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# ***About Ada***

- Programming Language (procedural & object orientated)
  - standards *Ada 83, Ada 95, Ada 2005, Ada 2012*
  - mission/safety critical applications (aerospace, medical, transportation, financial, military, ...)
  - **Use it for engineering and commercial !**
- 
- *Ada* is not old !
  - *Ada* is not difficult to learn !

# ***For Managers: Why Ada ?***

[https://en.wikibooks.org/wiki/Ada\\_Programming](https://en.wikibooks.org/wiki/Ada_Programming) :

„... Consequences of these qualities are superior reliability, reusability and maintainability. For example, compared to programs written in C, programs written in Ada 83 contain "70% fewer internal fixes and 90% fewer bugs", and cost half as much to develop in the first place[3] Ada shines even more in software maintenance, which often accounts for about 80% of the total cost of development. ...“

***Be courageous !***

# ***For Engineers: Why Ada ?***

➤ ***Ada is beautiful !***

➤ strong and safe **type** system (avoids mixing miles with kilometers, Euros with Rubles, ...)

➤ **certified compiler** (gnat) detects errors before they become bugs

➤ reliability – reusability - maintainability

➤ **A complex world needs a complex language !**

***Ready for something new ?***

# ***About this Course***

- **THIS IS FOR ADVANCED USERS !**
- **We keep things simple !**
- We start with frequently used constructs.
- We learn by many **examples**.
- We focus on **small** command line applications.
- We use very simple *Makefiles* or *GPRbuild-files*.

Please find full examples at [https://github.com/Blunk-electronic/ada\\_training](https://github.com/Blunk-electronic/ada_training)

# ***Contents***

1. **environment** (arguments, variables, exit status, files & directories)
2. **string processing** (fixed, bounded, unbounded)
3. **controlled** and **tagged types** (discriminants, variants)
4. **exceptions** (predefined, user specific, handling, propagation)
5. **containers** (doubly linked lists, vectors, maps, sets, indefinite lists)
6. **library units** (makefile, GPRbuild, private types, ...)
7. **generics**
8. **access types** (simple, named, not-null, aliased, ...)
9. **launching external programs** (spawn, bocked/non-blocked, system calls)

Please find full examples at [https://github.com/Blunk-electronic/ada\\_training](https://github.com/Blunk-electronic/ada_training)

# Command Line Arguments #1

```
with ada.command_line; use ada.command_line;

procedure environment_1 is

begin
    put_line ("argument count: " &
             natural'image(argument_count) );

    put_line ("command: " & command_name);

    if argument_count > 0 then

        for a in 1..argument_count loop
            put_line ( argument(a) );
        end loop;

    end if;
end environment_1;
```

# Command Line Arguments #2

```
with ada.command_line; use ada.command_line;

procedure environment_2 is
  i : integer;
  f : float;
begin
  -- i := argument(1); -- does not compile

  i := integer'value( argument(1) );
  put_line("argument 1: " & integer'image(i));

  f := float'value ( argument(2) );
  put_line("argument 2: " & float'image(f));

end environment_2;
```



# *Exit Status*

```
with ada.command_line;  
use ada.command_line;  
  
procedure environment_3 is  
  
    e : exit_status := failure;  
  
begin  
    if argument_count > 0 then  
        put_line ("everything fine");  
        e := success;  
    else  
        put_line ("error: arguments missing !");  
    end if;  
  
    set_exit_status (e);  
  
end environment_3;
```

# *Environment Variables*

```
with ada.environment_variables;  
use ada.environment_variables;  
  
procedure environment_4 is  
  
begin  
    if exists ( "HOME" ) then  
        put_line ("my home dir is: " & value("HOME") );  
    else  
        put_line ("warning: no home directory !");  
    end if;  
  
    set ( name => "DUMMY",  
          value => "something_meaningful" );  
  
    put_line ("DUMMY=" & value("DUMMY") );  
  
    clear ("DUMMY");  
end environment_4;
```

# Directory & File Operations #1

```
with ada.directories; use ada.directories;
procedure directory_and_file_ops_1 is

    dir_name : string (1..3) := "log";

begin
    put_line ("the current working directory is: " &
              current_directory);

    create_directory ( dir_name ); -- created in current
                                -- working directory

    if exists ( dir_name ) then
        put_line ("directory '" & dir_name & "' created");
    end if;

    delete_directory ( dir_name ); -- clean up

end directory_and_file_ops_1;
```

