return a * 2;
}
```

In the Ada application, we just reference the foreign variable:

```ada
with Interfaces.C; use Interfaces.C;
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_C_Func is
    function my_func (a : int) return int
    with
        Import => True,
        Convention => C;

    V : int;
    func_cnt : int
    with
        Import => True,
        Convention => C;
    -- We can access the func_cnt variable from test.c
begin
    -- (continues on next page)
```

(continues on previous page)
V := my_func (1);
V := my_func (2);
V := my_func (3);
Put_Line ("Result is " & int'Image (V));

Put_Line ("Function was called " & int'Image (func_cnt) & " times");
end Show_C_Func;

As we see by running the application, the value of the counter is the number of times my_func was called.

We can use the External_Name aspect to give a different name for the variable in the Ada application in the same we do for subprograms.

### 14.4.2 Using Ada variables in C

You can also use variables declared in Ada files in C applications. In the same way as we did for subprograms, you do this with the Export aspect.

Let's reuse a past example and add a counter, as in the previous example, but this time have the counter incremented in Ada code:

```ada
with Interfaces.C; use Interfaces.C;

package C_API is
  func_cnt : int := 0
    with
      Export => True,
      Convention => C;

  function My_Func (a : int) return int
    with
      Export => True,
      Convention => C,
      External_Name => "my_func";
end C_API;
```

The variable is then increment in My_Func:

```ada
--% filename: c_api.adb
package body C_API is

  function My_Func (a : int) return int is
    begin
      func_cnt := func_cnt + 1;
      return a * 2;
    end My_Func;

end C_API;
```

In the C application, we just need to declare the variable and use it:

```c
#include <stdio.h>

extern int my_func (int a);
extern int func_cnt;
```

(continues on next page)
int main (int argc, char **argv) {
    int v;
    v = my_func(1);
    v = my_func(2);
    v = my_func(3);
    printf("Result is %d\n", v);
    printf("Function was called %d times\n", func_cnt);
    return 0;
}

Again, by running the application, we see that the value from the counter is the number of times that my_func was called.

### 14.5 Generating bindings

In the examples above, we manually added aspects to our Ada code to correspond to the C source-code we’re interfacing with. This is called creating a binding. We can automate this process by using the *Ada spec dump* compiler option: `-fdump-ada-spec`. We illustrate this by revisiting our previous example.

This was our C header file:

```c
extern int func_cnt;
int my_func (int a);
```

To create Ada bindings, we’ll call the compiler like this:

```
gcc -c -fdump-ada-spec -C ./test.h
```

The result is an Ada spec file called `test_h.ads`:

```ada
pragma Ada_2005;
pragma Style_Checks (Off);
with Interfaces.C; use Interfaces.C;

package test_h is
    func_cnt : aliased int;  -- ./test.h:3
    pragma Import (C, func_cnt, "func_cnt");

    function my_func (arg1 : int) return int;  -- ./test.h:5
    pragma Import (C, my_func, "my_func");

end test_h;
```

Now we simply refer to this `test_h` package in our Ada application:

```ada
with Interfaces.C; use Interfaces.C;
with Ada.Text_IO; use Ada.Text_IO;
with test_h; use test_h;
```

(continues on next page)
procedure Show_C_Func is
  V : int;
begin
  V := my_func (1);
  V := my_func (2);
  V := my_func (3);
  Put_Line ("Result is " & int'Image (V));
  Put_Line ("Function was called " & int'Image (func_cnt) & " times");
end Show_C_Func;

You can specify the name of the parent unit for the bindings you're creating as the operand to fdump-ada-spec:

gcc -c -fdump-ada-spec -fada-spec-parent=Ext_C_Code -C ./test.h

This creates the file ext_c_code-test_h.ads:

package Ext_C_Code.test_h is
  -- automatic generated bindings...
end Ext_C_Code.test_h;

14.5.1 Adapting bindings

The compiler does the best it can when creating bindings for a C header file. However, sometimes it has to guess about the translation and the generated bindings don't always match our expectations. For example, this can happen when creating bindings for functions that have pointers as arguments. In this case, the compiler may use System.Address as the type of one or more pointers. Although this approach works fine (as we'll see later), this is usually not how a human would interpret the C header file. The following example illustrates this issue.

Let's start with this C header file:

/*% filename: test.h */

struct test;
struct test * test_create(void);
void test_destroy(struct test *t);
void test_reset(struct test *t);
void test_set_name(struct test *t, char *name);
void test_set_address(struct test *t, char *address);
void test_display(const struct test *t);

And the corresponding C implementation:

#include <stdlib.h>
#include <string.h>
#include <stdio.h>
#include "test.h"

(continues on next page)
struct test {
  char name[80];
  char address[120];
};

static size_t strlcpy(char *dst, const char *src, size_t dstsize)
{
  size_t len = strlen(src);
  if (dstsize) {
    size_t bl = (len < dstsize-1 ? len : dstsize-1);
    ((char*)memcpy(dst, src, bl))[bl] = 0;
  }
  return len;
}

struct test * test_create(void)
{
  return malloc (sizeof (struct test));
}

void test_destroy(struct test *t)
{
  if (t != NULL) {
    free(t);
  }
}

void test_reset(struct test *t)
{
  t->name[0] = '\0';
  t->address[0] = '\0';
}

void test_set_name(struct test *t, char *name)
{
  strlcpy(t->name, name, sizeof(t->name));
}

void test_set_address(struct test *t, char *address)
{
  strlcpy(t->address, address, sizeof(t->address));
}

void test_display(const struct test *t)
{
  printf("Name: %s\n", t->name);
  printf("Address: %s\n", t->address);
}

Next, we'll create our bindings:

gcc -c -fdump-ada-spec -C ./test.h

This creates the following specification in test_h.ads:

pragma Ada_2005;
pragma Style_Checks (Off);

with Interfaces.C; use Interfaces.C;
As we can see, the binding generator completely ignores the declaration `struct test` and all references to the `test` struct are replaced by addresses (`System.Address`). Nevertheless, these bindings are good enough to allow us to create a test application in Ada:

```ada
with Interfaces.C; use Interfaces.C;
with Interfaces.C.Strings; use Interfaces.C.Strings;
with Ada.Text_IO; use Ada.Text_IO;
with test_h; use test_h;
with System;

procedure Show_Automatic_C_Struct_Bindings is
   Name : constant chars_ptr := New_String ('John Doe');
   Address : constant chars_ptr := New_String ('Small Town');

   T : System.Address := test_create;

begin
   test_reset (T);
   test_set_name (T, Name);
   test_set_address (T, Address);

   test_display (T);
   test_destroy (T);
end Show_Automatic_C_Struct_Bindings;
```

We can successfully bind our C code with Ada using the automatically-generated bindings, but they aren't ideal. Instead, we would prefer Ada bindings that match our (human) interpretation of the C header file. This requires manual analysis of the header file. The good news is that we can use the automatic generated bindings as a starting point and adapt them to our needs. For example, we can:

14.5. Generating bindings
1. Define a Test type based on `System.Address` and use it in all relevant functions.
2. Remove the `test_` prefix in all operations on the Test type.

This is the resulting specification:

```ada
with Interfaces.C; use Interfaces.C;
with System;
with Interfaces.C.Strings;

package adapted_test_h is

  type Test is new System.Address;

  function Create return Test;
  pragma Import (C, Create, "test_create");

  procedure Destroy (T : Test);
  pragma Import (C, Destroy, "test_destroy");

  procedure Reset (T : Test);
  pragma Import (C, Reset, "test_reset");

  procedure Set_Name (T : Test;
    Name : Interfaces.C.Strings.chars_ptr); -- ./test.h:11
  pragma Import (C, Set_Name, "test_set_name");

  procedure Set_Address (T : Test;
    Address : Interfaces.C.Strings.chars_ptr);
  pragma Import (C, Set_Address, "test_set_address");

  procedure Display (T : Test); -- ./test.h:15
  pragma Import (C, Display, "test_display");

end adapted_test_h;
```

And this is the corresponding Ada body:

```ada
with Interfaces.C; use Interfaces.C;
with Interfaces.C.Strings; use Interfaces.C.Strings;
with Ada.Text_IO; use Ada.Text_IO;
with adapted_test_h; use adapted_test_h;
with System;

procedure Show_Adapted_C_Struct_Bindings is

  Name : constant chars_ptr := New_String ("John Doe");
  Address : constant chars_ptr := New_String ("Small Town");

  T : Test := Create;

begin
  Reset (T);
  Set_Name (T, Name);
  Set_Address (T, Address);

  Display (T);
  Destroy (T);
end Show_Adapted_C_Struct_Bindings;
```

Now we can use the Test type and its operations in a clean, readable way.
Object-oriented programming (OOP) is a large and ill-defined concept in programming languages and one that tends to encompass many different meanings because different languages often implement their own vision of it, with similarities and differences from the implementations in other languages.

However, one model mostly "won" the battle of what object-oriented means, if only by sheer popularity. It's the model used in the Java programming language, which is very similar to the one used by C++. Here are some defining characteristics:

- **Type derivation and extension**: Most object oriented languages allow the user to add fields to derived types.
- **Subtyping**: Objects of a type derived from a base type can, in some instances, be substituted for objects of the base type.
- **Runtime polymorphism**: Calling a subprogram, usually called a method, attached to an object type can dispatch at runtime depending on the exact type of the object.
- **Encapsulation**: Objects can hide some of their data.
- **Extensibility**: People from the "outside" of your package, or even your whole library, can derive from your object types and define their own behaviors.

Ada dates from before object-oriented programming was as popular as it is today. Some of the mechanisms and concepts from the above list were in the earliest version of Ada even before what we would call OOP was added:

- As we saw, encapsulation is not implemented at the type level in Ada, but instead at the package level.
- Subtyping can be implemented using, well, subtypes, which have a full and permissive static substitutability model. The substitution will fail at runtime if the dynamic constraints of the subtype are not fulfilled.
- Runtime polymorphism can be implemented using variant records.

However, this list leaves out type extensions, if you don't consider variant records, and extensibility.

The 1995 revision of Ada added a feature filling the gaps, which allowed people to program following the object-oriented paradigm in an easier fashion. This feature is called tagged types.

**Note**: It's possible to program in Ada without ever creating tagged types. If that's your preferred style of programming or you have no specific use for tagged types, feel free to not use them, as is the case for many features of Ada.

However, they can be the best way to express solutions to certain problems and they may be the best way to solve your problem. If that's the case, read on!
15.1 Derived types

Before presenting tagged types, we should discuss a topic we have brushed on, but not really covered, up to now:

You can create one or more new types from every type in Ada. Type derivation is built into the language.

```ada
package Newtypes is
    type Point is record
        X, Y : Integer;
    end record;

    type New_Point is new Point;
end Newtypes;
```

Type derivation is useful to enforce strong typing because the type system treats the two types as incompatible.

But the benefits are not limited to that: you can inherit things from the type you derive from. You not only inherit the representation of the data, but you can also inherit behavior.

When you inherit a type you also inherit what are called primitive operations. A primitive operation (or just a primitive) is a subprogram attached to a type. Ada defines primitives as subprograms defined in the same scope as the type.

**Attention**: A subprogram will only become a primitive of the type if:

1. The subprogram is declared in the same scope as the type and
2. The type and the subprogram are declared in a package
This kind of inheritance can be very useful, and is not limited to record types (you can use it on
discrete types, as in the example above), but it's only superficially similar to object-oriented inher-
itance:

- Records can't be extended using this mechanism alone. You also can't specify a new repre-
tsentation for the new type: it will **always** have the same representation as the base type.
- There's no facility for dynamic dispatch or polymorphism. Objects are of a fixed, static type.

There are other differences, but it's not useful to list them all here. Just remember that this is a kind
of inheritance you can use if you only want to statically inherit behavior without duplicating code
or using composition, but a kind you can't use if you want any dynamic features that are usually
associated with OOP.

### 15.2 Tagged types

The 1995 revision of the Ada language introduced tagged types to fullfil the need for an unified
solution that allows programming in an object-oriented style similar to the one described at the
beginning of this chapter.

Tagged types are very similar to normal records except that some functionality is added:

- Types have a **tag**, stored inside each object, that identifies the **runtime type**\(^{19}\) of that object.
- Primitives can dispatch. A primitive on a tagged type is what you would call a **method** in Java
  or C++. If you derive a base type and override a primitive of it, you can often call it on an
  object with the result that which primitive is called depends on the exact runtime type of the
  object.
- Subtyping rules are introduced allowing a tagged type derived from a base type to be statically
  compatible with the base type.

Let's see our first tagged type declarations:

\(^{19}\) [https://en.wikipedia.org/wiki/Run-time_type_information](https://en.wikipedia.org/wiki/Run-time_type_information)
15.3 Classwide types

To remain consistent with the rest of the language, a new notation needed to be introduced to say "This object is of this type or any descendent derives tagged type".

In Ada, we call this the *classwide type*. It's used in OOP as soon as you need polymorphism. For example, you can't do the following:

```ada
with P; use P;

procedure Main is
  O1 : My_Class;
  O2 : Derived := (A => 12);
end Main;
```

(continues on next page)
-- Declaring an object of type Derived

03 : My_Class := O2;

begin
null;
end Main;

Compilation output

main.adb:11:21: expected type "My_Class" defined at p.ads:2
main.adb:11:21: found type "Derived" defined at p.ads:13

This is because an object of a type \( T \) is exactly of the type \( T \), whether \( T \) is tagged or not. What you want to say as a programmer is "I want O3 to be able to hold an object of type My_Class or any type descending from My_Class". Here’s how you do that:

Listing 6: main.adb

with P; use P;

procedure Main is

O1 : My_Class;

-- Declare an object of type My_Class

O2 : Derived := (A => 12);

-- Declare an object of type Derived

O3 : My_Class'Class := O2;

-- Now valid: My_Class'Class designates the classwide type for
-- My_Class, which is the set of all types descending from My_Class
-- (including My_Class).

begin
null;
end Main;

Build output

Compile
[Ada] main.adb
[Ada] p.adb

Bind
[gprbind] main.bexch
[Ada] main.ali

Link
[link] main.adb

Attention: Because an object of a classwide type can be the size of any descendent of its base type, it has an unknown size. It’s therefore an indefinite type, with the expected restrictions:

- It can’t be stored as a field/component of a record
- An object of a classwide type needs to be initialized immediately (you can’t specify the constraints of such a type in any way other than by initializing it).
15.4 Dispatching operations

We saw that you can override operations in types derived from another tagged type. The eventual goal of OOP is to make a dispatching call: a call to a primitive (method) that depends on the exact type of the object.

But, if you think carefully about it, a variable of type `My_Class` always contains an object of exactly that type. If you want to have a variable that can contain a `My_Class` or any derived type, it has to be of type `My_Class'Class`.

In other words, to make a dispatching call, you must first have an object that can be either of a type or any type derived from this type, namely an object of a classwide type.

Listing 7: main.adb

```ada
with P; use P;

procedure Main is
  O1 : My_Class;
  -- Declare an object of type My_Class

  O2 : Derived := (A => 12);
  -- Declare an object of type Derived

  O3 : My_Class'Class := O2;

  O4 : My_Class'Class := O1;

begin
  Foo (O1);
  -- Non dispatching: Calls My_Class.Foo

  Foo (O2);
  -- Non dispatching: Calls Derived.Foo

  Foo (O3);
  -- Dispatching: Calls Derived.Foo

  Foo (O4);
  -- Dispatching: Calls My_Class.Foo
end Main;
```

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th></th>
<th>main.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Ada]</td>
<td></td>
<td>p.adb</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bind</th>
<th></th>
<th>main.bexch</th>
</tr>
</thead>
<tbody>
<tr>
<td>[gprbind]</td>
<td></td>
<td>main.ali</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Link</th>
<th></th>
<th>main.adb</th>
</tr>
</thead>
</table>

Runtime output

- In My_Class.Foo
- In Derived.Foo, A = 12
- In Derived.Foo, A = 12
- In My_Class.Foo

Attention

You can convert an object of type `Derived` to an object of type `My_Class`. This is called a view conversion in Ada parlance and is useful, for example, if you want to call a parent method.

In that case, the object really is converted to a `My_Class` object, which means its tag is changed.
Since tagged objects are always passed by reference, you can use this kind of conversion to modify the state of an object: changes to converted object will affect the original one.

Listing 8: main.adb

