CONTENTS

Preface xix

Chapter 1. An Introduction to Ada 1
1.1 The Text of an Ada Program 1
1.2 Notation for Ada Syntax 6
1.3 An Overview of Ada 7
1.3.1 Compilation Units 8
1.3.2 Subprograms and Main Programs 10
1.3.3 Statements 11
1.3.4 A Closer Look at Subprograms 14
1.3.5 Defining New Types 17
1.3.6 Extending the Meanings of Operators 19
1.3.7 Packages 20
1.3.8 Children of Packages 24
1.3.9 Private Types 27
1.3.10 Object-Oriented Programming 29
1.3.11 Handling Unexpected Situations 32
1.3.12 Generic Program Units 34
1.3.13 Concurrent Computations 36
1.3.14 Low-Level Interfaces 39
1.4 Differences in Ada 83 40
1.5 Summary 41

Chapter 2. Elementary Ada Programming 47
2.1 The Structure of a Simple Program 47
2.2 Object Declarations 48
2.3 Enumeration Type Declarations 51
2.3.1 Manipulation of Enumeration Types 52
2.3.2 Predefined Enumeration Types 53
2.4 Statements 54
2.4.1 The Assignment Statement 54

2.4.2 The Procedure Call Statement, Input, and Output 55
2.4.2.1 Procedure Call Statements 55
2.4.2.2 Input and Output 55
2.4.3 Conditional Statements 57
2.4.3.1 The **if** Statement 57
2.4.3.2 The **case** Statement 60
2.4.4 The **null** Statement 63
2.4.5 The **loop** Statement 64
2.4.5.1 The **while** Loop 64
2.4.5.2 The **for** Loop 65
2.4.5.3 The Basic Loop 67
2.4.6 The **exit** Statement 68
2.4.7 The **raise** Statement 74
2.4.8 The **goto** Statement 75
2.4.9 The **return** Statement 77
2.4.10 The **delay** Statement 78
2.4.11 Block Statements 79
2.5 Using Separately Compiled Facilities 81
2.5.1 Context Clauses 82
2.5.2 Using Generic Templates 83
2.6 Predefined Facilities 85
2.6.1 Command-Line Parameters and Return Codes 86
2.6.2 Time and Date 87
2.6.3 Mathematical Functions 89
2.6.3.1 Roots, Logarithms, and Exponents 89
2.6.3.2 Trigonometric Functions 89
2.6.3.3 Hyperbolic Functions 90
2.6.4 Random Values 91
2.7 Differences in Ada 83 93
2.8 Summary 95

Chapter 3. Type Declarations 107
3.1 Introduction to Programmer-Defined Types 107
3.1.1 Abstract Data Types 107
3.1.2 Kinds of Data Types 109
3.1.2.1 Enumeration Types 109
3.1.2.2 Integer Types 109
3.1.2.3 Floating-Point Types 110
3.1.2.4 Fixed-Point Types 110
3.1.2.5 Array Types 111
3.1.2.6 Record Types 111
3.1.2.7 Tagged Types 112
3.1.2.8 Access Types 112
3.1.2.9 Task Types 112
3.1.2.10 Protected Types 112
3.1.2.11 Private Types 112
3.2 The Form of a Type Declaration 113

3.3 Integer Type Declarations . . . 113
3.3.1 Signed Integer Types . . . 114
3.3.2 Modular Integer Types . . . 117
3.4 Discrete Types . . . 119
3.5 Floating-Point Type Declarations . . . 122
3.6 Fixed-Point Type Declarations . . . 125
3.6.1 Ordinary Fixed-Point Type Declarations . . . 125
3.6.2 Decimal Fixed-Point Type Declarations . . . 126
3.7 Named Numbers and Universal Expressions . . . 128
3.8 Array Type Declarations . . . 129
3.8.1 Constrained Array Types . . . 130
3.8.2 Unconstrained Array Types . . . 132
3.8.3 Attributes of Arrays and Array Types . . . 137
3.9 Record Type Declarations . . . 139
3.10 Complex Numbers . . . 141
3.11 More About Enumeration Type Declarations . . . 145
3.12 Evaluation of Expressions in Declarations . . . 147
3.13 "One-of-a-Kind" Arrays . . . 149
3.14 Differences in Ada 83 . . . 151
3.15 Summary . . . 153