# Directory & File Operations #2

```
with ada.directories; use ada.directories;
```

```
procedure directory_and_file_ops_2 is
```

```
    file : string (1..19) := "dummy_text_file.txt";  
    s : file_size;
```

```
begin
```

```
    put_line (full_name (file)); -- absolute path  
    put_line (containing_directory (file));
```

```
    put_line (simple_name (file));  
    put_line (base_name (file));  
    put_line (extension (file));
```

```
    s := size (file);  
    put_line (file_size'image(s) & " bytes");
```

```
end directory_and_file_ops_2;
```

# Directory & File Operations #3

```
with ada.text_io;          use ada.text_io;
with ada.directories;    use ada.directories;

procedure directory_and_file_ops_3 is
    handle : ada.text_io.file_type;
begin
    create (
        file => handle,
        mode => out_file, -- data will go into the file
        name => compose (
            containing_directory => current_directory,
            name => "dummy",
            extension => "txt" )
        );

    put_line ( handle, "This is meaningless stuff.");
    close ( handle );
end directory_and_file_ops_3;
```

# *Directory & File Operations #4*

Read more on functions and procedures in packages:

*Ada.Directories*

files: [a-direct.ads](#)

*Ada.Text\_IO*

files: [a-textio.ads](#)

Hint: Find them in system directories like:

`/usr/lib/gcc/i586-suse-linux/8/adainclude`

# Fixed Strings #1

```
procedure string_processing_1 is
```

```
    a : string (1..3) := "Ada";
```

```
    b : string (1..4) := "2005";
```

```
    c : string (1..4) := "2012";
```

```
begin
```

```
    put_line (a & " " & b);
```

```
    put_line (a & " " & c);
```

```
    b := "2020";
```

```
    b := "95"; -- causes a compiler warning  
              -- and constraint error at run time
```

```
end string_processing_1;
```

# Fixed Strings #2

```
with ada.strings.fixed; use ada.strings.fixed;
```

```
procedure string_processing_1a is
  a : string (4..10) := "Ada2012";
  b : string (1..20) := (20 * '-') ;
begin
  put_line (positive'image(a'length));
  put_line (positive'image(a'first));
  put_line (positive'image(a'last));

  put_line (character'image(a(5)));
  a(9) := '2';

  put_line (3 * (a & ' '));
  put_line (b);

end string_processing_1a;
```



# Bounded Strings #1

```
with ada.strings.bounded; use ada.strings.bounded;
```

```
procedure string_processing_2 is
  package type_universal_string is new
    generic_bounded_length(100);

  use type_universal_string; -- optional

  a : string (1..3) := "Ada";
  b : type_universal_string.bounded_string :=
    to_bounded_string("2005");

begin
  b := to_bounded_string("95");
  put_line (a & " " & to_string(b));

  b := to_bounded_string("2012");
  put_line (a & " " & to_string(b));
end string_processing_2;
```

# Bounded Strings #2

```
a : type_universal_string.bounded_string :=  
    to_bounded_string("Ada2012");
```

```
begin
```

```
  put_line (positive'image( length(a) ));  
  put_line (character'image( element(a,1) ));  
  put_line (character'image( element(a, length(a)) ));
```

```
  replace_element ( a, 6, '3' );  
  put_line (slice (a, 4, 7 ));  
  put_line (type_universal_string.to_string(a));
```

```
  replace_slice (a, 4, 7, "83" );  
  put_line (type_universal_string.to_string(a));  
  put_line (natural'image( index(a, "83"))) );
```

```
end string_processing_2a;
```

# *Unbounded Strings #1*

```
with ada.strings.unbounded; use ada.strings.unbounded;

procedure string_processing_3 is

    a : string (1..3) := "Ada";
    b : unbounded_string := to_unbounded_string("2005");

begin

    b := to_unbounded_string("95");
    put_line (a & " " & to_string(b));

    b := to_unbounded_string("2012");
    put_line (a & " " & to_string(b));

end string_processing_3;
```