```ada
with P; use P;

procedure Main is
  01 : Derived := (A => 12);
  -- Declare an object of type Derived
  02 : My_Class := My_Class (01);
  03 : My_Class'Class := 02;
begin
  Foo (01);
  -- Non dispatching: Calls Derived.Foo
  Foo (02);
  -- Non dispatching: Calls My_Class.Foo
  Foo (03);
  -- Dispatching: Calls My_Class.Foo
end Main;
```

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>main.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Ada]</td>
<td>p.adb</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bind</th>
<th>main.bexch</th>
</tr>
</thead>
<tbody>
<tr>
<td>[gprbind]</td>
<td>main.ali</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Link</th>
<th>main.adb</th>
</tr>
</thead>
</table>

Runtime output

In Derived.Foo, A = 12
In My_Class.Foo
In My_Class.Foo

### 15.5 Dot notation

You can also call primitives of tagged types with a notation that's more familiar to object oriented programmers. Given the Foo primitive above, you can also write the above program this way:

Listing 9: main.adb

```ada
with P; use P;

procedure Main is
  01 : My_Class;
  -- Declare an object of type My_Class
  02 : Derived := (A => 12);
  -- Declare an object of type Derived
  03 : My_Class'Class := 02;
```

(continues on next page)
If the dispatching parameter of a primitive is the first parameter, which is the case in our examples, you can call the primitive using the dot notation. Any remaining parameter are passed normally:

Listing 10: main.adb

```ada
with P; use P;

procedure Main is
  package Extend is
    type D2 is new Derived with null record;
    procedure Bar (Self : in out D2; Val : Integer);
  end Extend;

  package body Extend is
    procedure Bar (Self : in out D2; Val : Integer) is
      begin
      end Bar;
  end Extend;

  use Extend;

  Obj : D2 := (A => 15);
begin
  Obj.Bar (2);
  Obj.Foo;
end Main;
```

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>main.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Ada]</td>
<td>p.adb</td>
</tr>
<tr>
<td>[Ada]</td>
<td></td>
</tr>
<tr>
<td>[gprbind]</td>
<td>main.bexch</td>
</tr>
<tr>
<td>[Ada]</td>
<td>main.ali</td>
</tr>
<tr>
<td>Link</td>
<td></td>
</tr>
<tr>
<td>[link]</td>
<td>main.adb</td>
</tr>
</tbody>
</table>

Runtime output

In My_Class.Foo
In Derived.Foo, A = 12
In Derived.Foo, A = 12
In My_Class.Foo
Compile

  [Ada] main.adb
  [Ada] p.adb

Bind

  [gprbind] main.bexc
  [Ada] main.ali

Link

  [link] main.adb

Runtime output

  In Derived.Foo, A = 17

15.6 Private & Limited

We've seen previously (in the Privacy (page 101) chapter) that types can be declared limited or private. These encapsulation techniques can also be applied to tagged types, as we'll see in this section.

This is an example of a tagged private type:

Listing 11: p.ads

```ada
package P is
  type T is tagged private;
private
  type T is tagged record
    E : Integer;
  end record;
end P;
```

This is an example of a tagged limited type:

Listing 12: p.ads

```ada
package P is
  type T is tagged limited record
    E : Integer;
  end record;
end P;
```

Naturally, you can combine both limited and private types and declare a tagged limited private type:

Listing 13: p.ads

```ada
package P is
  type T is tagged limited private;
  procedure Init (A : in out T);
private
  type T is tagged limited record
    E : Integer;
  end record;
end P;
```
package body P is

procedure Init (A : in out T) is
begin
  A.E := 0;
end Init;
end P;

with P; use P;

procedure Main is
  T1, T2 : T;
begin
  T1.Init;
  T2.Init;
  -- The following line doesn't work because type T is private:
  -- T1.E := 0;
  -- The following line doesn't work because type T is limited:
  -- T2 := T1;
end Main;

Build output

Compile
  [Ada] main.adb
  [Ada] p.adb
Bind
  [gprbind] main.bexch
  [Ada] main.ali
Link
  [link] main.adb

Note that the code in the Main procedure above presents two assignments that trigger compilation errors because type T is limited private. In fact, you cannot:

• assign to T1.E directly because type T is private;
• assign T1 to T2 because type T is limited.

In this case, there's no distinction between tagged and non-tagged types: these compilation errors would also occur for non-tagged types.

15.7 Classwide access types

In this section, we'll discuss an useful pattern for object-oriented programming in Ada: classwide access type. Let's start with an example where we declare a tagged type T and a derived type T_New:

package P is
  type T is tagged null record;
end P;
procedure Show (Dummy : T);

type T_New is new T with null record;

procedure Show (Dummy : T_New);
end P;

Listing 17: p.adb

with Ada.Text_IO; use Ada.Text_IO;

package body P is

procedure Show (Dummy : T) is
begin
   Put_Line ("Using type " & T'External_Tag);
end Show;

procedure Show (Dummy : T_New) is
begin
   Put_Line ("Using type " & T_New'External_Tag);
end Show;
end P;

Note that we’re using null records for both types T and T_New. Although these types don’t actually have any component, we can still use them to demonstrate dispatching. Also note that the example above makes use of the 'External_Tag attribute in the implementation of the Show procedure to get a string for the corresponding tagged type.

As we’ve seen before, we must use a classwide type to create objects that can make dispatching calls. In other words, objects of type T'Class will dispatch. For example:

Listing 18: dispatching_example.adb

with P; use P;

procedure Dispatching_Example is
   T2 : T_New;
   T_Dispatch : constant T'Class := T2;
begin
   T_Dispatch.Show;
end Dispatching_Example;

Build output

Compile
[Ada] dispatching_example.adb
[Ada] p.adb
Bind
[gprbind] dispatching_example.bexch
[Ada] dispatching_example.ali
Link
[link] dispatching_example.adb

Runtime output

Using type P.T_NEW

A more useful application is to declare an array of objects that can dispatch. For example, we’d like to declare an array T_Arr, loop over this array and dispatch according to the actual type of each
individual element:

```ada
for I in T_Arr'
Range loop
    T_Arr (I).Show;  -- Call Show procedure according to actual type of T_Arr (I)
end loop;
```

However, it's not possible to declare an array of type T'Class directly:

Listing 19: classwide_compilation_error.adb

```ada
with P; use P;

procedure Classwide_Compilation_Error is
    T_Arr : array (1 .. 2) of T'Class;  -- ^ Compilation Error!
begin
    for I in T_Arr'
Range loop
        T_Arr (I).Show;
    end loop;
end Classwide_Compilation_Error;
```

Compilation output

```
classwide_compilation_error.adb:4:31: unconstrained element type in array declaration
```

In fact, it's impossible for the compiler to know which type would actually be used for each element of the array. However, if we use dynamic allocation via access types, we can allocate objects of different types for the individual elements of an array T_Arr. We do this by using classwide access types, which have the following format:

```ada
type T_Class is access T'Class;
```

We can rewrite the previous example using the T_Class type. In this case, dynamically allocated objects of this type will dispatch according to the actual type used during the allocation. Also, let's introduce an Init procedure that won't be overridden for the derived T_New type. This is the adapted code:

Listing 20: p.ads

```ada
package P is
    type T is tagged record
        E : Integer;
    end record;

    type T_Class is access T'Class;

    procedure Init (A : in out T);
    procedure Show (Dummy : T);

    type T_New is new T with null record;

    procedure Show (Dummy : T_New);
end P;
```

Listing 21: p.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;
```

(continues on next page)
package body P is

  procedure Init (A : in out T) is
  begin
    Put_Line ("Initializing type T...");
    A.E := 0;
  end Init;

  procedure Show (Dummy : T) is
  begin
    Put_Line ("Using type " & T'External_Tag);
  end Show;

  procedure Show (Dummy : T_New) is
  begin
    Put_Line ("Using type " & T_New'External_Tag);
  end Show;

end P;

Listing 22: main.adb

with Ada.Text_IO; use Ada.Text_IO;
with P; use P;

procedure Main is
  T_Arr : array (1 .. 2) of T_Class;
begin
  T_Arr (1) := new T;
  T_Arr (2) := new T_New;
  for I in T_Arr'Range loop
    Put_Line ("Element # " & Integer'Image (I));
    T_Arr (I).Init;
    T_Arr (I).Show;
    Put_Line ("-----------");
  end loop;
end Main;

Build output

Compile
  [Ada] main.adb
  [Ada] p.adb
Bind
  [gprbind] main.bexch
  [Ada] main.ali
Link
  [link] main.adb

Runtime output

Element # 1
Initializing type T...
Using type P.T
-----------
Element # 2
Initializing type T...
Using type P.T.NEW

(continues on next page)
In this example, the first element (T_Arr (1)) is of type T, while the second element is of type T_New. When running the example, the Init procedure of type T is called for both elements of the T_Arr array, while the call to the Show procedure selects the corresponding procedure according to the type of each element of T_Arr.
CHAPTER
SIXTEEN

STANDARD LIBRARY: CONTAINERS

In previous chapters, we’ve used arrays as the standard way to group multiple objects of a specific data type. In many cases, arrays are good enough for manipulating those objects. However, there are situations that require more flexibility and more advanced operations. For those cases, Ada provides support for containers — such as vectors and sets — in its standard library.

We present an introduction to containers here. For a list of all containers available in Ada, see Appendix B (page 257).

16.1 Vectors

In the following sections, we present a general overview of vectors, including instantiation, initialization, and operations on vector elements and vectors.

16.1.1 Instantiation

Here’s an example showing the instantiation and declaration of a vector V:

```
with Ada.Containers.Vectors;

procedure Show_Vector_Inst is

package Integer_Vectors is new Ada.Containers.Vectors
  (Index_Type => Natural,
   Element_Type => Integer);

  V : Integer_Vectors.Vector;

begin
  null;
end Show_Vector_Inst;
```

Containers are based on generic packages, so we can’t simply declare a vector as we would declare an array of a specific type:

```
A : array (1..10) of Integer;
```

Instead, we first need to instantiate one of those packages. We with the container package (Ada.Containers.Vectors in this case) and instantiate it to create an instance of the generic package for the desired type. Only then can we declare the vector using the type from the instantiated package. This instantiation needs to be done for any container type from the standard library.

In the instantiation of Integer_Vectors, we indicate that the vector contains elements of Integer type by specifying it as the Element_Type. By setting Index_Type to Natural, we spec-
ify that the allowed range includes all natural numbers. We could have used a more restrictive range if desired.

16.1.2 Initialization

One way to initialize a vector is from a concatenation of elements. We use the & operator, as shown in the following example:

Listing 2: show_vector_init.adb

```ada
with Ada.Containers; use Ada.Containers;
with Ada.Containers.Vectors;
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Vector_Init is
    package Integer_Vectors is new Ada.Containers.Vectors
        (Index_Type => Natural,
        Element_Type => Integer);
    use Integer_Vectors;
    V : Vector := 20 & 10 & 0 & 13;
begin
    Put_Line ("Vector has " & Count_Type'Image (V.Length) & " elements");
end Show_Vector_Init;
```

Build output

Compile
[Ada] show_vector_init.adb
Bind
[gprbind] show_vector_init.bexch
[Ada] show_vector_init.ali
Link
[link] show_vector_init.adb

Runtime output

Vector has 4 elements

We specify use Integer_Vectors, so we have direct access to the types and operations from the instantiated package. Also, the example introduces another operation on the vector: Length, which retrieves the number of elements in the vector. We can use the dot notation because Vector is a tagged type, allowing us to write either V.Length or Length (V).

16.1.3 Appending and prepending elements

You add elements to a vector using the Prepend and Append operations. As the names suggest, these operations add elements to the beginning or end of a vector, respectively. For example:

Listing 3: show_vector_append.adb

```ada
with Ada.Containers; use Ada.Containers;
with Ada.Containers.Vectors;
```
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Vector_Append is
  package Integer_Vectors is new Ada.Containers.Vectors
    (Index_Type      => Natural,
     Element_Type    => Integer);
  use Integer_Vectors;

  V : Vector;

begin
  Put_Line ("Appending some elements to the vector...");
  V.Append (20);
  V.Append (10);
  V.Append (0);
  V.Append (13);
  Put_Line ("Finished appending.");

  Put_Line ("Prepending some elements to the vector...");
  V.Prepend (30);
  V.Prepend (40);
  V.Prepend (100);
  Put_Line ("Finished prepending.");

  Put_Line ("Vector has " & Count_Type'Image (V.Length) & " elements");
end Show_Vector_Append;

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>show_vector_append.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bind</td>
<td>show_vector_append.bexch</td>
</tr>
<tr>
<td>Link</td>
<td>show_vector_append.ali</td>
</tr>
</tbody>
</table>

Runtime output

Appending some elements to the vector...
Finished appending.
Prepending some elements to the vector...
Finished prepending.
Vector has 7 elements

This example puts elements into the vector in the following sequence: (100, 40, 30, 20, 10, 0, 13).
The Reference Manual specifies that the worst-case complexity must be:

- $O(\log N)$ for the Append operation, and
- $O(N \log N)$ for the Prepend operation.

### 16.1.4 Accessing first and last elements

We access the first and last elements of a vector using the First_Element and Last_Element functions. For example:
with Ada.Containers; use Ada.Containers;
with Ada.Containers.Vectors;

with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Vector_First_Last_Element is

package Integer_Vectors is new Ada.Containers.Vectors (Index_Type => Natural, Element_Type => Integer);

use Integer_Vectors;

function Img (I : Integer) return String renames Integer'Image;
function Img (I : Count_Type) return String renames Count_Type'Image;

V : Vector := 20 & 10 & 0 & 13;
begi
  Put_Line ("Vector has " & Img (V.Length) & " elements");
  -- Using V.First_Element to retrieve first element
  Put_Line ("First element is " & Img (V.First_Element));
  -- Using V.Last_Element to retrieve last element
  Put_Line ("Last element is " & Img (V.Last_Element));
end Show_Vector_First_Last_Element;

Build output

Compile
  [Ada] show_vector_first_last_element.adb
Bind
  [gprbind] show_vector_first_last_element.bexch
  [Ada] show_vector_first_last_element.ali
Link
  [link] show_vector_first_last_element.adb

Runtime output

Vector has 4 elements
First element is 20
Last element is 13

You can swap elements by calling the procedure Swap and retrieving a reference (a cursor) to the first and last elements of the vector by calling First and Last. A cursor allows us to iterate over a container and process individual elements from it.

With these operations, we're able to write code to swap the first and last elements of a vector:

Listing 5: show_vector_first_last_element.adb

with Ada.Containers; use Ada.Containers;
with Ada.Containers.Vectors;

with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Vector_First_Last_Element is

package Integer_Vectors is new Ada.Containers.Vectors (Index_Type => Natural,
Element_Type => Integer);

use Integer_Vectors;

function Img (I : Integer) return String renames Integer'Image;

V : Vector := 20 & 10 & 0 & 13;

begin
  -- We use V.First and V.Last to retrieve cursor for first and
  -- last elements.
  -- We use V.Swap to swap elements.
  V.Swap (V.First, V.Last);
  Put_Line ("First element is now " & Img (V.First_Element));
  Put_Line ("Last element is now " & Img (V.Last_Element));
end Show_Vector_First_Last_Element;

16.1.5 Iterating

The easiest way to iterate over a container is to use a for E of Our_Container loop. This gives us a reference (E) to the element at the current position. We can then use E directly. For example:

Listing 6: show_vector_iteration.adb

```ada
with Ada.Containers.Vectors;
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Vector_Iteration is

  package Integer_Vectors is new Ada.Containers.Vectors
    (Index_Type => Natural,
     Element_Type => Integer);

  use Integer_Vectors;

  function Img (I : Integer) return String renames Integer'Image;

  V : Vector := 20 & 10 & 0 & 13;

begin
  Put_Line ("Vector elements are: ");

  -- Using for ... of loop to iterate:
```
This code displays each element from the vector V.