Chapter 4. Subtypes Versus Distinct Types . . . 165
4.1 Type Restrictions on the Use of Data . . . 165
4.2 Subtypes . . . 166
4.2.1 Subtype Declarations . . . 168
4.2.2 Compatibility Between Subtype Names and Constraints . . . 169
4.2.2.1 Range Constraints . . . 170
4.2.2.2 Digits Constraints . . . 171
4.2.2.3 Index Constraints . . . 171
4.2.2.4 Accuracy Constraints . . . 172
4.2.2.5 Summary . . . 173
4.2.3 Subtypes of Array Indices . . . 174
4.2.4 Subtypes of Array and Record Components . . . 174
4.2.5 Predefined Subtypes . . . 175
4.3 Differences Between Types and Subtypes . . . 176
4.4 Attributes of Subtypes . . . 179
4.5 Derived Types . . . 179
4.6 Base Subtypes . . . 182
4.7 Differences in Ada 83 . . . 184
4.8 Summary . . . 185

Chapter 5. String Manipulation . . . 189
5.1 Fixed-Length, Bounded-Length, and Unbounded-Length String Types . . . 189
5.2 Constructing String Values . . . 190
5.3 Dealing with Bounded-Length Strings That Are Too Long . . . 192
5.4 Moving, Truncating, and Padding Fixed-Length Strings . . . 193
5.5 Extracting and Replacing Individual Characters . . . 194

5.6 Extracting, Inserting, Deleting, and Replacing Substrings 195
5.7 Producing Strings of a Particular Width 197
5.8 Sets of Characters and Character Translation 198
5.9 Translating, Searching, and Decomposing Strings 203
5.10 Comparing Strings 206
5.11 Picture-Directed Editing 207
5.11.1 Internal Representations of Pictures 207
5.11.2 Generation of Edited Output 208
5.11.3 Localization 208
5.11.4 Picture Strings 209
5.11.4.1 Digits and Fill Characters 209
5.11.4.2 Zeroes, Slashes, and Group Separators 209
5.11.4.3 Radix Marks (Decimal Points) 210
5.11.4.4 Currency Symbols 211
5.11.4.5 Distinguishing Negative Values 212
5.11.4.6 Replication Factors 213
5.11.4.7 Special Cases 214
5.11.5 Blank-When-Zero Pictures 214
5.11.6 Determining Properties of a Picture 214
5.11.7 Exceptions in Generating and Using Pictures 214
5.12 Manipulating Strings of Wide Characters 215
5.13 Differences in Ada 83 217
5.14 Summary 217

Chapter 6. Expressions 227
6.1 Elementary Expressions 227
6.1.1 Literals 228
6.1.1.1 Numeric Literals 228
6.1.1.2 String Literals 229
6.1.1.3 Enumeration Literals 230
6.1.2 Names 230
6.1.3 Qualified Expressions 231
6.1.4 Aggregates 232
6.1.4.1 Array Aggregates 232
6.1.4.2 Record Aggregates 237
6.1.5 Type Conversions 239
6.1.6 Allocators 241
6.1.7 Function Calls 241
6.2 Compound Expressions 242
6.2.1 Exponentiation 243
6.2.2 Absolute Value 243
6.2.3 Multiplication and Division 243
6.2.4 Remainder 245
6.2.5 Plus and Minus 246
6.2.6 Concatenation 246
6.2.7 Relational Operators and Membership Tests 248
6.2.8 Logical Operators and Short-Circuit Control Forms 250

6.2.8.1 Logical Operators Applied to Boolean Values . . . 251
6.2.8.2 Logical Operators Applied to Vectors of Boolean Values . . . 251
6.2.8.3 Short-Circuit Control Forms . . . 252
6.2.8.4 Parentheses in Logical Expressions . . . 253
6.2.8.5 Special Rules for Types Derived from `Boolean` . . . 253
6.3 Static Expressions and Static Subtypes . . . 253
6.4 Universal Expressions . . . 258
6.5 Differences in Ada 83 . . . 260
6.6 Summary . . . 262