# Unbounded Strings #2

```
a : unbounded_string := to_unbounded_string("Ada2012");
```

```
begin
```

```
  put_line (positive'image( length(a) ));
```

```
  put_line (character'image( element(a,1) ) );
```

```
  put_line (character'image( element(a, length(a)) ) );
```

```
  replace_element ( a, 6, '3' );
```

```
  put_line (slice (a, 4, 7 ));
```

```
  put_line (to_string(a));
```

```
  replace_slice (a, 4, 7, "83" );
```

```
  put_line (to_string(a));
```

```
  put_line (natural'image( index(a, "83") ) );
```

```
end string_processing_3a;
```

try playing with a derived type like: `type my_unbounded is new unbounded_string;`

# String Type Conversion

```
package type_us1 is new generic_bounded_length(20);
use type_us1;
package type_us2 is new generic_bounded_length(10);
use type_us2;

f : string (1..3) := "Ada";
b1 : type_us1.bounded_string := to_bounded_string("2005");
b2 : type_us2.bounded_string := to_bounded_string("2012");
u : unbounded_string := to_unbounded_string("95");

begin
  b1 := f & b1;
  -- b1 := b2; -- does not compile
  b1 := to_bounded_string( to_string(b2) );
  put_line (to_string(b1));

  -- u := b1; -- does not compile
  u := to_unbounded_string( to_string(b1) );
  put_line (to_string(u));

end string_processing_4;
```

# Character Sets #1

```
with ada.strings;                use ada.strings;
with ada.strings.maps;          use ada.strings.maps;

procedure character_sets_1 is

    package type_string is new generic_bounded_length (100);
    use type_string;
    bs : type_string.bounded_string := to_bounded_string ("AB-C");

    char_set : character_set := to_set (span => ('A', 'Z'));
    invalid_character_position : natural := 0;

begin
    invalid_character_position := index (
        source => bs, set => char_set, test => outside);

    if invalid_character_position > 0 then
        put_line ("invalid character at position"
            & natural'image (invalid_character_position) & " !");
    end if;

end character_sets_1;
```

# Character Mapping #1

```
with ada.strings;                use ada.strings;
with ada.strings.maps;          use ada.strings.maps;
with ada.strings.bounded;       use ada.strings.bounded;

procedure character_mapping_1 is

    package type_string is new generic_bounded_length (100);
    use type_string;
    bs : type_string.bounded_string := to_bounded_string
        ("/home/user/.config/test.txt");

    characters : character_mapping := to_mapping ("./", "_#");
begin
    put_line ("before: " & to_string (bs));
    translate (bs, characters);

    put_line ("now      : " & to_string (bs));

end character_mapping_1;
```

# Controlled Types #1

```
procedure parameterized_types_1 is
```

```
  type type_car ( seat_count : positive ) is
    record
      manufacturer : unbounded_string;
      door_count   : positive;
    end record;
```

*This is a  
discriminant.*

```
  c : type_car( seat_count => 5 );
```

*instantiation of a car.*

```
begin
```

```
  c.manufacturer := to_unbounded_string("Vauxhall");
```

```
  c.door_count := 3;
```

```
  -- c.seat_count := 4; -- does not compile
```

```
  put_line (to_string( c.manufacturer ) );
```

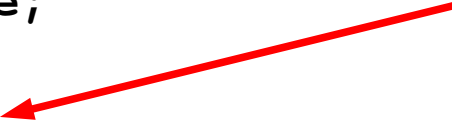
```
end parameterized_types_1;
```



# Controlled Types #2

```
procedure parameterized_types_2 is
  type type_car ( seat_count : positive) is
    record
      manufacturer : unbounded_string;
      door_count   : positive;
      case seat_count is
        when 1..8 => null;
        when others =>
          special_driving_license : unbounded_string;
        end case;
      end record;
  c : type_car( seat_count => 4 );
begin
  c.manufacturer := to_unbounded_string("Vauxhall");
  c.special_driving_license :=
    to_unbounded_string("class 1");
    -- causes a warning at compile time
    -- and constraint error at run time
end parameterized_types_2;
```