Because we're given a reference, we can display not only the value of an element but also modify it. For example, we could easily write a loop to add one to each element of vector V:

```ada
for E of V loop
    E := E + 1;
end loop;
```

We can also use indices to access vector elements. The format is similar to a loop over array elements: we use a for I in <range> loop. The range is provided by V.First_Index and V.Last_Index. We can access the current element by using it as an array index: V(I). For example:

```ada
with Ada.Containers.Vectors;
with Ada.Text_IO; use Ada.Text_IO;
procedure Show_Vector_Index_Iteration is
    package Integer_Vectors is new Ada.Containers.Vectors
        (Index_Type => Natural,
         Element_Type => Integer);
    use Integer_Vectors;

    V : Vector := 20 & 10 & 0 & 13;

begin
    Put_Line ("Vector elements are: ");
    --
    -- Using indices in a "for I in ..." loop to iterate:
    --
    for I in V.First_Index .. V.Last_Index loop
```

(continues on next page)
-- Displaying current index I
Put ("- [" & Extended_Index'Image (I) & "] ");

Put (Integer'Image (V (I)));

-- We could also use the V.Element (I) function to retrieve the
-- element at the current index I
New_Line;
end loop;
end Show_Vector_Index_Iteration;

Build output
Compile
[Ada] show_vector_index_iteration.adb
Bind
[gpribind] show_vector_index_iteration.bexch
[Ada] show_vector_index_iteration.ali
Link
[link] show_vector_index_iteration.adb

Runtime output
Vector elements are:
- [ 0] 20
- [ 1] 10
- [ 2] 0
- [ 3] 13

Here, in addition to displaying the vector elements, we’re also displaying each index, I, just like what we can do for array indices. Also, we can access the element by using either the short form V (I) or the longer form V.Element (I) but not V.I.

As mentioned in the previous section, you can use cursors to iterate over containers. For this, use the function Iterate, which retrieves a cursor for each position in the vector. The corresponding loop has the format for C in V.Iterate loop. Like the previous example using indices, you can again access the current element by using the cursor as an array index: V (C). For example:

Listing 8: show_vector_cursor_iteration.adb

with Ada.Containers.Vectors;
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Vector_Cursor_Iteration is
package Integer_Vectors is new Ada.Containers.Vectors
  (Index_Type => Natural,
   Element_Type => Integer);
use Integer_Vectors;

V : Vector := 20 & 10 & 0 & 13;
begn
  Put_Line ("Vector elements are:");
--
-- Use a cursor to iterate in a loop:

for C in V.Iterate loop
  -- Using To_Index function to retrieve index
  -- for the cursor position
  Put ("- [ "
       & Extended_Index'Image (To_Index (C))
       & "] ");

  Put (Integer'Image (V (C)));
  -- We could use Element (C) to retrieve the vector
  -- element for the cursor position

  New_Line;
end loop;

-- Alternatively, we could iterate with a while-loop:
--
-- declare
--   C : Cursor := V.First;
-- begin
--   while C /= No_Element loop
--     some processing here...
--   --
--   -- C := Next (C);
--   -- end loop;
-- end;

end Show_Vector_Cursor_Iteration;

Build output

Compile
   [Ada]       show_vector_cursorIteration.adb
Bind
   [gprbind]   show_vector_cursorIteration.bexch
   [Ada]       show_vector_cursorIteration.ali
Link
   [link]      show_vector_cursorIteration.adb

Runtime output

Vector elements are:
- [ 0] 20
- [ 1] 10
- [ 2] 0
- [ 3] 13

Instead of accessing an element in the loop using V (C), we could also have used the longer form Element (C). In this example, we’re using the function To_Index to retrieve the index corresponding to the current cursor.

As shown in the comments after the loop, we could also use a while ... loop to iterate over the vector. In this case, we would start with a cursor for the first element (retrieved by calling V.First) and then call Next (C) to retrieve a cursor for subsequent elements. Next (C) returns No_Element when the cursor reaches the end of the vector.

You can directly modify the elements using a reference. This is what it looks like when using both indices and cursors:
-- Modify vector elements using index
for I in V.First_Index .. V.Last_Index loop
    V (I) := V (I) + 1;
end loop;

-- Modify vector elements using cursor
for C in V.Iterate loop
    V (C) := V (C) + 1;
end loop;

The Reference Manual requires that the worst-case complexity for accessing an element be $O(\log N)$.

Another way of modifying elements of a vector is using a process procedure, which takes an individual element and does some processing on it. You can call Update_Element and pass both a cursor and an access to the process procedure. For example:

Listing 9: show_vector_update.adb

```ada
with Ada.Containers.Vectors;
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Vector_Update is

    package Integer_Vectors is new Ada.Containers.Vectors
        (Index_Type => Natural,
         Element_Type => Integer);

    use Integer_Vectors;

    procedure Add_One (I : in out Integer) is
        begin
            I := I + 1;
        end Add_One;

    V : Vector := 20 & 10 & 12;

begin
    -- Use V.Update_Element to process elements
    for C in V.Iterate loop
        V.Update_Element (C, Add_One'Access);
    end loop;
end Show_Vector_Update;
```

Build output

Compile

[Ada] show_vector_update.adb

Bind

[gprbind] show_vector_update.bexch
[Ada] show_vector_update.ali

Link

[link] show_vector_update.adb

16.1.6 Finding and changing elements

You can locate a specific element in a vector by retrieving its index. Find_Index retrieves the index of the first element matching the value you're looking for. Alternatively, you can use Find to
retrieve a cursor referencing that element. For example:

Listing 10: show_find_vector_element.adb

```ada
with Ada.Containers.Vectors;

with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Find_Vector_Element is

   package Integer_Vectors is new Ada.Containers.Vectors
      (Index_Type => Natural,
       Element_Type => Integer);

   use Integer_Vectors;

   V : Vector := 20 & 10 & 0 & 13;
   Idx : Extended_Index;
   C    : Cursor;

   begin
      -- Using Find_Index to retrieve index of element with value 10
      Idx := V.Find_Index (10);
      Put_Line ("Index of element with value 10 is 
                 & Extended_Index'Image (Idx));

      -- Using Find to retrieve cursor for element with value 13
      C    := V.Find (13);
      Idx := To_Index (C);
      Put_Line ("Index of element with value 13 is 
                 & Extended_Index'Image (Idx));
   end Show_Find_Vector_Element;
```

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>show_find_vector_element.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bind</td>
<td>show_find_vector_element.bexch</td>
</tr>
<tr>
<td></td>
<td>show_find_vector_element.ali</td>
</tr>
<tr>
<td>Link</td>
<td>show_find_vector_element.adb</td>
</tr>
</tbody>
</table>

Runtime output

Index of element with value 10 is 1
Index of element with value 13 is 3

As we saw in the previous section, we can directly access vector elements by using either an index or cursor. However, an exception is raised if we try to access an element with an invalid index or cursor, so we must check whether the index or cursor is valid before using it to access an element. In our example, Find_Index or Find might not have found the element in the vector. We check for this possibility by comparing the index to No_Index or the cursor to No_Element. For example:

```ada
-- Modify vector element using index
if Idx /= No_Index then
   V (Idx) := 11;
end if;

-- Modify vector element using cursor
if C /= No_Element then
   V (C) := 14;
end if;
```
Instead of writing \(V(C) := 14\), we could use the longer form \(V.Replace\_Element(C, 14)\).

### 16.1.7 Inserting elements

In the previous sections, we've seen examples of how to add elements to a vector:

- using the concatenation operator (\&\&) at the vector declaration, or
- calling the Prepend and Append procedures.

You may want to insert an element at a specific position, e.g. before a certain element in the vector. You do this by calling Insert. For example:

```ada
with Ada.Containers; use Ada.Containers;
with Ada.Containers.Vectors;
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Vector_Insert is
  package Integer_Vectors is new Ada.Containers.Vectors
    (Index_Type => Natural,
     Element_Type => Integer);
  use Integer_Vectors;

  procedure Show_Elements (V : Vector) is
    begin
      New_Line;
      Put_Line ("Vector has 
               & Count_Type'Image (V.Length) & " elements");
      if not V.Is_Empty then
        Put_Line ("Vector elements are: ");
        for E of V loop
          Put_Line ("- " & Integer'Image (E));
        end loop;
      end if;
      end Show_Elements;
  V : Vector := 20 & 10 & 12;
  C : Cursor;
begin
  Show_Elements (V);
  New_Line;
  Put_Line ("Adding element with value 9 (before 10)...");
  -- Using V.Insert to insert element into vector
  C := V.Find (10);
  if C /= No_Element then
    V.Insert (C, 9);
  end if;
  Show_Elements (V);
end Show_Vector_Insert;
```

Build output

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Runtime output

Vector has 3 elements
Vector elements are:
- 20
- 10
- 12

Adding element with value 9 (before 10)...

Vector has 4 elements
Vector elements are:
- 20
- 9
- 10
- 12

In this example, we're looking for an element with the value of 10. If we find it, we insert an element with the value of 9 before it.

16.1.8 Removing elements

You can remove elements from a vector by passing either a valid index or cursor to the Delete procedure. If we combine this with the functions Find_Index and Find from the previous section, we can write a program that searches for a specific element and deletes it, if found:

Listing 12: show_remove_vector_element.adb

```ada
with Ada.Containers.Vectors;

with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Remove_Vector_Element is
  package Integer_Vectors is new Ada.Containers.Vectors
    (Index_Type => Natural,
     Element_Type => Integer);

  use Integer_Vectors;

  V : Vector := 20 & 10 & 0 & 13 & 10 & 13;
  Idx : Extended_Index;
  C : Cursor;

begin
  -- Use Find_Index to retrieve index of element with value 10
  Idx := V.Find_Index (10);

  -- Checking whether index is valid
  if Idx /= No_Index then
    -- Removing element using V.Delete
    V.Delete (Idx);
  end if;
```

(continues on next page)
-- Use Find to retrieve cursor for element with value 13
C := V.Find (13);

-- Check whether index is valid
if C /= No_Element then
   -- Remove element using V.Delete
   V.Delete (C);
   end if;
end Show_Remove_Vector_Element;

We can extend this approach to delete all elements matching a certain value. We just need to keep searching for the element in a loop until we get an invalid index or cursor. For example:

Listing 13: show_remove_vector_elements.adb
E : constant Integer := 10;
I : Extended_Index;
begin
New_Line;
Put_Line ("Removing all elements with value of 
       & Integer'Image (E) & ".");
loop
I := V.Find_Index (E);
exit when I = No_Index;
V.Delete (I);
end loop;
end;

-- Remove elements using a cursor
declare
E : constant Integer := 13;
C : Cursor;
begn
New_Line;
Put_Line ("Removing all elements with value of 
       & Integer'Image (E) & ".");
loop
C := V.Find (E);
exit when C = No_Element;
V.Delete (C);
end loop;
end;
Show_Elements (V);
end Show_Remove_Vector_Elements;

Build output

Compile
[Ada] show_remove_vector_elements.adb
Bind
[gprbind] show_remove_vector_elements.bexch
[Ada] show_remove_vector_elements.ali
Link
[link] show_remove_vector_elements.adb

Runtime output

Vector has 7 elements
Vector elements are:
- 20
- 10
- 0
- 13
- 10
- 14
- 13

Removing all elements with value of 10...
Removing all elements with value of 13...
Vector has 3 elements

(continues on next page)
Vector elements are:
- 20
- 0
- 14

In this example, we remove all elements with the value 10 from the vector by retrieving their index. Likewise, we remove all elements with the value 13 by retrieving their cursor.

### 16.1.9 Other Operations

We've seen some operations on vector elements. Here, we'll see operations on the vector as a whole. The most prominent is the concatenation of multiple vectors, but we'll also see operations on vectors, such as sorting and sorted merging operations, that view the vector as a sequence of elements and operate on the vector considering the element's relations to each other.

We do vector concatenation using the & operator on vectors. Let's consider two vectors V1 and V2. We can concatenate them by doing V := V1 & V2. V contains the resulting vector.

The generic package Generic_Sorting is a child package of Ada.Containers.Vectors. It contains sorting and merging operations. Because it's a generic package, you can't use it directly, but have to instantiate it. In order to use these operations on a vector of integer values (Integer_Vectors, in our example), you need to instantiate it directly as a child of Integer_Vectors. The next example makes it clear how to do this.

After instantiating Generic_Sorting, we make all the operations available to us with the use statement. We can then call Sort to sort the vector and Merge to merge one vector into another.

The following example presents code that manipulates three vectors (V1, V2, V3) using the concatenation, sorting and merging operations:

```ada
with Ada.Containers; use Ada.Containers;
with Ada.Containers.Vectors;
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Vector_Ops is
  package Integer_Vectors is new Ada.Containers.Vectors
  (Index_Type => Natural,
   Element_Type => Integer);
  package Integer_Vectors_Sorting is new Integer_Vectors.Generic_Sorting;

  use Integer_Vectors;
  use Integer_Vectors_Sorting;

  procedure Show_Elements (V : Vector) is
  begin
    New_Line;
    Put_Line ("Vector has ", Count_Type'Image (V.Length) & " elements");

    if not V.Is_Empty then
      Put_Line ("Vector elements are: ");
      for E of V loop
        Put_Line ("- " & Integer'Image (E));
      end loop;
    end if;
  end Show_Elements;
```

(continues on next page)
V, V1, V2, V3 : Vector;

begin
  V1 := 10 & 12 & 18;
  V2 := 11 & 13 & 19;
  V3 := 15 & 19;

  New_Line;
  Put_Line ("---- V1 ----");
  Show_Elements (V1);

  New_Line;
  Put_Line ("---- V2 ----");
  Show_Elements (V2);

  New_Line;
  Put_Line ("---- V3 ----");
  Show_Elements (V3);

  New_Line;
  Put_Line ("Concatenating V1, V2 and V3 into V:");

  V := V1 & V2 & V3;

  Show_Elements (V);

  New_Line;
  Put_Line ("Sorting V:");

  Sort (V);

  Show_Elements (V);

  New_Line;
  Put_Line ("Merging V2 into V1:");

  Merge (V1, V2);

  Show_Elements (V1);
end Show_Vector_Ops;

Build output

Compile
  [Ada]       show_vector_ops.adb

Bind
  [gprbind]   show_vector_ops.bexch
  [Ada]       show_vector_ops.ali

Link
  [link]      show_vector_ops.adb

Runtime output

---- V1 ----

Vector has 3 elements
Vector elements are:
  - 10
  - 12
(continues on next page)
Vector has 3 elements
Vector elements are:
- 11
- 13
- 19

Vector has 2 elements
Vector elements are:
- 15
- 19

Concatenating V1, V2 and V3 into V:

Vector has 8 elements
Vector elements are:
- 10
- 12
- 18
- 11
- 13
- 19
- 15
- 19

Sorting V:

Vector has 8 elements
Vector elements are:
- 10
- 11
- 12
- 13
- 15
- 18
- 19
- 19

Merging V2 into V1:

Vector has 6 elements
Vector elements are:
- 10
- 11
- 12
- 13
- 18
- 19

The Reference Manual requires that the worst-case complexity of a call to Sort be $O(N^2)$ and the average complexity be better than $O(N^2)$. 
16.2 Sets

Sets are another class of containers. While vectors allow duplicated elements to be inserted, sets ensure that no duplicated elements exist.

In the following sections, we'll see operations you can perform on sets. However, since many of the operations on vectors are similar to the ones used for sets, we'll cover them more quickly here. Please refer back to the section on vectors for a more detailed discussion.

16.2.1 Initialization and iteration

To initialize a set, you can call the Insert procedure. However, if you do, you need to ensure no duplicate elements are being inserted: if you try to insert a duplicate, you'll get an exception. If you have less control over the elements to be inserted so that there may be duplicates, you can use another option instead:

- a version of Insert that returns a Boolean value indicating whether the insertion was successful;
- the Include procedure, which silently ignores any attempt to insert a duplicated element.

To iterate over a set, you can use a for E of S loop, as you saw for vectors. This gives you a reference to each element in the set.