Chapter 7. Subprograms . . . 271
7.1 Procedure Bodies . . . 271
7.2 Function Bodies . . . 276
7.3 Subprogram Specifications and Declarations . . . 278
7.4 Subprogram Calls . . . 279
7.5 Recursive Subprograms . . . 282
7.6 Overloading . . . 287
7.6.1 Overloading Subprograms . . . 287
7.6.2 Defining New Meanings for Operators . . . 292
7.6.3 Additional Details . . . 300
7.7 Nesting Subprograms . . . 302
7.8 The `Inline` Pragma . . . 305
7.9 The Process of Passing Parameters . . . 307
7.10 Differences in Ada 83 . . . 309
7.11 Summary . . . 310

Chapter 8. Access Types . . . 317
8.1 Naming Objects Designated by Access Values . . . 318
8.2 Aliased and Dynamically Allocated Objects . . . 321
8.2.1 Aliased Objects . . . 321
8.2.2 Dynamically Allocated Objects . . . 324
8.3 Access-to-Object-Type Declarations . . . 328
8.4 Access-to-Subprogram-Type Declarations . . . 333
8.5 The Use of Access Types . . . 336
8.5.1 Selecting the Object or Subprogram Playing a Certain Role . . . 337
8.5.2 Shared Data . . . 339
8.5.3 Reducing Copying of Data . . . 340
8.5.4 Pointing to Arrays of Various Sizes . . . 343
8.5.5 Table-Driven Subprogram Invocation . . . 346
8.5.6 Recursive Data Types . . . 348
8.6 Subtypes of Access Types . . . 352
8.7 Access Values as Subprogram Parameters . . . 353
8.8 Lifetimes of Access Types and the Entities They Point To . . . 355
8.9 Conversions Among Access Types . . . 360
8.10 Differences in Ada 83 . . . 362
8.11 Summary . . . 363

Chapter 9. Types with Discriminants 371
9.1 Records with Varying Structure 371
9.2 Declaring Record Types with Discriminants 374
9.2.1 Declaring Record Types with Variants 375
9.2.2 Declaring Record Types with Variable-Length Components 379
9.2.3 Declaring Types Whose Components Have Discriminants 380
9.2.4 Allowable Uses of Discriminants 381
9.3 Subtypes of Types with Discriminants 382
9.3.1 Mutable and Immutable Records 383
9.4 Pointing to Objects with Discriminants 388
9.4.1 Allocators for Records with Discriminants 388
9.4.2 Discriminant Constraints for Access Types 390
9.5 Subprogram Parameters with Discriminants 392
9.6 Full Form of a Discriminant Constraint 394
9.7 Position of Discriminants in Record Aggregates 395
9.8 When Expressions Are Evaluated 395
9.9 Differences in Ada 83 398
9.10 Summary 398

Chapter 10. Packages 405
10.1 Package Declarations and Package Bodies 406
10.2 The Syntax of Packages 407
10.3 The Placement and Lifetime of a Package 410
10.4 Children of Packages 418
10.5 Fractions Revisited 426
10.6 **use** Clauses 429
10.7 Renaming Declarations 436
10.8 Packages Without Bodies 445
10.9 Differences in Ada 83 449
10.10 Summary 452

Chapter 11. Private and Limited Types 459
11.1 Abstract Data Types Versus Internal Representations 459
11.2 Declaration of Private Types 461
11.3 Children of Packages With Private Parts 467
11.4 Deferred Constants 471
11.5 Programmer-Defined Equality and Inequality 474
11.6 Limited Types 478
11.7 Returning Objects by Reference 482
11.8 Private Types With Discriminants 484
11.8.1 Example: A Private Type for Varying Character Strings 484
11.8.2 Indefinite Private Types 489
11.8.3 Access Discriminants 490
11.9 Differences in Ada 83 492
11.10 Summary 494