*These are variants.*



# Tagged Types #1

```
procedure tagged_types_1 is
```

```
    type type_car is tagged
```

```
        record
```

```
            manufacturer : unbounded_string;
```

```
            door_count   : positive;
```

```
        end record;
```

```
    type type_car_with_special_licence is new type_car with  
record
```

```
    special_licence : boolean := true;
```

```
end record;
```

```
    c : type_car;
```

```
    d : type_car_with_special_licence;
```

```
begin
```

```
    c := type_car (d);
```

```
    d := (c with special_licence => false);
```

```
end tagged_types_1;
```

# Tagged Types #2

```
procedure tagged_types_2 is
  type type_car is tagged
    record
      manufacturer : unbounded_string;
      door_count   : positive;
    end record;

  type type_car_with_special_licence (seat_count : positive)
    is new type_car with record
      special_licence : boolean := true;
    end record;

  c : type_car;
  d : type_car_with_special_licence (seat_count => 10);
begin
  c := type_car (d);
  d := (c with seat_count => 10, special_licence => false);
end tagged_types_2;
```

# *Dynamic dispatching #1*

```
package objects is
```

```
  type type_point is tagged record
```

```
    x, y : integer;
```

```
  end record;
```

```
  function area (point : in type_point) return float;
```

```
  type type_circle is new type_point with record
```

```
    radius : integer;
```

```
  end record;
```

```
  function area (circle : in type_circle) return float;
```

```
  type type_rectangle is new type_point with record
```

```
    length, height : integer;
```

```
  end record;
```

```
  function area (rectangle : in type_rectangle) return float;
```

```
end objects;
```

# *Dynamic dispatching #2*

```
package body objects is
```

```
function area (point : in type_point) return float is
begin
    return 0.0;
end area;
```

```
function area (circle : in type_circle) return float is
begin
    return (3.14/4.0) * float (circle.radius)
           * float (circle.radius);
end area;
```

```
function area (rectangle : in type_rectangle) return float is
begin
    return float (rectangle.length * rectangle.height);
end area;
```

```
end objects;
```

# Dynamic dispatching #3

```
with objects; use objects;
```

```
procedure tagged_types_3 is
```

```
    procedure calculate_area (object : in type_point'class) is  
    begin
```

```
        put_line (float'image (area (object)));  
    end calculate_area;
```

```
    p : type_point := (x => 4, y => 5);
```

```
    c : type_circle := (x => 4, y => 5, radius => 10);
```

```
    r : type_rectangle := (x => 4, y => 5,  
                           length => 10, height => 11);
```

```
begin
```

```
    calculate_area (p);
```

```
    calculate_area (c);
```

```
    calculate_area (r);
```

```
end tagged_types_3;
```

# *Exceptions*

*When something goes wrong ...*

➔ *invalid/missing arguments*

➔ *array index out of range*

➔ *failed file access*

➔ *insufficient memory*

➔ *division by zero*

➔ *...*

# *Exceptions: Constraint\_Error #1*

```
with ada.text_io; use ada.text_io;
```

```
procedure exceptions_1 is
```

```
    type array_of_integers is array (positive range 1..5)  
                                   of integer;
```

```
    a : array_of_integers;
```

```
begin
```

```
    a(6) := 4; -- Assign non-existing member 6 the value 4.
```

```
    -- Causes a warning at compile time and
```

```
    -- a CONSTRAINT_ERROR at run time.
```

```
end exceptions_1;
```



# Exceptions: Constraint\_Error #2

```
procedure exceptions_2 is
```

```
    type array_of_integers is array (positive range 1..5)
                                     of integer;
```

```
    a : array_of_integers;
```

```
begin
```

```
    a(6) := 4; -- Assign non-existing member 6 the value 4.
```

```
    -- Causes a warning at compile time and
```

```
    -- a CONSTRAINT_ERROR at run time.
```

```
    -- Program control passed to exception handler.
```

```
    put_line("Everything fine."); -- skipped on exception
```

```
    -- Exception handler:
```

```
    exception
```

```
        when constraint_error =>
```

```
            put_line ("ERROR: Array index invalid !");
```

```
end exceptions_2;
```