Let's see an example:

Listing 15: show_set_init.adb

```
with Ada.Containers; use Ada.Containers;
with Ada.Containers.Ordered_Sets;
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Set_Init is

  package Integer_Sets is new Ada.Containers.Ordered_Sets
    (Element_Type => Integer);

  use Integer_Sets;

  S : Set;  -- Same as: S : Integer_Sets.Set;
  C : Cursor;
  Ins : Boolean;

begin
  S.Insert (20);
  S.Insert (10);
  S.Insert (0);
  S.Insert (13);

  -- Calling S.Insert(0) now would raise Constraint_Error
  -- because this element is already in the set.
  -- We instead call a version of Insert that doesn't raise an
  -- exception but instead returns a Boolean indicating the status

  S.Insert (0, C, Ins);
  if not Ins then
    Put_Line ("Inserting 0 into set was not successful");
  end if;

  -- We can also call S.Include instead
```
34-- If the element is already present, the set remains unchanged
35S.Include (0);
36S.Include (13);
37S.Include (14);
38Put_Line (“Set has " & Count_Type’Image (S.Length) & " elements”);
39
40-- Iterate over set using for .. of loop
41--
42Put_Line ("Elements: ");
43for E of S loop
44Put_Line (“- “ & Integer’Image (E));
45end loop;
46end Show_Set_Init;

Compile

<table>
<thead>
<tr>
<th>[Ada]</th>
<th>show_set_init.adb</th>
</tr>
</thead>
</table>

Bind

<table>
<thead>
<tr>
<th>[gprbind]</th>
<th>show_set_init.bexch</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Ada]</td>
<td>show_set_init.ali</td>
</tr>
</tbody>
</table>

Link

<table>
<thead>
<tr>
<th>[link]</th>
<th>show_set_init.adb</th>
</tr>
</thead>
</table>

Runtime output

Inserting 0 into set was not successful
Set has 5 elements
Elements:
- 0
- 10
- 13
- 14
- 20

16.2.2 Operations on elements

In this section, we briefly explore the following operations on sets:

• Delete and Exclude to remove elements;
• Contains and Find to verify the existence of elements.

To delete elements, you call the procedure Delete. However, analogously to the Insert procedure above, Delete raises an exception if the element to be deleted isn't present in the set. If you want to permit the case where an element might not exist, you can call Exclude, which silently ignores any attempt to delete a non-existent element.

Contains returns a Boolean value indicating whether a value is contained in the set. Find also looks for an element in a set, but returns a cursor to the element or No_Element if the element doesn't exist. You can use either function to search for elements in a set.

Let's look at an example that makes use of these operations:

Listing 16: show_set_element_ops.adb

1with Ada.Containers; use Ada.Containers;
2with Ada.Containers.Ordered_Sets;
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Set_Element_Ops is

   package Integer_Sets is new Ada.Containers.Ordered_Sets
   (Element_Type => Integer);

   use Integer_Sets;

   procedure Show_Elements (S : Set) is
   begin
      New_Line;
      Put_Line ("Set has " 
               & Count_Type'Image (S.Length) 
               & " elements");
      Put_Line ("Elements:");
      for E of S loop
         Put_Line ("- " 
                  & Integer'Image (E));
      end loop;
      Show_Elements (S);
   begin
      S : Set;
      S.Insert (20);
      S.Insert (10);
      S.Insert (0);
      S.Insert (13);
      S.Delete (13);
      if S.Contains (20) then
         Put_Line ("Found element 20 in set");
      end if;
      if S.Find (0) /= No_Element then
         Put_Line ("Found element 0 in set");
      end if;
   Show_Elements (S);
end Show_Set_Element_Ops;

Build output

Compile
   [Ada] show_set_element_ops.adb
Bind
   [gprbind] show_set_element_ops.bexch
   [Ada] show_set_element_ops.ali
Link
   [link] show_set_element_ops.adb

Runtime output

   Found element 20 in set
   Found element 0 in set
Set has 3 elements
Elements:
- 0
- 10
- 20

In addition to ordered sets used in the examples above, the standard library also offers hashed sets. The Reference Manual requires the following average complexity of each operation:

<table>
<thead>
<tr>
<th>Operations</th>
<th>Ordered_Sets</th>
<th>Hashed_Sets</th>
</tr>
</thead>
<tbody>
<tr>
<td>Insert</td>
<td>$O((\log N)^2)$ or better</td>
<td>$O(\log N)$</td>
</tr>
<tr>
<td>Include</td>
<td>$O((\log N)^2)$ or better</td>
<td>$O(\log N)$</td>
</tr>
<tr>
<td>Replace</td>
<td>$O((\log N)^2)$ or better</td>
<td>$O(\log N)$</td>
</tr>
<tr>
<td>Delete</td>
<td>$O((\log N)^2)$ or better</td>
<td>$O(\log N)$</td>
</tr>
<tr>
<td>Exclude</td>
<td>$O((\log N)^2)$ or better</td>
<td>$O(\log N)$</td>
</tr>
<tr>
<td>Find</td>
<td>$O((\log N)^2)$ or better</td>
<td>$O(\log N)$</td>
</tr>
<tr>
<td>Subprogram using cursor</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
</tr>
</tbody>
</table>

### 16.2.3 Other Operations

The previous sections mostly dealt with operations on individual elements of a set. But Ada also provides typical set operations: union, intersection, difference and symmetric difference. In contrast to some vector operations we've seen before (e.g. *Merge*), here you can use built-in operators, such as -. The following table lists the operations and its associated operator:

<table>
<thead>
<tr>
<th>Set Operation</th>
<th>Operator</th>
</tr>
</thead>
<tbody>
<tr>
<td>Union</td>
<td>or</td>
</tr>
<tr>
<td>Intersection</td>
<td>and</td>
</tr>
<tr>
<td>Difference</td>
<td>-</td>
</tr>
<tr>
<td>Symmetric difference</td>
<td>xor</td>
</tr>
</tbody>
</table>

The following example makes use of these operators:

```ada
with Ada.Containers; use Ada.Containers;
with Ada.Containers.Ordered_Sets;
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Set_Ops is
  package Integer_Sets is new Ada.Containers.Ordered_Sets
    (Element_Type => Integer);
  use Integer_Sets;

  procedure Show.Elements (S : Set) is
  begin
    Put.Line ("Elements:");
    for E of S loop
      Put.Line ("- " & Integer'Image (E));
    end loop;
  end Show.Elements;
```

(continues on next page)
procedure Show_Op (S : Set; Op_Name : String) is
begin
   New_Line;
   Put_Line (Op_Name & "(set #1, set #2) has 
& Count_Type'Image (S.Length) & " elements");
end Show_Op;

S1, S2, S3 : Set;
begin
   S1.Insert (0);
   S1.Insert (10);
   S1.Insert (13);
   S2.Insert (0);
   S2.Insert (10);
   S2.Insert (14);
   S3.Insert (0);
   S3.Insert (10);
   New_Line;
   Put_Line ("---- Set #1 ----");
   Show_Elements (S1);
   New_Line;
   Put_Line ("---- Set #2 ----");
   Show_Elements (S2);
   New_Line;
   Put_Line ("---- Set #3 ----");
   Show_Elements (S3);

   if S3.Is_Subset (S1) then
      Put_Line ("S3 is a subset of S1");
   else
      Put_Line ("S3 is not a subset of S1");
   end if;
   S3 := S1 and S2;
   Show_Op (S3, "Intersection");
   Show_Elements (S3);
   S3 := S1 or S2;
   Show_Op (S3, "Union");
   Show_Elements (S3);
   S3 := S1 - S2;
   Show_Op (S3, "Difference");
   Show_Elements (S3);
   S3 := S1 xor S2;
   Show_Op (S3, "Symmetric difference");
   Show_Elements (S3);
end Show_Set_Ops;
16.3 Indefinite maps

The previous sections presented containers for elements of definite types. Although most examples in those sections presented Integer types as element type of the containers, containers can also be used with indefinite types, an example of which is the String type. However, indefinite types require a different kind of containers designed specially for them.

We'll also be exploring a different class of containers: maps. They associate a key with a specific
value. An example of a map is the one-to-one association between a person and their age. If we consider a person's name to be the key, the value is the person's age.

### 16.3.1 Hashed maps

Hashed maps are maps that make use of a hash as a key. The hash itself is calculated by a function you provide.

#### In other languages

Hashed maps are similar to dictionaries in Python and hashes in Perl. One of the main differences is that these scripting languages allow using different types for the values contained in a single map, while in Ada, both the type of key and value are specified in the package instantiation and remains constant for that specific map. You can't have a map where two elements are of different types or two keys are of different types. If you want to use multiple types, you must create a different map for each and use only one type in each map.

When instantiating a hashed map from `Ada.Containers.Indefinite_Hashed_Maps`, we specify following elements:

- **Key_Type**: type of the key
- **Element_Type**: type of the element
- **Hash**: hash function for the **Key_Type**
- **Equivalent_Keys**: an equality operator (e.g. `=`) that indicates whether two keys are to be considered equal.
  - If the type specified in **Key_Type** has a standard operator, you can use it, which you do by specifying that operator as the value of **Equivalent_Keys**.

In the next example, we'll use a string as a key type. We'll use the Hash function provided by the standard library for strings (in the `Ada.Strings` package) and the standard equality operator.

You add elements to a hashed map by calling `Insert`. If an element is already contained in a map **M**, you can access it directly by using its key. For example, you can change the value of an element by calling `M ("My_Key") := 10`. If the key is not found, an exception is raised. To verify if a key is available, use the function `Contains` (as we've seen above in the section on sets).

Let's see an example:

```ada
with Ada.Containers.Indefinite_Hashed_Maps;
with Ada.Strings.Hash;

with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Hashed_Map is

package Integer_Hashed_Maps is new
Ada.Containers.Indefinite_Hashed_Maps
(Key_Type => String,
 Element_Type => Integer,
 Hash => Ada.Strings.Hash,
 Equivalent_Keys => "=");

use Integer_Hashed_Maps;

M : Map;
```

(continues on next page)
16.3.2 Ordered maps

Ordered maps share many features with hashed maps. The main differences are:

- A hash function isn't needed. Instead, you must provide an ordering function (< operator), which the ordered map will use to order elements and allow fast access, \(O(\log n)\), using a binary search.
  - If the type specified in Key_Type has a standard < operator, you can use it in a similar way as we did for Equivalent_Keys above for hashed maps.

Let's see an example:
procedure Show_Ordered_Map is

package Integer_Ordered_Maps is new
  Ada.Containers.Indefinite_Ordered_Maps
  (Key_Type => String,
   Element_Type => Integer);

use Integer_Ordered_Maps;

M : Map;
begin
  M.Include ("Alice", 24);
  M.Include ("John", 40);
  M.Include ("Bob", 28);

  if M.Contains ("Alice") then
    Put_Line ("Alice's age is ",
              & Integer'Image (M ("Alice")));
  end if;

  -- Update Alice's age
  -- Key must already exist in M
  M ("Alice") := 25;

  New_Line; Put_Line ("Name & Age:");
  for C in M.Iterate loop
    Put_Line (Key (C) & ": " & Integer'Image (M (C)));
  end loop;
end Show_Ordered_Map;

Build output

Compile
  [Ada] show_ordered_map.adb
Bind
  [gprbind] show_ordered_map.bexch
  [Ada] show_ordered_map.ali
Link
  [link] show_ordered_map.adb

Runtime output

Alice's age is 24
Name & Age:
  Alice: 25
  Bob: 28
  John: 40

You can see a great similarity between the examples above and from the previous section. In fact, since both kinds of maps share many operations, we didn't need to make extensive modifications when we changed our example to use ordered maps instead of hashed maps. The main difference is seen when we run the examples: the output of a hashed map is usually unordered, but the output of a ordered map is always ordered, as implied by its name.
16.3.3 Complexity

Hashed maps are generally the fastest data structure available to you in Ada if you need to associate heterogeneous keys to values and search for them quickly. In most cases, they are slightly faster than ordered maps. So if you don't need ordering, use hashed maps.

The Reference Manual requires the following average complexity of operations:

<table>
<thead>
<tr>
<th>Operations</th>
<th>Ordered Maps</th>
<th>Hashed Maps</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Insert</td>
<td>$O((\log N)^2)$ or better</td>
<td>$O(\log N)$</td>
</tr>
<tr>
<td>• Include</td>
<td></td>
<td></td>
</tr>
<tr>
<td>• Replace</td>
<td></td>
<td></td>
</tr>
<tr>
<td>• Delete</td>
<td></td>
<td></td>
</tr>
<tr>
<td>• Exclude</td>
<td></td>
<td></td>
</tr>
<tr>
<td>• Find</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Subprogram using cursor</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
</tr>
</tbody>
</table>
The standard library supports processing of dates and times using two approaches:

- **Calendar** approach, which is suitable for handling dates and times in general;
- **Real-time** approach, which is better suited for real-time applications that require enhanced precision — for example, by having access to an absolute clock and handling time spans. Note that this approach only supports times, not dates.

The following sections present these two approaches.

### 17.1 Date and time handling

The Ada.Calendar package supports handling of dates and times. Let’s look at a simple example:

Listing 1: display_current_time.adb

```ada
with Ada.Calendar; use Ada.Calendar;
with Ada.Calendar.Formatting; use Ada.Calendar.Formatting;
with Ada.Text_IO; use Ada.Text_IO;

procedure Display_Current_Time is
  Now : Time := Clock;
begin
  Put_Line ("Current time: " & Image (Now));
end Display_Current_Time;
```

This example displays the current date and time, which is retrieved by a call to the `Clock` function. We call the function `Image` from the `Ada.Calendar.Formatting` package to get a `String` for the current date and time. We could instead retrieve each component using the `Split` function. For example:
Listing 2: display_current_year.adb

```ada
with Ada.Calendar; use Ada.Calendar;
with Ada.Text_IO; use Ada.Text_IO;

procedure Display_Current_Year is
  Now : Time := Clock;
  Now_Year : Year_Number;
  Now_Month : Month_Number;
  Now_Day : Day_Number;
  Now_Seconds : Day_Duration;
begin
  Split (Now,
    Now_Year,
    Now_Month,
    Now_Day,
    Now_Seconds);
  Put_Line ("Current year is: " & Year_Number'Image (Now_Year));
  Put_Line ("Current month is: " & Month_Number'Image (Now_Month));
  Put_Line ("Current day is: " & Day_Number'Image (Now_Day));
end Display_Current_Year;
```

Build output

Compile
[Ada] display_current_year.adb
Bind
[gpribind] display_current_year.bexch
[Ada] display_current_year.ali
Link
[link] display_current_year.adb

Runtime output

Current year is: 2021
Current month is: 2
Current day is: 26

Here, we’re retrieving each element and displaying it separately.

### 17.1.1 Delaying using date

You can delay an application so that it restarts at a specific date and time. We saw something similar in the chapter on tasking. You do this using a `delay until` statement. For example:

```
Listing 3: display_delay_next_specific_time.adb
```

```ada
with Ada.Calendar; use Ada.Calendar;
with Ada.Calendar.Formatting; use Ada.Calendar.Formatting;
with Ada.Calendar.Time_Zones; use Ada.Calendar.Time_Zones;
with Ada.Text_IO; use Ada.Text_IO;

procedure Display_Delay_Next_Specific_Time is
  TZ : Time_Offset := UTC_Time_Offset;
    (Year => 2018,
     Month => 5,
     Day => 1,
    (continues on next page)
```
In this example, we specify the date and time by initializing \texttt{Next} using a call to \texttt{Time_Of}, a function taking the various components of a date (year, month, etc) and returning an element of the \texttt{Time} type. Because the date specified is in the past, the \texttt{delay until} statement won't produce any noticeable effect. However, if we passed a date in the future, the program would wait until that specific date and time arrived.

Here we're converting the time to the local timezone. If we don't specify a timezone, \textit{Coordinated Universal Time} (abbreviated to UTC) is used by default. By retrieving the time offset to UTC with a call to \texttt{UTC_Time_Offset} from the \texttt{Ada.Calendar.Time_Zones} package, we can initialize \texttt{TZ} and use it in the call to \texttt{Time_Of}. This is all we need do to make the information provided to \texttt{Time_Of} relative to the local time zone.