Chapter 12. Classwide Programming 499
12.1 Object-Oriented Programming Concepts 499
12.1.1 Data Abstraction 499
12.1.2 Inheritance 500
12.1.3 Polymorphism 500
12.2 Derived Types 502
12.3 Type Extension 507
12.3.1 Conversions Among Tagged Types 510
12.3.2 Extension Aggregates 511
12.3.3 Type Extensions and Information Hiding 513
12.3.4 Implementing a Private Extension with an Intermediate Type 517
12.3.5 Type Extensions and Child Packages 519
12.3.6 Limited Tagged Types 521
12.4 Classwide Types 522
12.4.1 Creating Pointers to Objects of Classwide Types 525
12.4.2 Conversions Involving Classwide Types 526
12.4.3 Classwide Subprograms 527
12.4.4 Dispatching Operations 532
12.4.4.1 Controlling Dispatching 535
12.4.4.2 Dispatching Based on Function Results 539
12.4.4.3 Operations on Values with Mixed Tags 540
12.4.4.4 Redispatching 541
12.4.4.5 When to Use Classwide Subprograms and When to Use Dispatching Subprograms 546
12.4.4.6 Explicitly Testing for Tag Values 548
12.4.4.7 Private Dispatching Subprograms 551
12.4.5 Abstract Types and Abstract Subprograms 552
12.4.5.1 Inherited Functions Returning Results of a Tagged Derived Type 556
12.4.5.2 Abstract Subprograms of Untagged Types 560
12.4.6 Types Whose Operations Make Them Mutually Dependent 562
12.5 Automatic Initialization and Finalization 564
12.5.1 The Package `Ada.Finalization` 566
12.5.2 When Operations on Controlled Types Take Place 571
12.6 Details 575
12.6.1 Derived Types with Discriminants 575
12.6.1.1 Discriminants of Untagged Derived Types 576
12.6.1.2 Discriminants of Tagged Derived Types 577
12.6.2 Creating Pointers to Tagged-Type Formal Parameters 579
12.6.3 Lifetimes of Tagged Types and Their Extensions 579
12.6.4 Equality Operations for Types with Tagged Components 580
12.7 Differences in Ada 83 582
12.8 Summary 584

Chapter 13. Separate Compilation 591
13.1 The Compilation Environment 592
13.1.1 Program Libraries 592
13.1.2 Other Realizations of Compilation Environments 593

13.2 Compilation Units and Compilations 593
13.3 Subunits 597
13.4 Semantic Dependence and Order of Compilation 604
13.4.1 Top-Down Development and Independent Development 608
13.4.2 Recompilation 609
13.5 Elaboration of Compilation Units 614
13.6 Differences in Ada 83 623
13.7 Summary 624

Chapter 14. Exceptions 631
14.1 Handling Exceptions 632
14.1.1 Exceptions in Sequences of Statements 633
14.1.2 Exceptions Raised by Declarations 638
14.1.3 Exceptions Raised in Handlers 638
14.2 Propagation of Exceptions 639
14.2.1 Propagation from Block Statements 639
14.2.2 Propagation from Subprogram Bodies 640
14.2.3 Propagation from Packages 640
14.3 Predefined Exceptions 641
14.3.1 `Constraint_Error` 641
14.3.2 `Program_Error` 644
14.3.3 `Storage_Error` 644
14.3.4 Unpredictability in the Raising of Predefined Exceptions 645
14.4 Programmer-Defined Exceptions 647
14.5 Exception Occurrences 651
14.6 Exceptions and Finalization 653
14.6.1 Finalization Due to the Raising of an Exception 654
14.6.2 Exceptions Raised During Finalization 655
14.7 When Errors Are Caught 656
14.8 Suppressing Run-Time Checks 659
14.9 Differences in Ada 83 662
14.10 Summary 664

Chapter 15. Generic Units 671
15.1 Templates and Instances 671
15.2 Generic Formal Parameters 683
15.2.1 Generic Formal Objects 683
15.2.2 Generic Formal Subprograms 685
15.2.3 Generic Formal Types 692
15.2.3.1 Generic Formal Parameters for Numeric Types 692
15.2.3.2 Generic Formal Discrete Types 695
15.2.3.3 Generic Formal Array Types 697
15.2.3.4 Generic Formal Access Types 700
15.2.3.5 Generic Formal Private Types 702
15.2.3.6 Generic Formal Tagged Types 706
15.2.3.7 Generic Formal Derived Types 710
15.2.3.8 Generic Formal Types with Discriminants 714

15.2.4 Generic Formal Packages 716
15.3 Generic Child Units and Children of Generic Units 721
15.4 Defaults for Generic Parameters 723
15.4.1 Defaults for Generic Formal Constants 723
15.4.2 Defaults for Generic Formal Subprograms 724
15.5 Differences in Ada 83 726
15.6 Summary 729