We could achieve a similar result by initializing \texttt{Next} with a \texttt{String}. We can do this with a call to \texttt{Value} from the \texttt{Ada.Calendar.Formatting} package. This is the modified code:

Listing 4: display_delay_next_specific_time.adb

```ada
with Ada.Calendar; use Ada.Calendar;
with Ada.Calendar.Formatting; use Ada.Calendar.Formatting;
with Ada.Calendar.Time_Zones; use Ada.Calendar.Time_Zones;
with Ada.Text_IO; use Ada.Text_IO;

procedure Display_Delay_Next_Specific_Time is
    TZ : Time_Offset := UTC_Time_Offset;
        ("2018-05-01 15:00:00.00", TZ);
begin
    -- Next = 2018-05-01 15:00:00.00 (local time-zone)
    Put_Line ("Let's wait until...");
    Put_Line (Image (Next, True, TZ));
    delay until Next;
    Put_Line ("Enough waiting!");
end Display_Delay_Next_Specific_Time;
```
Introduction to Ada, Release 2021-02

begin
  Put_Line ("Let's wait until..." );
  Put_Line (Image (Next, True, TZ ));
  delay until Next;
  Put_Line ("Enough waiting!");
end Display_Delay_Next_Specific_Time;

Build output

Compile
[Ada] display_delay_next_specific_time.adb
Bind
   [gprbind] display_delay_next_specific_time.bexch
   [Ada] display_delay_next_specific_time.ali
Link
   [link] display_delay_next_specific_time.adb

Runtime output

Let's wait until...
2018-05-01 15:00:00.00
Enough waiting!

In this example, we're again using TZ in the call to Value to adjust the input time to the current time zone.

In the examples above, we were delaying to a specific date and time. Just like we saw in the tasking chapter, we could instead specify the delay relative to the current time. For example, we could delay by 5 seconds, using the current time:

Listing 5: display_delay_next.adb

with Ada.Calendar;  use Ada.Calendar;
with Ada.Text_IO; use Ada.Text_IO;

procedure Display_Delay_Next is
  D : Duration := 5.0;      -- seconds
  Now : Time := Clock;
  Next : Time := Now + D;  -- use duration to
                           -- specify next point in time
begin
  Put_Line ("Let's wait "
          & Duration'Image (D) & " seconds..." );
  delay until Next;
  Put_Line ("Enough waiting!");
end Display_Delay_Next;

Build output

Compile
[Ada] display_delay_next.adb
Bind
   [gprbind] display_delay_next.bexch
   [Ada] display_delay_next.ali
Link
   [link] display_delay_next.adb

Runtime output

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Let’s wait 5.000000000 seconds...
Enough waiting!

Here, we’re specifying a duration of 5 seconds in $D$, adding it to the current time from $\text{Now}$, and storing the sum in $\text{Next}$. We then use it in the $\text{delay until}$ statement.

### 17.2 Real-time

In addition to $\text{Ada.Calendar}$, the standard library also supports time operations for real-time applications. These are included in the $\text{Ada.Real_Time}$ package. This package also includes a $\text{Time}$ type. However, in the $\text{Ada.Real_Time}$ package, the $\text{Time}$ type is used to represent an absolute clock and handle a time span. This contrasts with the $\text{Ada.Calendar}$, which uses the $\text{Time}$ type to represent dates and times.

In the previous section, we used the $\text{Time}$ type from the $\text{Ada.Calendar}$ and the $\text{delay until}$ statement to delay an application by 5 seconds. We could have used the $\text{Ada.Real_Time}$ package instead. Let’s modify that example:

**Listing 6: display_delay_next_real_time.adb**

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Ada.Real_Time; use Ada.Real_Time;

procedure Display_Delay_Next_Real_Time
is
  $D$ : Time_Span := Seconds (5);
  Next : Time := Clock + $D$;
begin
  Put_Line ("Let's wait ",
            & Duration'Image (To_Duration ($D$)) & " seconds...");
  delay until Next;
  Put_Line ("Enough waiting!");
end Display_Delay_Next_Real_Time;
```

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>display_delay_next_real_time.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Ada]</td>
<td>[Ada] display_delay_next_real_time.adb</td>
</tr>
</tbody>
</table>

The main difference is that $D$ is now a variable of type $\text{Time_Span}$, defined in the $\text{Ada.Real_Time}$ package. We call the function $\text{Seconds}$ to initialize $D$, but could have gotten a finer granularity by calling $\text{Nanoseconds}$ instead. Also, we need to first convert $D$ to the $\text{Duration}$ type using $\text{To_Duration}$ before we can display it.

#### 17.2.1 Benchmarking

One interesting application using the $\text{Ada.Real_Time}$ package is benchmarking. We’ve used that package before in a previous section when discussing tasking. Let’s look at an example of bench-
marking:

Listing 7: display_benchmarking.adb

```ada
with Ada.Text_IO;   use Ada.Text_IO;
with Ada.Real_Time; use Ada.Real_Time;

procedure Display_Benchmarking is

    procedure Computational_Intensive_App is
    begin
        delay 5.0;
    end Computational_Intensive_App;

    Start_Time, Stop_Time : Time;
    Elapsed_Time : Time_Span;

    begin
        Start_Time := Clock;
        Computational_Intensive_App;
        Stop_Time := Clock;
        Elapsed_Time := Stop_Time - Start_Time;
        Put_Line ("Elapsed time: "
                  & Duration'Image (To_Duration (Elapsed_Time))
                  & " seconds");
    end Display_Benchmarking;
```

Build output

Compile
[Ada] display_benchmarking.adb

Bind
[gprbind] display_benchmarking.bexch
[Ada] display_benchmarking.ali

Link
[link] display_benchmarking.adb

Runtime output

Elapsed time: 5.000150423 seconds

This example defines a dummy Computational_Intensive_App implemented using a simple delay statement. We initialize Start_Time and Stop_Time from the then-current clock and calculate the elapsed time. By running this program, we see that the time is roughly 5 seconds, which is expected due to the delay statement.

A similar application is benchmarking of CPU time. We can implement this using the Execution_Time package. Let's modify the previous example to measure CPU time:

Listing 8: display_benchmarking_cpu_time.adb

```ada
with Ada.Text_IO;   use Ada.Text_IO;
with Ada.Real_Time; use Ada.Real_Time;
with Ada.Execution_Time; use Ada.Execution_Time;

procedure Display_Benchmarking_CPU_Time is

    procedure Computational_Intensive_App is
    begin
        (continues on next page)
```
In this example, Start_Time and Stop_Time are of type CPU_Time instead of Time. However, we still call the Clock function to initialize both variables and calculate the elapsed time in the same way as before. By running this program, we see that the CPU time is significantly lower than the 5 seconds we've seen before. This is because the delay statement doesn't require much CPU time. The results will be different if we change the implementation of Computational_Intensive_App to use a mathematical functions in a long loop. For example:

```
procedure Computational_Intensive_App is
  package Funcs is new Ada.Numerics.Generic_Elementary_Functions
    (Float_Type => Long_Long_Float);
  use Funcs;
  X : Long_Long_Float;
begin
  for I in 0 .. 1_000_000 loop
    X := Tan (Arctan (Tan (Arctan
```


```
(Tan (Arctan
 (Tan (Arctan
 (Tan (Arctan
 (Tan (Arctan
 (0.577))))))))));
```

```
end loop;
end Computational_Intensive_App;

procedure Benchm_Elapsed_Time is
Start_Time, Stop_Time : Time;
Elapsed_Time : Time_Span;

begin
  Start_Time := Clock;
  Computational_Intensive_App;
  Stop_Time  := Clock;
  Elapsed_Time := Stop_Time - Start_Time;
  Put_Line ("Elapsed time: 
             & Duration'Image (To_Duration (Elapsed_Time))
             & " seconds");
end Benchm_Elapsed_Time;

procedure Benchm_CPU_Time is
Start_Time, Stop_Time : CPU_Time;
Elapsed_Time : Time_Span;

begin
  Start_Time := Clock;
  Computational_Intensive_App;
  Stop_Time  := Clock;
  Elapsed_Time := Stop_Time - Start_Time;
  Put_Line ("CPU time: 
             & Duration'Image (To_Duration (Elapsed_Time))
             & " seconds");
end Benchm_CPU_Time;

begin
  Benchm_Elapsed_Time;
  Benchm_CPU_Time;
end Display_Benchmarking_Math;
```

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>display_benchmarking_math.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bind</td>
<td>display_benchmarking_math.bexch</td>
</tr>
<tr>
<td>Link</td>
<td>display_benchmarking_math.ali</td>
</tr>
</tbody>
</table>

Runtime output

| Elapsed time: 1.183861042 seconds |
| CPU time: 1.185667556 seconds |

Now that our dummy Computational_Intensive_App involves mathematical operations requir-
ing significant CPU time, the measured elapsed and CPU time are much closer to each other than before.
In previous chapters, we’ve seen source-code examples using the String type, which is a fixed-length string type — essentially, it’s an array of characters. In many cases, this data type is good enough to deal with textual information. However, there are situations that require more advanced text processing. Ada offers alternative approaches for these cases:

- **Bounded strings**: similar to fixed-length strings, bounded strings have a maximum length, which is set at its instantiation. However, bounded strings are not arrays of characters. At any time, they can contain a string of varied length — provided this length is below or equal to the maximum length.

- **Unbounded strings**: similar to bounded strings, unbounded strings can contain strings of varied length. However, in addition to that, they don’t have a maximum length. In this sense, they are very flexible.

The following sections present an overview of the different string types and common operations for string types.

### 18.1 String operations

Operations on standard (fixed-length) strings are available in the Ada.Strings.Fixed package. As mentioned previously, standard strings are arrays of elements of Character type with a fixed-length. That’s why this child package is called Fixed.

One of the simplest operations provided is counting the number of substrings available in a string (Count) and finding their corresponding indices (Index). Let’s look at an example:

```ada
with Ada.Strings.Fixed; use Ada.Strings.Fixed;
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Find_Substring is
  S : String := "Hello" & 3 * " World";
  P : constant String := "World";
  Idx : Natural;
  Cnt : Natural;
  begin
       (Source => S,
        Pattern => P);
    Put_Line ("String: " & S);
    Put_Line ("Count for '" & P & "': " & Natural'Image (Cnt));
    Idx := 0;
  end Show_Find_Substring;
```

for I in 1 .. Cnt loop
  Idx := Index
  (Source  => S,
   Pattern => P,
   From    => Idx + 1);
  Put_Line ("Found instance of '" & P & "' at position: 
           & Natural'Image (Idx));
end loop;
end Show_Find_Substring;

Build output

Compile
  [Ada]  show_find_substring.adb
Bind
  [gprbind] show_find_substring.bexch
  [Ada] show_find_substring.ali
Link
  [link]  show_find_substring.adb

Runtime output

String: Hello World World World
Count for 'World':  3
Found instance of 'World' at position:  7
Found instance of 'World' at position: 13
Found instance of 'World' at position: 19

We initialize the string S using a multiplication. Writing "Hello" & 3 * " World" creates the string Hello World World World. We then call the function Count to get the number of instances of the word World in S. Next we call the function Index in a loop to find the index of each instance of World in S.

That example looked for instances of a specific substring. In the next example, we retrieve all the words in the string. We do this using Find_Token and specifying whitespaces as separators. For example:

Listing 2: show_find_words.adb

with Ada.Strings;   use Ada.Strings;
with Ada.Strings.Fixed; use Ada.Strings.Fixed;
with Ada.Text_IO;    use Ada.Text_IO;

procedure Show_Find_Words is
  S   : String := "Hello" & 3 * " World";
  F   : Positive;
  L   : Natural;
  I   : Natural := 1;
  Whitespace : constant Character_Set :=
               To_Set (' ');
begin
  Put_Line ("String: " & S);
  Put_Line ("String length: " & Integer'Image (S'Length));
  while I in S'Range loop
    Find_Token
We pass a set of characters to be used as delimitators to the procedure Find_Token. This set is a member of the Character_Set type from the Ada.Strings.Maps package. We call the To_Set function (from the same package) to initialize the set to Whitespace and then call Find_Token to loop over each valid index and find the starting index of each word. We pass Outside to the Test parameter of the Find_Token procedure to indicate that we're looking for indices that are outside the Whitespace set, i.e. actual words. The First and Last parameters of Find_Token are output parameters that indicate the valid range of the substring. We use this information to display the string (S (F .. L)).

The operations we've looked at so far read strings, but don't modify them. We next discuss operations that change the content of strings:

<table>
<thead>
<tr>
<th>Operation</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Insert</td>
<td>Insert substring in a string</td>
</tr>
<tr>
<td>Overwrite</td>
<td>Overwrite a string with a substring</td>
</tr>
<tr>
<td>Delete</td>
<td>Delete a substring</td>
</tr>
<tr>
<td>Trim</td>
<td>Remove whitespaces from a string</td>
</tr>
</tbody>
</table>

All these operations are available both as functions or procedures. Functions create a new string but procedures perform the operations in place. The procedure will raise an exception if the constraints of the string are not satisfied. For example, if we have a string S containing 10 characters, inserting a string with two characters (e.g. "!!") into it produces a string containing 12 characters. Since it has a fixed length, we can't increase its size. One possible solution in this case is to
specify that truncation should be applied while inserting the substring. This keeps the length of \( S \) fixed. Let’s see an example that makes use of both function and procedure versions of \texttt{Insert}, \texttt{Overwrite}, and \texttt{Delete}:

**Listing 3: show\_adapted\_strings.adb**

```ada
with Ada.Strings;  use Ada.Strings;
with Ada.Strings.Fixed; use Ada.Strings.Fixed;
with Ada.Text_IO;  use Ada.Text_IO;

procedure Show_Adapted_Strings is
  S : String := "Hello World";
  P : constant String := "World";
  N : constant String := "Beautiful";

  procedure Display_Adapted_String
    (Source    : String;
     Before    : Positive;
     New_Item  : String;
     Pattern   : String)
  is
    S_Ins_In : String := Source;
    S_Ovr_In : String := Source;
    S_Del_In : String := Source;
    S_Ins    : String := Insert (Source, Before, New_Item & " ");
    S_Ovr    : String := Overwrite (Source, Before, New_Item);
    S_Del    : String := Trim (Delete (Source,
                                  Before,
                                  Before + Pattern'Length - 1),
                                  Ada.Strings.Right);
  begin
    Insert (S_Ins_In, Before, New_Item, Right);
    Overwrite (S_Ovr_In, Before, New_Item, Right);
    Delete (S_Del_In, Before, Before + Pattern'Length - 1);
    Put_Line ("Original: '" & Source & "");
    Put_Line ("Insert: '" & S_Ins & ";");
    Put_Line ("Overwrite: '" & S_Ovr & ");
    Put_Line ("Delete: '" & S_Del & ");
    Put_Line ("Insert (in-place): '" & S_Ins_In & ");
    Put_Line ("Overwrite (in-place): '" & S_Ovr_In & ");
    Put_Line ("Delete (in-place): '" & S_Del_In & ");
  end Display_Adapted_String;

  begin
    Ixd := Index
      (Source => S,
       Pattern => P);
    if Ixd > 0 then
      Display_Adapted_String (S, Ixd, N, P);
    end if;
  end Show_Adapted_Strings;
```

**Build output**

Compile

(continues on next page)
In this example, we look for the index of the substring World and perform operations on this substring within the outer string. The procedure Display_Adapted_String uses both versions of the operations. For the procedural version of Insert and Overwrite, we apply truncation to the right side of the string (Right). For the Delete procedure, we specify the range of the substring, which is replaced by whitespaces. For the function version of Delete, we also call Trim which trims the trailing whitespace.

### 18.2 Limitation of fixed-length strings

Using fixed-length strings is usually good enough for strings that are initialized when they are declared. However, as seen in the previous section, procedural operations on strings cause difficulties when done on fixed-length strings because fixed-length strings are arrays of characters. The following example shows how cumbersome the initialization of fixed-length strings can be when it's not performed in the declaration:

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Char_Array is
  S : String (1 .. 15);  -- Strings are arrays of Character
begin
  S := "Hello ";
  -- Alternatively:
  -- #1:
  --  S (1 .. 5) := "Hello";
  --  S (6 .. S'Last) := (others => ' ');
  -- #2:
  --  S := ('H', 'e', 'l', 'l', 'o', others => ' ');
  Put_Line ("String: " & S);
  Put_Line ("String Length: " & Integer'Image (S'Length));
end Show_Char_Array;
```

Build output
In this case, we can’t simply write \( S := \text{"Hello"} \) because the resulting array of characters for the \( \text{Hello} \) constant has a different length than the \( S \) string. Therefore, we need to include trailing whitespaces to match the length of \( S \). As shown in the example, we could use an exact range for the initialization (\( S (1 .. 5) \)) or use an explicit array of individual characters.

When strings are initialized or manipulated at run-time, it’s usually better to use bounded or unbounded strings. An important feature of these types is that they aren’t arrays, so the difficulties presented above don’t apply. Let’s start with bounded strings.

### 18.3 Bounded strings

Bounded strings are defined in the \( \text{Ada.Strings.Bounded.Generic_Bounded_Len} \) package. Because this is a generic package, you need to instantiate it and set the maximum length of the bounded string. You can then declare bounded strings of the \( \text{Bounded_String} \) type.

Both bounded and fixed-length strings have a maximum length that they can hold. However, bounded strings are not arrays, so initializing them at run-time is much easier. For example:

```ada
with Ada.Strings; use Ada.Strings;
with Ada.Strings.Bounded; use Ada.Text_IO;

procedure Show_Bounded_String is
  package B_Str is new
    Ada.Strings.Bounded.Generic_Bounded_Len (Max => 15);
  use B_Str;

  S1, S2 : Bounded_String;

procedure Display_String_Info (S : Bounded_String) is
  begin
    Put_Line ("String: " & To_String (S));
    Put_Line ("String Length: " & Integer'Image (Length (S)));
    -- String: S'Length => ok
    -- Bounded_String: S'Length => compilation error
    -- bounded strings are not arrays!
    Put_Line ("Max. Length: " & Integer'Image (Max_Length));
  end Display_String_Info;

begin
  S1 := To_Bounded_String ("Hello"));
  Display_String_Info (S1);
  S2 := To_Bounded_String ("Hello World"));
end Show_Bounded_String;
```

(continues on next page)
Display_String_Info (S2);
S1 := To_Bounded_String ("Something longer to say here...", Right);
Display_String_Info (S1);
end Show_Bounded_String;

Build output

Compile
[Ada] show_bounded_string.adb
Bind
[gprbind] show_bounded_string.bexch
[Ada] show_bounded_string.ali
Link
[link] show_bounded_string.adb

Runtime output

String: Hello
String Length: 5
Max. Length: 15
String: Hello World
String Length: 11
Max. Length: 15
String: Something longe
String Length: 15
Max. Length: 15

By using bounded strings, we can easily assign to S1 and S2 multiple times during execution. We use the To_Bounded_String and To_String functions to convert, in the respective direction, between fixed-length and bounded strings. A call to To_Bounded_String raises an exception if the length of the input string is greater than the maximum capacity of the bounded string. To avoid this, we can use the truncation parameter (Right in our example).

Bounded strings are not arrays, so we can't use the 'Length attribute as we did for fixed-length strings. Instead, we call the Length function, which returns the length of the bounded string. The Max_Length constant represents the maximum length of the bounded string that we set when we instantiated the package.

After initializing a bounded string, we can manipulate it. For example, we can append a string to a bounded string using Append or concatenate bounded strings using the & operator. Like so:

Listing 6: show_bounded_string_op.adb

with Ada.Strings; use Ada.Strings;
with Ada.Strings.Bounded;
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Bounded_String_Op is
package B_Str is new
   Ada.Strings.Bounded.Generic_Bounded_Length (Max => 30);
use B_Str;

S1, S2 : Bounded_String;
begin
S1 := To_Bounded_String ("Hello");
   -- Alternatively: A := Null_Bounded_String & "Hello";
Append (S1, " World");
   -- Alternatively: Append (A, " World", Right);
Put_Line ("String: " & To_String (S1));
We can initialize a bounded string with an empty string using the Null_Bounded_String constant. Also, we can use the Append procedure and specify the truncation mode like we do with the To_Bounded_String function.

### 18.4 Unbounded strings

Unbounded strings are defined in the Ada.Strings.Unbounded package. This is not a generic package, so we don't need to instantiate it before using the Unbounded_String type. As you may recall from the previous section, bounded strings require a package instantiation.

Unbounded strings are similar to bounded strings. The main difference is that they can hold strings of any size and adjust according to the input string: if we assign, e.g., a 10-character string to an unbounded string and later assign a 50-character string, internal operations in the container ensure that memory is allocated to store the new string. In most cases, developers don't need to worry about these operations. Also, no truncation is necessary.

Initialization of unbounded strings is very similar to bounded strings. Let's look at an example:

```ada
with Ada.Strings; use Ada.Strings;
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Unbounded_String is
  S1, S2 : Unbounded_String;

  procedure Display_String_Info (S : Unbounded_String) is
  begin
    Put_Line ("String: " & To_String (S));
    Put_Line ("String Length: " & Integer'Image (Length (S)));
  end Display_String_Info;

begin
  S1 := To_Unbounded_String ("Hello");
  -- Alternatively: A := Null_Unbounded_String & "Hello";
  Display_String_Info (S1);
```

(continues on next page)
S2 := To_Unbounded_String ("Hello World");
Display_String_Info (S2);
S1 := To_Unbounded_String ("Something longer to say here...");
Display_String_Info (S1);
end Show_Unbounded_String;

Build output

Compile
[Ada] show_unbounded_string.adb
Bind
[gprbind] show_unbounded_string.bexch
[Ada] show_unbounded_string.ali
Link
[link] show_unbounded_string.adb

Runtime output

String: Hello
String Length:  5
String: Hello World
String Length: 11
String: Something longer to say here...
String Length: 31

Like bounded strings, we can assign to S1 and S2 multiple times during execution and use the To_Unbounded_String and To_String functions to convert back-and-forth between fixed-length strings and unbounded strings. However, in this case, truncation is not needed.

And, just like for bounded strings, you can use the Append function and the & operator for unbounded strings. For example:

Listing 8: show_unbounded_string_op.adb

with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Unbounded_String_Op is
  S1, S2 : Unbounded_String := Null_Unbounded_String;
begin
  S1 := S1 & "Hello";
  S2 := S2 & "Hello!";
  Append (S1, " World");
  Put_Line ("String: " & To_String (S1));

  S1 := S1 & " " & S2;
  Put_Line ("String: " & To_String (S1));
end Show_Unbounded_String_Op;

18.4. Unbounded strings 231
Ada provides different approaches for file input/output (I/O):

- **Text I/O**, which supports file I/O in text format, including the display of information on the console.
- **Sequential I/O**, which supports file I/O in binary format written in a sequential fashion for a specific data type.
- **Direct I/O**, which supports file I/O in binary format for a specific data type, but also supporting access to any position of a file.
- **Stream I/O**, which supports I/O of information for multiple data types, including objects of unbounded types, using files in binary format.

This table presents a summary of the features we've just seen:

<table>
<thead>
<tr>
<th>File I/O option</th>
<th>Format</th>
<th>Random access</th>
<th>Data types</th>
</tr>
</thead>
<tbody>
<tr>
<td>Text I/O</td>
<td>text</td>
<td></td>
<td>string type</td>
</tr>
<tr>
<td>Sequential I/O</td>
<td>binary</td>
<td></td>
<td>single type</td>
</tr>
<tr>
<td>Direct I/O</td>
<td>binary</td>
<td>X</td>
<td>single type</td>
</tr>
<tr>
<td>Stream I/O</td>
<td>binary</td>
<td>X</td>
<td>multiple types</td>
</tr>
</tbody>
</table>

In the following sections, we discuss details about these I/O approaches.

### 19.1 Text I/O

In most parts of this course, we used the `Put_Line` procedure to display information on the console. However, this procedure also accepts a `File_Type` parameter. For example, you can select between standard output and standard error by setting this parameter explicitly:

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Std_Text_Out is
begin
  Put_Line (Standard_Output, "Hello World #1");
  Put_Line (Standard_Error, "Hello World #2");
end Show_Std_Text_Out;
```

Build output

Compile

```
[Ada] show_std_text_out.adb
```

Bind

(continues on next page)
You can also use this parameter to write information to any text file. To create a new file for writing, use the Create procedure, which initializes a File_Type element that you can later pass to Put_Line (instead of, e.g., Standard_Output). After you finish writing information, you can close the file by calling the Close procedure.

You use a similar method to read information from a text file. However, when opening the file, you must specify that it’s an input file (In_File) instead of an output file. Also, instead of calling the Put_Line procedure, you call the Get_Line function to read information from the file.

Let’s see an example that writes information into a new text file and then reads it back from the same file:

Listing 2: show_simple_text_file_io.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Simple_Text_File_IO is
    File : File_Type;
    File_Name : constant String := "simple.txt";
begin
    Create (File, Out_File, File_Name);
    Put_Line (File, "Hello World #1");
    Put_Line (File, "Hello World #2");
    Put_Line (File, "Hello World #3");
    Close (File);

    Open (File, In_File, File_Name);
    while not End_Of_File (File) loop
        Put_Line (Get_Line (File));
    end loop;
    Close (File);
end Show_Simple_Text_File_IO;
```

In addition to the Create and Close procedures, the standard library also includes a Reset procedure, which, as the name implies, resets (erases) all the information from the file. For example:
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Listing 3: show_text_file_reset.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Text_File_Reset is
  F : File_Type;
  File_Name : constant String := "simple.txt";
begin
  Create (F, Out_File, File_Name);
  Put_Line (F, "Hello World #1");
  Reset (F);
  Put_Line (F, "Hello World #2");
  Close (F);
  Open (F, In_File, File_Name);
  while not End_Of_File (F) loop
    Put_Line (Get_Line (F));
  end loop;
  Close (F);
end Show_Text_File_Reset;
```

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>show_text_file_reset.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bind</td>
<td>show_text_file_reset.bexch</td>
</tr>
<tr>
<td>Link</td>
<td>show_text_file_reset.ali</td>
</tr>
</tbody>
</table>

Runtime output

Hello World #2

By running this program, we notice that, although we've written the first string (Hello World #1) to the file, it has been erased because of the call to Reset.

In addition to opening a file for reading or writing, you can also open an existing file and append to it. Do this by calling the Open procedure with the Append_File option.

When calling the Open procedure, an exception is raised if the specified file isn't found. Therefore, you should handle exceptions in that context. The following example deletes a file and then tries to open the same file for reading:

Listing 4: show_text_file_input_except.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;

procedure Show_Text_File_Input_Except is
  F : File_Type;
  File_Name : constant String := "simple.txt";
begin
  -- Open output file and delete it
  Create (F, Out_File, File_Name);
  Delete (F);
  -- Try to open deleted file
  Open (F, In_File, File_Name);
  Close (F);
exception
  when Name_Error =>
```

(continues on next page)
Put_Line ("File does not exist");
when others =>
  Put_Line ("Error while processing input file");
end Show_Text_File_Input_Exception;

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>show_text_file_input_except.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bind</td>
<td>show_text_file_input_except.bexch</td>
</tr>
<tr>
<td></td>
<td>show_text_file_input_except.ali</td>
</tr>
<tr>
<td>Link</td>
<td>show_text_file_input_except.adb</td>
</tr>
</tbody>
</table>

Runtime output

File does not exist

In this example, we create the file by calling Create and then delete it by calling Delete. After the call to Delete, we can no longer use the File_Type element. After deleting the file, we try to open the non-existent file, which raises a Name_Error exception.

### 19.2 Sequential I/O

The previous section presented details about text file I/O. Here, we discuss doing file I/O in binary format. The first package we'll explore is the Ada.Sequential_IO package. Because this package is a generic package, you need to instantiate it for the data type you want to use for file I/O. Once you've done that, you can use the same procedures we've seen in the previous section: Create, Open, Close, Reset and Delete. However, instead of calling the Get_Line and Put_Line procedures, you'd call the Read and Write procedures.

In the following example, we instantiate the Ada.Sequential_IO package for floating-point types:

```ada
with Ada.Text_IO;
with Ada.Sequential_IO;

procedure Show_Seq_Float_IO is
  package Float_IO is new Ada.Sequential_IO (Float);
  use Float_IO;
  F : Float_IO.File_Type;
  File_Name : constant String := "float_file.bin";
begin
  Create (F, Out_File, File_Name);
  Write (F, 1.5);
  Write (F, 2.4);
  Write (F, 6.7);
  Close (F);

  declare
    Value : Float;
  begin
    Open (F, In_File, File_Name);
    while not End_Of_File (F) loop
      Read (F, Value);
      
    end loop;
  end;
```

(continues on next page)
23
Ada.Text_IO.Put_Line (Float'Image (Value));
end loop;
Close (F);
end; Show_Seq_Float_IO;

Build output

Compile
[Ada] show_seq_float_io.adb
Bind
[gprbind] show_seq_float_io.bexch
[Ada] show_seq_float_io.ali
Link
[link] show_seq_float_io.adb

Runtime output

1.50000E+00
2.40000E+00
6.70000E+00

We use the same approach to read and write complex information. The following example uses a record that includes a Boolean and a floating-point value:

Listing 6: show_seq_rec_io.adb

with Ada.Text_IO;
with Ada.Sequential_IO;

procedure Show_Seq_Rec_IO is
  type Num_Info is record
    Valid : Boolean := False;
    Value : Float;
  end record;

  procedure Put_Line (N : Num_Info) is
  begin
    if N.Valid then
      Ada.Text_IO.Put_Line ("(ok, " & Float'Image (N.Value) & ")");
    else
      Ada.Text_IO.Put_Line ("(not ok, ---------)");
    end if;
  end Put_Line;

package Num_Info_IO is new Ada.Sequential_IO (Num_Info);
use Num_Info_IO;

F : Num_Info_IO.File_Type;
File_Name : constant String := "float_file.bin"
begin
  Create (F, Out_File, File_Name);
  Write (F, (True, 1.5));
  Write (F, (False, 2.4));
  Write (F, (True, 6.7));
  Close (F);

declare
  Value : Num_Info;
begin
  Open (F, In_File, File_Name);
(continues on next page)
while not End_Of_File (F) loop
    Read (F, Value);
    Put_Line (Value);
end loop;
Close (F);
end Show_Seq_Rec_IO;

Build output
Compile
[Ada] show_seq_rec_io.adb
Bind
[gprbind] show_seq_rec_io.bexch
[Ada] show_seq_rec_io.ali
Link
[link] show_seq_rec_io.adb

Runtime output
(ok, 1.50000E+00)
(not ok, -----------)
(ok, 6.70000E+00)

As the example shows, we can use the same approach we used for floating-point types to perform file I/O for this record. Once we instantiate the Ada.Sequential_IO package for the record type, file I/O operations are performed the same way.

**19.3 Direct I/O**

Direct I/O is available in the Ada.Direct_IO package. This mechanism is similar to the sequential I/O approach just presented, but allows us to access any position in the file. The package instantiation and most operations are very similar to sequential I/O. To rewrite the Show_Seq_Float_IO application presented in the previous section to use the Ada.Direct_IO package, we just need to replace the instances of the Ada.Sequential_IO package by the Ada.Direct_IO package. This is the new source code:

```ada
with Ada.Text_IO;
with Ada.Direct_IO;

procedure Show_Dir_Float_IO is
    package Float_IO is new Ada.Direct_IO (Float);
    use Float_IO;

    F : Float_IO.File_Type;
    File_Name : constant String := "float_file.bin";
begin
    Create (F, Out_File, File_Name);
    Write (F, 1.5);
    Write (F, 2.4);
    Write (F, 6.7);
    Close (F);

    declare
        Value : Float;
```

(continues on next page)
Unlike sequential I/O, direct I/O allows you to access any position in the file. However, it doesn't offer an option to append information to a file. Instead, it provides an `Inout_File` mode allowing reading and writing to a file via the same `File_Type` element.