Chapter 16. Predefined Input and Output 741
16.1 Basic Concepts 741
16.1.1 External and Internal Files 741
16.1.2 Textual and Internal-Form Input/Output 742
16.1.3 File Modes 742
16.2 An Overview of the Input/Output Packages 743
16.3 Manipulating External Files 745
16.3.1 Opening Files 745
16.3.2 Closing Files 746
16.3.3 Resetting Files 747
16.3.4 Determining the Status of Files 747
16.3.5 Exceptions 747
16.4 Textual Input and Output 748
16.4.1 Columns, Lines, and Pages 748
16.4.1.1 Columns, Lines, and Pages in Output Files 750
16.4.1.2 Columns, Lines, and Pages in Input Files 751
16.4.1.3 Control Characters in Textual Files 752
16.4.2 Versions of `Get` and `Put` 753
16.4.2.1 `Get` and `Put` for Signed Integer Types 756
16.4.2.2 `Get` and `Put` for Modular Integer Types 760
16.4.2.3 `Get` and `Put` for Floating-Point Types 760
16.4.2.4 `Get` and `Put` for Complex Types 764
16.4.2.5 `Get` and `Put` for Ordinary Fixed-Point Types 765
16.4.2.6 `Get` and `Put` for Decimal Fixed-Point Types 765
16.4.2.7 `Get` and `Put` for Enumeration Types 766
16.4.3 Interactive Input/Output and Buffering 769
16.4.4 Standard and Default Files 771
16.4.5 Output to and Input from Strings 775
16.4.6 Exceptions 777
16.5 Sequential Internal-Form Input/Output 780
16.6 Direct Internal-Form Input/Output 781
16.7 Streams 786
16.7.1 Sending Values of Particular Types to and from Streams 788
16.7.2 Internal-Form Files as Streams 792
16.7.3 Textual Files as Streams 794
16.7.4 External Tags 795
16.8 Differences in Ada 83 795
16.9 Summary 796

Chapter 17. Introduction to Tasks 807
17.1 Concurrency 807
17.2 Task Objects and Task Types 809
17.3 Activation and Termination of Tasks 816
17.4 Elementary Protected Objects 818
17.4.1 Race Conditions and Mutual Exclusion 818
17.4.2 Protected Objects and Protected Types 821
17.4.3 Protected Operations 826
17.4.4 Examples of Protected Types 831
17.5 Elementary Rendezvous 836
17.5.1 The **accept** Statement 837
17.5.1.1 Parameters of an **accept** Statement 837
17.5.1.2 The Usual Form of an **accept** Statement 838
17.5.1.3 **accept** Statements Without "Bodies" 840
17.5.1.4 Restriction on the Placement of **accept** Statements 841
17.5.2 Example of Tasks Communicating by Rendezvous 841
17.6 Matching Identifiers 846
17.7 Differences in Ada 83 846
17.8 Summary 847

Chapter 18. Controlling Task Interaction 857
18.1 Advanced Forms of Rendezvous 858
18.1.1 Selective Acceptance of Entry Calls 858
18.1.1.1 Basic Selective Acceptance 858
18.1.1.2 Guards 860
18.1.1.3 The **terminate** Alternative 861
18.1.1.4 The **delay** Alternative 863
18.1.1.5 Selective Accepts with **else** Parts 866
18.1.2 Advanced Forms of Entry Calls 867
18.1.2.1 Timed Entry Calls 868
18.1.2.2 Conditional Entry Calls 869
18.2 Aborting the Actions of a Task 870
18.3 Requeuing 875
18.3.1 Requeuing from an Entry Body 876
18.3.2 Requeuing from an **accept** Statement 880
18.3.3 Requeuing and Cancellation of Entry Calls 884
18.4 Entry Families 885
18.5 Task Identification 893
18.6 Controlling Real-Time Behavior 894
18.6.1 Priorities 894
18.6.1.1 Priorities and Processor Allocation 895
18.6.1.2 Queuing Order and Selecting Among Entry Calls 895
18.6.1.3 Determining Priorities 896
18.6.1.4 Avoiding Priority Inversion 897
18.6.1.5 Task-Dispatching Policy 900
18.6.2 Accurate Time Measurement 901
18.6.3 Using a Restricted Set of Tasking Features 903