To access any position in the file, call the `Set_Index` procedure to set the new position / index. You can use the `Index` function to retrieve the current index. Let's see an example:

```ada
with Ada.Text_IO;
with Ada.Direct_IO;

procedure Show_Dir_Float_In_Out_File is
  package Float_IO is new Ada.Direct_IO(Float);
  use Float_IO;
  F : Float_IO.File_Type;
  File_Name : constant String := "float_file.bin";
begin
  -- Open file for input / output
  Create (F, Inout_File, File_Name);
  Write (F, 1.5);
  Write (F, 2.4);
  Write (F, 6.7);

  -- Set index to previous position and overwrite value
  Set_Index (F, Index (F) - 1);
  Write (F, 7.7);

  declare
    Value : Float;
  begin
    -- Set index to start of file
    Set_Index (F, 1);
end Show_Dir_Float_In_Out_File;
```

Build output

Compile

[Ada] show_dir_float_io.adb

Bind

[gpribind] show_dir_float_io.bexch
[Ada] show_dir_float_io.ali

Link

[link] show_dir_float_io.adb

Runtime output

1.50000E+00
2.40000E+00
6.70000E+00

19.3. Direct I/O
Introduction to Ada, Release 2021-02

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>show_dir_float_in_out_file.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bind</td>
<td>show_dir_float_in_out_file.bexch</td>
</tr>
<tr>
<td>Link</td>
<td>show_dir_float_in_out_file.ali</td>
</tr>
<tr>
<td></td>
<td>show_dir_float_in_out_file.adb</td>
</tr>
</tbody>
</table>

Runtime output

1.50000E+00
2.40000E+00
7.70000E+00

By running this example, we see that the file contains 7.7, rather than the previous 6.7 that we wrote. We overwrote the value by changing the index to the previous position before doing another write.

In this example we used the Inout_File mode. Using that mode, we just changed the index back to the initial position before reading from the file (Set_Index (F, 1)) instead of closing the file and reopening it for reading.

19.4 Stream I/O

All the previous approaches for file I/O in binary format (sequential and direct I/O) are specific for a single data type (the one we instantiate them with). You can use these approaches to write objects of a single data type that may be an array or record (potentially with many fields), but if you need to create and process files that include different data types, or any objects of an unbounded type, these approaches are not sufficient. Instead, you should use stream I/O.

Stream I/O shares some similarities with the previous approaches. We still use the Create, Open and Close procedures. However, instead of accessing the file directly via a File_Type element, you use a Stream_Access element. To read and write information, you use the 'Read or 'Write attributes of the data types you're reading or writing.

Let's look at a version of the Show_Dir_Float_IO procedure from the previous section that makes use of stream I/O instead of direct I/O:

Listing 9: show_float_stream.adb

```ada
with Ada.Text_IO;
with Ada Streams.Stream_IO; use Ada Streams.Stream_IO;

procedure Show_Float_Stream is
  F : File_Type;
  S : Stream_Access;
  File_Name : constant String := "float_file.bin";
begin
  -- (continues on next page)
```
Create (F, Out_File, File_Name);
S := Stream (F);

Float'Write (S, 1.5);
Float'Write (S, 2.4);
Float'Write (S, 6.7);

Close (F);

declare
Value : Float;
begin
Open (F, In_File, File_Name);
S := Stream (F);
while not End_Of_File (F) loop
Float'Read (S, Value);
Ada.Text_IO.Put_Line (Float'Image (Value));
end loop;
Close (F);
end Show_Float_Stream;

Build output

<table>
<thead>
<tr>
<th>Compile</th>
<th>show_float_stream.adb</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bind</td>
<td>show_float_stream.bexch</td>
</tr>
<tr>
<td>Link</td>
<td>show_float_stream.ali</td>
</tr>
</tbody>
</table>

Runtime output

1.50000E+00
2.40000E+00
6.70000E+00

After the call to Create, we retrieve the corresponding Stream_Access element by calling the Stream function. We then use this stream to write information to the file via the 'Write attribute of the Float type. After closing the file and reopening it for reading, we again retrieve the corresponding Stream_Access element and processed to read information from the file via the 'Read attribute of the Float type.

You can use streams to create and process files containing different data types within the same file. You can also read and write unbounded data types such as strings. However, when using unbounded data types you must call the 'Input and 'Output attributes of the unbounded data type: these attributes write information about bounds or discriminants in addition to the object's actual data.

The following example shows file I/O that mixes both strings of different lengths and floating-point values:

```ada
with Ada.Text_IO;
with Ada.Streams.Stream_IO; use Ada.Streams.Stream_IO;
procedure Show_String_Stream is
F : File_Type;
```

19.4. Stream I/O
S : Stream_Access;
File_Name : constant String := "float_file.bin";

procedure Output (S : Stream_Access;
FV : Float;
SV : String) is
begin
String'Output (S, SV);
Float'Output (S, V);
end Output;

procedure Input_Display (S : Stream_Access) is
SV : String := String'Input (S);
FV : Float := Float'Input (S);
begin
Ada.Text_IO.Put_Line (Float'Image (FV) & " --- " & SV);
end Input_Display;

begin
Create (F, Out_File, File_Name);
S := Stream (F);
Output (S, 1.5, "Hi!!");
Output (S, 2.4, "Hello world!");
Output (S, 6.7, "Something longer here...");
Close (F);
Open (F, In_File, File_Name);
S := Stream (F);
while not End_Of_File (F) loop
Input_Display (S);
end loop;
Close (F);
end Show_String_Stream;

Build output

Compile
[Ada] show_string_stream.adb
Bind
[gprbind] show_string_stream.bexch
[Ada] show_string_stream.ali
Link
[link] show_string_stream.adb

Runtime output
1.50000E+00  --- Hi!!
2.40000E+00  --- Hello world!
6.70000E+00  --- Something longer here...

When you use Stream I/O, no information is written into the file indicating the type of the data that you wrote. If a file contains data from different types, you must reference types in the same order when reading a file as when you wrote it. If not, the information you get will be corrupted. Unfortunately, strong data typing doesn't help you in this case. Writing simple procedures for file I/O (as in the example above) may help ensuring that the file format is consistent.

Like direct I/O, stream I/O supports also allows you to access any location in the file. However, when doing so, you need to be extremely careful that the position of the new index is consistent.
with the data types you're expecting.
The standard library provides support for common numeric operations on floating-point types as well as on complex types and matrices. In the sections below, we present a brief introduction to these numeric operations.

20.1 Elementary Functions

The Ada.Numerics.Elementary_Functions package provides common operations for floating-point types, such as square root, logarithm, and the trigonometric functions (e.g., sin, cos). For example:

```ada
with Ada.Text_Io; use Ada.Text_Io;
with Ada.Numerics; use Ada.Numerics;
with Ada.Numerics.Elementary_Functions;
use Ada.Numerics.Elementary_Functions;

procedure Show_Elem_Math is
  X : Float;
begins
  X := 2.0;
  Put_Line ("Square root of " & Float'Image (X)
            & " is " & Float'Image (Sqrt (X)));

  X := e;
  Put_Line ("Natural log of " & Float'Image (X)
            & " is " & Float'Image (Log (X)));

  X := 10.0 ** 6.0;
  Put_Line ("Log_10 of " & Float'Image (X)
            & " is " & Float'Image (Log (X, 10.0)));

  X := 2.0 ** 8.0;
  Put_Line ("Log_2 of " & Float'Image (X)
            & " is " & Float'Image (Log (X, 2.0)));

  X := Pi;
  Put_Line ("Cos of " & Float'Image (X)
            & " is " & Float'Image (Cos (X)));

  X := -1.0;
  Put_Line ("Arccos of " & Float'Image (X)
            & " is " & Float'Image (Arccos (X)));
end Show_Elem_Math;
```
Here we use the standard \( e \) and \( \pi \) constants from the \texttt{Ada.Numerics} package.

The \texttt{Ada.Numerics.Elementary_Functions} package provides operations for the \texttt{Float} type. Similar packages are available for \texttt{Long_Float} and \texttt{Long_Long_Float} types. For example, the \texttt{Ada.Numerics.Long_Elementary_Functions} package offers the same set of operations for the \texttt{Long_Float} type. In addition, the \texttt{Ada.Numerics.Generic_Elementary_Functions} package is a generic version of the package that you can instantiate for custom floating-point types. In fact, the \texttt{Elementary_Functions} package can be defined as follows:

\begin{verbatim}
package Elementary_Functions is new
  Ada.Numerics.Generic_Elementary_Functions (Float);
\end{verbatim}

### 20.2 Random Number Generation

The \texttt{Ada.Numerics.Float_Random} package provides a simple random number generator for the range between 0.0 and 1.0. To use it, declare a generator \( G \), which you pass to \texttt{Random}. For example:

\begin{verbatim}
Listing 2: show_float_random_num.adb
1 with Ada.Text_IO; use Ada.Text_IO;
3
4 procedure Show_Float_Random_Num is
5   G : Generator;
6   X : Uniformly_Distributed;
7 begin
8   Reset (G);
9   Put_Line ("Some random numbers between "
10     & Float'Image (Uniformly_Distributed'First) & " and "
11     & Float'Image (Uniformly_Distributed'Last) & ":");
12   for I in 1 .. 15 loop
13     X := Random (G);
14     Put_Line (Float'Image (X));
15   end loop;
16 end Show_Float_Random_Num;
\end{verbatim}
Compile
[Ada] show_float_random_num.adb
Bind
[gprbind] show_float_random_num.bexch
[Ada] show_float_random_num.ali
Link
[link] show_float_random_num.adb

Runtime output

Some random numbers between 0.00000E+00 and 1.00000E+00:
3.99566E-01
5.35691E-02
2.43421E-01
1.88235E-01
7.07859E-01
3.28844E-01
8.44111E-01
4.17959E-01
1.22611E-01
9.87796E-02
1.14966E-01
7.43865E-01
9.26346E-01
3.21095E-01
4.17271E-01

The standard library also includes a random number generator for discrete numbers, which is part of the Ada.Numerics.Discrete_Random package. Since it’s a generic package, you have to instantiate it for the desired discrete type. This allows you to specify a range for the generator. In the following example, we create an application that displays random integers between 1 and 10:

Listing 3: show_discrete_random_num.adb

with Ada.Text_IO; use Ada.Text_IO;
with Ada.Numerics.Discrete_Random;

procedure Show_Discrete_Random_Num is
    subtype Random_Range is Integer range 1 .. 10;
    package R is new Ada.Numerics.Discrete_Random (Random_Range);
    use R;
    G : Generator;
    X : Random_Range;
begin
    Reset (G);
    Put_Line ("Some random numbers between "
        & Integer'Image (Random_Range'First) & " and "
        & Integer'Image (Random_Range'Last) & ":");
    for I in 1 .. 15 loop
        X := Random (G);
        Put_Line (Integer'Image (X));
    end loop;
end Show_Discrete_Random_Num;

Build output

Compile
[Ada] show_discrete_random_num.adb
(continues on next page)
Bind
[gprbind] show_discrete_random_num.bexch
[Ada] show_discrete_random_num.ali
Link
[link] show_discrete_random_num.adb

Runtime output

Some random numbers between 1 and 10:
6
3
5
10
1
3
7
9
7
7
8
6
1
7
6

Here, package R is instantiated with the Random_Range type, which has a constrained range between 1 and 10. This allows us to control the range used for the random numbers. We could easily modify the application to display random integers between 0 and 20 by changing the specification of the Random_Range type. We can also use floating-point or fixed-point types.

20.3 Complex Types

The Ada.Numerics.Complex_Types package provides support for complex number types and the Ada.Numerics.Complex_Elementary_Functions package provides support for common operations on complex number types, similar to the Ada.Numerics.Elementary_Functions package. Finally, you can use the Ada.Text_IO.Complex_IO package to perform I/O operations on complex numbers. In the following example, we declare variables of the Complex type and initialize them using an aggregate:

Listing 4: show_elem_math.adb

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Ada.Numerics; use Ada.Numerics;
with Ada.Numerics.Complex_Types;
use Ada.Numerics.Complex_Types;
with Ada.Numerics.Complex_Elementary_Functions;
use Ada.Numerics.Complex_Elementary_Functions;
with Ada.Text_IO.Complex_IO;
procedure Show_Elem_Math is
package C_IO is new Ada.Text_IO.Complex_IO (Complex_Types);
use C_IO;
```

(continues on next page)
X, Y : Complex;
R, Th : Float;

begin
X := (2.0, -1.0);
Y := (3.0, 4.0);

Put (X);
Put (" * ");
Put (Y);
Put (" is ");
Put (X * Y);
New_Line;
New_Line;

R := 3.0;
Th := Pi / 2.0;
X := Compose_From_Polar (R, Th);
-- Alternatively:
-- X := R * Exp ((0.0, Th));
-- X := R * e ** Complex'(0.0, Th);

Put ("Polar form: ");
& Float'Image (R) & " * e**(i * 
& Float'Image (Th) & ");
New_Line;

Put ("Modulus of ");
Put (X);
Put (" is ");
Put (Float'Image (abs (X)));
New_Line;

Put ("Argument of ");
Put (X);
Put (" is ");
Put (Float'Image (Argument (X)));
New_Line;

Put ("Sqrt of ");
Put (X);
Put (" is ");
Put (Sqrt (X));
New_Line;
end ShowElemMath;

Build output

Compile
[Ada] show_elem_math.adb
Bind
[gprbind] show_elem_math.bexch
[Ada] show_elem_math.ali
Link
[link] show_elem_math.adb

Runtime output

( 2.00000E+00,-1.00000E+00) * ( 3.00000E+00, 4.00000E+00) is ( 1.00000E+01, 5.00000E+00)

(continues on next page)
Polar form: \(3.00000E+00 * e^{(i * 1.57080E+00)}\)
Modulus of \((-1.31134E-07, 3.00000E+00)\) is \(3.00000E+00\)
Argument of \((-1.31134E-07, 3.00000E+00)\) is \(1.57080E+00\)
Sqrt of \((-1.31134E-07, 3.00000E+00)\) is \((1.22474E+00, 1.22474E+00)\)

As we can see from this example, all the common operators, such as \(*\) and \(+\), are available for complex types. You also have typical operations on complex numbers, such as Argument and Exp. In addition to initializing complex numbers in the cartesian form using aggregates, you can do so from the polar form by calling the Compose_From_Polar function.

The Ada.Numerics.Complex_Types and Ada.Numerics.Complex_Elementary_Functions packages provide operations for the Float type. Similar packages are available for Long_Float and Long_Long_Float types. In addition, the Ada.Numerics.Generic_Complex_Types and Ada.Numerics.Generic_Complex_Elementary_Functions packages are generic versions that you can instantiate for custom or pre-defined floating-point types. For example:

```ada
with Ada.Numerics.Generic_Complex_Types;
with Ada.Numerics.Generic_Complex_Elementary_Functions;
with Ada.Text_IO.Complex_IO;
procedure Show_Elem_Math is

package Complex_Types is new Ada.Numerics.Generic_Complex_Types (Float);
use Complex_Types;

package Elementary_Functions is new Ada.Numerics.Generic_Complex_Elementary_Functions (Complex_Types);
use Elementary_Functions;

package C_IO is new Ada.Text_IO.Complex_IO (Complex_Types);
use C_IO;

X, Y : Complex;
R, Th : Float;
```

### 20.4 Vector and Matrix Manipulation

The Ada.Numerics.Real_Arrays package provides support for vectors and matrices. It includes common matrix operations such as inverse, determinant, eigenvalues in addition to simpler operators such as matrix addition and multiplication. You can declare vectors and matrices using the Real_Vector and Real_Matrix types, respectively.

The following example uses some of the operations from the Ada.Numerics.Real_Arrays package:

```ada
with Ada.Text_IO; use Ada.Text_IO;
with Ada.Numerics.Real_Arrays;
use Ada.Numerics.Real_Arrays;
procedure Show_Matrix is

procedure Put_Vector (V : Real_Vector) is
begin
```

(continues on next page)
Put (" ");
for I in V'Range loop
  Put (Float'Image (V (I)) & " ");
end loop;
Put_Line ("");
end Put_Vector;

procedure Put_Matrix (M : Real_Matrix) is
begin
  for I in M'Range (1) loop
    Put (" ");
    for J in M'Range (2) loop
      Put (Float'Image (M (I, J)) & " ");
    end loop;
    Put_Line ("");
  end loop;
end Put_Matrix;

V1 : Real_Vector := (1.0, 3.0);
V2 : Real_Vector := (75.0, 11.0);
M1 : Real_Matrix :=
  ((1.0, 5.0, 1.0),
   (2.0, 2.0, 1.0));
M2 : Real_Matrix :=
  ((31.0, 11.0, 10.0),
   (34.0, 16.0, 11.0),
   (32.0, 12.0, 10.0),
   (31.0, 13.0, 10.0));
M3 : Real_Matrix :=
  ((1.0, 2.0),
   (2.0, 3.0));

Put_Line ("V1");
Put_Vector (V1);
Put_Line ("V2");
Put_Vector (V2);
Put_Line ("V1 * V2 =");
Put_Line (" 
  & Float'Image (V1 * V2));
Put_Line ("V1 * V2 =");
Put_Matrix (V1 * V2);
New_Line;
Put_Line ("M1");
Put_Matrix (M1);
Put_Line ("M2");
Put_Matrix (M2);
Put_Line ("M2 * Transpose(M1) =");
Put_Matrix (M2 * Transpose (M1));
New_Line;
Put_Line ("M3");
Put_Matrix (M3);
Put_Line ("Inverse (M3) =");
Put_Matrix (Inverse (M3));
Put_Line ("abs Inverse (M3) =");
Put_Matrix (abs Inverse (M3));
Put_Line ("Determinant (M3) =");
Put_Line (" 
  & Float'Image (Determinant (M3))");
Put_Line ("Solve (M3, V1) =");

(continues on next page)
Put_Vector (Solve (M3, V1));
Put_Line ("Eigenvalues (M3) =");
Put_Vector (Eigenvalues (M3));
New_Line;
end Show_Matrix;

Build output

Compile
[Ada] show_matrix.adb
Bind
[gprbind] show_matrix.bexch
[Ada] show_matrix.ali
Link
[link] show_matrix.adb

Runtime output

V1
( 1.00000E+00 3.00000E+00 )
V2
( 7.50000E+01 1.10000E+01 )
V1 * V2 =
( 1.08000E+02 )
( 7.50000E+01 1.10000E+01 )
V1 * V2 =
( 2.25000E+02 3.30000E+01 )

M1
( 1.00000E+00 5.00000E+00 1.00000E+00 )
( 2.00000E+00 2.00000E+00 1.00000E+00 )

M2
( 3.10000E+01 1.10000E+01 1.00000E+01 )
( 3.40000E+01 1.60000E+01 1.10000E+01 )
( 3.20000E+01 1.20000E+01 1.00000E+01 )
( 3.10000E+01 1.30000E+01 1.00000E+01 )
M2 * Transpose(M1) =
( 9.60000E+01 9.40000E+01 )
( 1.25000E+02 1.11000E+02 )
( 1.02000E+02 9.80000E+01 )
( 1.06000E+02 9.80000E+01 )

M3
( 1.00000E+00 2.00000E+00 )
( 2.00000E+00 3.00000E+00 )
Inverse (M3) =
( -3.00000E+00 2.00000E+00 )
( 2.00000E+00 -1.00000E+00 )
abs Inverse (M3) =
( 3.00000E+00 2.00000E+00 )
( 2.00000E+00 1.00000E+00 )
Determinant (M3) =
-1.00000E+00
Solve (M3, V1) =
( 3.00000E+00 -1.00000E+00 )
Eigenvalues (M3) =
( 4.23607E+00 -2.36068E-01 )

Matrix dimensions are automatically determined from the aggregate used for initialization when you don't specify them. You can, however, also use explicit ranges. For example:
The `Ada.Numerics.Real_Arrays` package implements operations for the `Float` type. Similar packages are available for `Long_Float` and `Long_Long_Float` types. In addition, the `Ada.Numerics.Generic_Real_Arrays` package is a generic version that you can instantiate with custom floating-point types. For example, the `Real_Arrays` package can be defined as follows:

```ada
package Real_Arrays is new
    Ada.Numerics.Generic_Real_Arrays (Float);
```

```ada
M1 : Real_Matrix (1 .. 2, 1 .. 3) :=
    ((1.0, 5.0, 1.0),
     (2.0, 2.0, 1.0));
```
21.1 Appendix A: Generic Formal Types

The following tables contain examples of available formal types for generics:

<table>
<thead>
<tr>
<th>Formal type</th>
<th>Actual type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Incomplete type</td>
<td>Any type</td>
</tr>
<tr>
<td><strong>Format</strong>: type T;</td>
<td></td>
</tr>
<tr>
<td>Discrete type</td>
<td>Any integer, modular or enumeration type</td>
</tr>
<tr>
<td><strong>Format</strong>: type T is (&lt;&gt;);</td>
<td></td>
</tr>
<tr>
<td>Range type</td>
<td>Any signed integer type</td>
</tr>
<tr>
<td><strong>Format</strong>: type T is range &lt;&gt;;</td>
<td></td>
</tr>
<tr>
<td>Modular type</td>
<td>Any modular type</td>
</tr>
<tr>
<td><strong>Format</strong>: type T is mod &lt;&gt;;</td>
<td></td>
</tr>
<tr>
<td>Floating-point type</td>
<td>Any floating-point type</td>
</tr>
<tr>
<td><strong>Format</strong>: type T is digits &lt;&gt;;</td>
<td></td>
</tr>
<tr>
<td>Binary fixed-point type</td>
<td>Any binary fixed-point type</td>
</tr>
<tr>
<td><strong>Format</strong>: type T is delta &lt;&gt;;</td>
<td></td>
</tr>
<tr>
<td>Decimal fixed-point type</td>
<td>Any decimal fixed-point type</td>
</tr>
<tr>
<td><strong>Format</strong>: type T is delta &lt;&gt; digits &lt;&gt;;</td>
<td></td>
</tr>
<tr>
<td>Definite nonlimited private type</td>
<td>Any nonlimited, definite type</td>
</tr>
<tr>
<td><strong>Format</strong>: type T is private;</td>
<td></td>
</tr>
<tr>
<td>Nonlimited Private type with discriminant</td>
<td>type T (D : DT) is private;</td>
</tr>
<tr>
<td><strong>Format</strong>: type T is new B;</td>
<td></td>
</tr>
<tr>
<td>Access type</td>
<td>Any access type for type T</td>
</tr>
<tr>
<td><strong>Format</strong>: type A is access T;</td>
<td></td>
</tr>
<tr>
<td>Definite derived type</td>
<td>Any concrete type derived from base type B</td>
</tr>
<tr>
<td><strong>Format</strong>: type T is new B;</td>
<td></td>
</tr>
<tr>
<td>Limited private type</td>
<td>Any definite type, limited or not</td>
</tr>
<tr>
<td><strong>Format</strong>: type T is limited private;</td>
<td></td>
</tr>
<tr>
<td>Incomplete tagged type</td>
<td>Any concrete, definite, tagged type</td>
</tr>
<tr>
<td><strong>Format</strong>: type T is tagged;</td>
<td></td>
</tr>
<tr>
<td>Definite tagged private type</td>
<td>Any concrete, definite, tagged type</td>
</tr>
<tr>
<td><strong>Format</strong>: type T is tagged private;</td>
<td></td>
</tr>
<tr>
<td>Definite tagged limited private type</td>
<td>Any concrete definite tagged type, limited or not</td>
</tr>
<tr>
<td><strong>Format</strong>: type T is tagged limited private;</td>
<td></td>
</tr>
<tr>
<td>Definite abstract tagged private type</td>
<td>Any nonlimited, definite tagged type, abstract or concrete</td>
</tr>
<tr>
<td><strong>Format</strong>: type T is abstract tagged private;</td>
<td></td>
</tr>
</tbody>
</table>

Continued on next page
<table>
<thead>
<tr>
<th>Formal type</th>
<th>Actual type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Definite abstract tagged limited private type</td>
<td>Any definite tagged type, limited or not, abstract or concrete</td>
</tr>
<tr>
<td>Format: type T is abstract tagged limited private;</td>
<td></td>
</tr>
<tr>
<td>Definite derived tagged type</td>
<td>Any concrete tagged type derived from base type B</td>
</tr>
<tr>
<td>Format: type T is abstract new B with private;</td>
<td></td>
</tr>
<tr>
<td>Definite abstract derived tagged type</td>
<td>Any tagged type derived from base type B abstract or concrete</td>
</tr>
<tr>
<td>Format: type T is abstract new B with private;</td>
<td></td>
</tr>
<tr>
<td>Array type</td>
<td>Any array type with range R containing elements of type T</td>
</tr>
<tr>
<td>Format: type A is array (R) of T;</td>
<td></td>
</tr>
<tr>
<td>Interface type</td>
<td>Any interface type T</td>
</tr>
<tr>
<td>Format: type T is interface;</td>
<td></td>
</tr>
<tr>
<td>Limited interface type</td>
<td>Any limited interface type T</td>
</tr>
<tr>
<td>Format: type T is limited interface;</td>
<td></td>
</tr>
<tr>
<td>Task interface type</td>
<td>Any task interface type T</td>
</tr>
<tr>
<td>Format: type T is task interface;</td>
<td></td>
</tr>
<tr>
<td>Synchronized interface type</td>
<td>Any synchronized interface type T</td>
</tr>
<tr>
<td>Format: type T is synchronized interface;</td>
<td></td>
</tr>
<tr>
<td>Protected interface type</td>
<td>Any protected interface type T</td>
</tr>
<tr>
<td>Format: type T is protected interface;</td>
<td></td>
</tr>
<tr>
<td>Derived interface type</td>
<td>Any type T derived from base type B and interface I</td>
</tr>
<tr>
<td>Format: type T is new B and I with private;</td>
<td></td>
</tr>
<tr>
<td>Derived type with multiple interfaces</td>
<td>Any type T derived from base type B and interfaces I1 and I2</td>
</tr>
<tr>
<td>Format: type T is new B and I1 and I2 with private;</td>
<td></td>
</tr>
<tr>
<td>Abstract derived interface type</td>
<td>Any type T derived from abstract base type B and interface I</td>
</tr>
<tr>
<td>Format: type T is abstract new B and I with private;</td>
<td></td>
</tr>
<tr>
<td>Limited derived interface type</td>
<td>Any type T derived from limited base type B and limited interface I</td>
</tr>
<tr>
<td>Format: type T is limited new B and I with private;</td>
<td></td>
</tr>
<tr>
<td>Abstract limited derived interface type</td>
<td>Any type T derived from abstract limited base type B and limited interface I</td>
</tr>
<tr>
<td>Format: type T is abstract limited new B and I with private;</td>
<td></td>
</tr>
<tr>
<td>Synchronized interface type</td>
<td>Any type T derived from synchronized interface SI</td>
</tr>
<tr>
<td>Format: type T is synchronized new SI with private;</td>
<td></td>
</tr>
<tr>
<td>Abstract synchronized interface type</td>
<td>Any type T derived from synchronized interface SI</td>
</tr>
<tr>
<td>Format: type T is abstract synchronized new SI with private;</td>
<td></td>
</tr>
</tbody>
</table>

### 21.1.1 Indefinite version

Many of the examples above can be used for formal indefinite types:
### Formal type

<table>
<thead>
<tr>
<th>Indefinite incomplete type</th>
<th>Actual type</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Format</strong>: <code>type T (&lt;&gt;);</code></td>
<td>Any type</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Indefinite nonlimited private type</th>
<th>Actual type</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Format</strong>: <code>type T (&lt;&gt;) is private;</code></td>
<td>Any nonlimited type indefinite or definite</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Indefinite limited private type</th>
<th>Actual type</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Format</strong>: <code>type T (&lt;&gt;) is limited private;</code></td>
<td>Any type, limited or not, indefinite or definite</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Indefinite indefinite tagged private type</th>
<th>Actual type</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Format</strong>: <code>type T (&lt;&gt;) is tagged;</code></td>
<td>Any concrete tagged type, indefinite or definite</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Indefinite tagged private type</th>
<th>Actual type</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Format</strong>: <code>type T (&lt;&gt;) is tagged private;</code></td>
<td>Any concrete, limited tagged type, indefinite or definite</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Indefinite tagged limited private type</th>
<th>Actual type</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Format</strong>: <code>type T (&lt;&gt;) is tagged limited private;</code></td>
<td>Any concrete tagged type, limited or not, indefinite or definite</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Indefinite abstract tagged private type</th>
<th>Actual type</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Format</strong>: <code>type T (&lt;&gt;) is abstract tagged private;</code></td>
<td>Any nonlimited tagged type, indefinite or definite, abstract or concrete</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Indefinite abstract tagged limited private type</th>
<th>Actual type</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Format</strong>: <code>type T (&lt;&gt;) is abstract tagged limited private;</code></td>
<td>Any tagged type, limited or not, indefinite or definite abstract or concrete</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Indefinite derived tagged type</th>
<th>Actual type</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Format</strong>: <code>type T (&lt;&gt;) is new B with private;</code></td>
<td>Any tagged type derived from base type B, indefinite or definite</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Indefinite abstract derived tagged type</th>
<th>Actual type</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Format</strong>: <code>type T (&lt;&gt;) is abstract new B with private;</code></td>
<td>Any tagged type derived from base type B, indefinite or definite abstract or concrete</td>
</tr>
</tbody>
</table>

The same examples could also contain discriminants. In this case, `(<>)` is replaced by a list of discriminants, e.g.: `(D: DT)`.

### 21.2 Appendix B: Containers

The following table shows all containers available in Ada, including their versions (standard, bounded, unbounded, indefinite):

<table>
<thead>
<tr>
<th>Category</th>
<th>Container</th>
<th>Std</th>
<th>Bounded</th>
<th>Unbounded</th>
<th>Indefinite</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vector</td>
<td>Vectors</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>List</td>
<td>Doubly_Linked_Lists</td>
<td>Y</td>
<td>Y</td>
<td></td>
<td>Y</td>
</tr>
<tr>
<td>Map</td>
<td>Hashed_Maps</td>
<td>Y</td>
<td>Y</td>
<td></td>
<td>Y</td>
</tr>
<tr>
<td>Map</td>
<td>Ordered_Maps</td>
<td>Y</td>
<td>Y</td>
<td></td>
<td>Y</td>
</tr>
<tr>
<td>Set</td>
<td>Hashed_Sets</td>
<td>Y</td>
<td>Y</td>
<td></td>
<td>Y</td>
</tr>
<tr>
<td>Set</td>
<td>Ordered_Sets</td>
<td>Y</td>
<td>Y</td>
<td></td>
<td>Y</td>
</tr>
<tr>
<td>Tree</td>
<td>Multiway_Trees</td>
<td>Y</td>
<td>Y</td>
<td></td>
<td>Y</td>
</tr>
<tr>
<td>Generic</td>
<td>Holders</td>
<td></td>
<td></td>
<td></td>
<td>Y</td>
</tr>
<tr>
<td>Queue</td>
<td>Synchronized_Queue_Interfaces</td>
<td>Y</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Queue</td>
<td>Synchronized_Queue</td>
<td>Y</td>
<td>Y</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Queue</td>
<td>Priority_Queue</td>
<td>Y</td>
<td>Y</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The following table presents the prefixing applied to the container name that depends on its version. As indicated in the table, the standard version does not have a prefix associated with it.
<table>
<thead>
<tr>
<th>Version</th>
<th>Naming prefix</th>
</tr>
</thead>
<tbody>
<tr>
<td>Std</td>
<td>Std</td>
</tr>
<tr>
<td>Bounded</td>
<td>Bounded</td>
</tr>
<tr>
<td>Unbounded</td>
<td>Unbounded</td>
</tr>
<tr>
<td>Indefinite</td>
<td>Indefinite_</td>
</tr>
</tbody>
</table>