18.7 Potentially Blocking Operations . . . 907
18.8 Shared Variables . . . 908
18.8.1 Synchronized Use of Shared Variables . . . 909
18.8.2 Unsynchronized Use of Shared Variables . . . 911
18.8.3 Shared Variables in Package Bodies . . . 914
18.9 Tasks and Exceptions . . . 919
18.9.1 Exceptions in Task Bodies . . . 920
18.9.2 Exceptions During Task Interaction . . . 921
18.10 Tasks and Finalization . . . 924
18.11 Determining the State of a Task . . . 925
18.12 Differences in Ada 83 . . . 926
18.12.1 Using Passive Tasks in Place of Protected Objects . . . 928
18.12.2 Using Successive Entry Calls in Place of Requeuing . . . 928
18.12.3 Simulating Protected Actions with Passive Tasks . . . 929
18.13 Summary . . . 930

Chapter 19. Low-Level and Multilingual Programming . . . 941
19.1 The Package `System` . . . 943
19.1.1 Alternative Run-Time Configurations . . . 943
19.1.2 Numeric Capabilities . . . 945
19.2 Manipulating Raw Storage and Addresses . . . 946
19.3 Interpreting Bits as Representing More Than One Type . . . 949
19.4 Ascertaining and Controlling How Types are Represented . . . 954
19.4.1 The Representation of an Enumeration Type . . . 954
19.4.2 Floating-Point Arithmetic . . . 957
19.4.2.1 Fixed-Point Arithmetic . . . 959
19.4.3 The Size of Objects . . . 960
19.4.4 The Positions of Record Components . . . 963
19.4.5 Multiple Representations for the Same Data . . . 966
19.4.6 Freezing the Representation of a Type . . . 968
19.5 Storage Management . . . 969
19.5.1 Programmer-Defined Allocation and Deallocation . . . 969
19.5.2 Controlling the Storage Allotted to Tasks . . . 972
19.6 Interrupt Handling . . . 972
19.6.1 Interrupt-Handling Protected Procedures . . . 973
19.6.2 Other Kinds of Interrupt Handlers . . . 978
19.7 Using Ada Together With Another Language . . . 979
19.7.1 Conventions, Importing, and Exporting . . . 979
19.7.2 Package `Interfaces` . . . 983
19.7.2.1 Interfaces with C . . . 984
19.7.2.2 Interfaces with C++ . . . 990
19.7.2.3 Interfaces with COBOL . . . 990
19.7.2.4 Interfaces with Fortran . . . 993
19.7.3 Generating Specific Machine Instructions . . . 994
19.8 Differences in Ada 83 . . . 995
19.9 Summary . . . 998

Chapter 20. Distributed Programs 1009
20.1 Models of a Distributed System 1010
20.2 Interfaces Among Partitions 1012
20.2.1 Passive Partitions 1013
20.2.2 Remote Subprogram Calls and Their Interfaces 1017
20.2.2.1 Remote-Types and Remote-Call-Interface Library Units 1017
20.2.2.2 Remote Subprogram Calls 1018
20.2.2.3 Example of a Client-Server System 1019
20.2.2.4 Dynamically Bound Remote Subprogram Calls 1024
20.3 Elaboration of Active Partitions 1028
20.4 Differences in Ada 83 1029
20.5 Summary 1030

Appendix A. Scope and Visibility 1035
A.1 Scope Rules 1035
A.2 Visibility Rules 1039
A.2.1 Nesting, Hiding, and Overriding 1039
A.2.2 Direct Visibility and Contextual Visibility 1041
A.2.3 The Effect of **use** Clauses 1043
A.3 The Package `Standard` 1044

Appendix B. Accuracy of Fixed-Point and Floating-Point Arithmetic . . . 1045
B.1 Floating-Point Accuracy Rules in Strict Mode 1046
B.2 Fixed-Point Accuracy Rules in Strict Mode 1047
B.3 Precision of Static and Universal Expressions 1048

Appendix C. The Specialized-Needs Annexes 1049
C.1 The Systems Programming Annex 1049
C.2 The Real-Time Systems Annex 1050
C.3 The Distributed Systems Annex 1052
C.4 The Information Systems Annex 1052
C.5 The Numerics Annex 1053
C.6 The Safety and Security Annex 1054

Appendix D. Predefined Library Units and the Pragmas Applied to Them 1055

Appendix E. The Latin-1 Character Set 1059

Index 1069