# Exceptions: Constraint\_Error #3

```
procedure exceptions_3 is
```

```
    p, q, r : natural := 0;
```

```
begin
```

```
    r := p / q; -- Division by zero.
```

```
    -- Causes a warning at compile time and
```

```
    -- a CONSTRAINT_ERROR at run time.
```

```
    -- Program control passed to exception handler.
```

```
    put_line("Everything fine."); -- skipped on exception
```

```
    -- Exception handler:
```

```
    exception
```

```
        when constraint_error =>
```

```
            put_line ("ERROR: Division by zero !");
```

```
end exceptions_3;
```

# ***Predefined Exceptions***

*predefined exceptions:*

➤ *Constraint\_Error (frm. Numeric\_Error)*

➤ *Program\_Error*

➤ *Storage\_Error*

➤ *Tasking\_Error*

# Exception Handler #1

```
procedure exceptions_4 is
    data_format_error : exception; -- user specific exception
    operator_error     : exception; -- user specific exception
begin
    -- We intentionally raise exceptions to demonstrate the
    -- exception handler:
    -- raise constraint_error;
    -- raise storage_error;
    -- raise data_format_error;
    raise operator_error;

exception
    when constraint_error =>
        put_line ("Constraint error occurred !");
    when storage_error =>
        put_line ("Storage error occurred !");
    when data_format_error =>
        put_line ("Data format error occurred !");
    when others =>
        put_line ("Other error occurred !");
end exceptions_4;
```

# Exception Handler #2

```
procedure exceptions_5 is
    operator_error      : exception; -- user specific exception
    program_position    : natural := 0;
begin
    --raise operator_error;
    program_position := 10;    --raise operator_error;
    program_position := 30;    raise operator_error;
    put_line("Everything fine."); -- skipped on exception

exception
    when constraint_error =>
        put_line ("Constraint error occurred !");
    when operator_error =>
        put ("Operator error ! ");
        case program_position is
            when 0 => put_line ("Missing arguments");
            when 10 => put_line ("Invalid argument given.");
            when others => put_line ("Contact administrator !");
        end case;
    when others =>
        put_line ("Other error occurred !");
end exceptions_5;
```

# Exception Handler #3

```
with ada.exceptions; use ada.exceptions;

procedure exceptions_6 is
    operator_error : exception; -- user specific exception
begin
    raise operator_error with "Wrong key pressed !";
    --raise constraint_error;

    put_line("Everything fine."); -- skipped on exception

exception
    when event :
        operator_error =>
            put_line(exception_information(event));
    when constraint_error =>
        put_line ("Constraint error occurred !");
    when others =>
        put_line ("Other error occurred !");

end exceptions_6;
```

# ***Exception Handler #4***

see more advanced example at github

[https://github.com/Blunk-electronic/ada\\_training](https://github.com/Blunk-electronic/ada_training):

[exceptions\\_6a.adb](#)

# *Exception Propagation*

```
procedure exception_prop_1 is
    operator_error      : exception; -- user specific exception

    procedure request_operator_input is
    begin
        null; -- assume operator input here
        raise operator_error; -- we intentionally raise an
                               -- exception
    end request_operator_input;
begin
    request_operator_input;
    put_line("Everything fine."); -- skipped on exception

    exception
        when operator_error =>
            put_line ("Operator error occurred !");
        when others =>
            put_line ("Other error occurred !");

end exception_prop_1;
```



# *Containers*

**When objects are to be stored, sorted and queried ...**

- + *doubly linked lists* (objects accessed by just a cursor, **no indexing**)
- + **vectors** (objects accessed by both a **cursor** or an **index**)
- + **ordered maps** (objects accessed by both a **cursor** or a **key**)
- + **ordered sets** (objects accessed by both a **cursor**)

## **The advantage of containers over arrays:**

Objects can be added and removed freely without having to care about any bounds.

# *Doubly Linked Lists #1*

```
with ada.containers; use ada.containers;  
with ada.containers.doubly_linked_lists;
```

```
procedure cont_doubly_linked_list_1 is  
  package type_my_list is new doubly_linked_lists (natural);  
  l : type_my_list.list;  
  c : type_my_list.cursor;  
  n : natural;  
begin  
  type_my_list.append(l, 7); -- append object '7' to list 'l'  
  type_my_list.append(l, 9); -- append object '9' to list 'l'  
  
  c := type_my_list.first(l); -- set cursor at begin of list  
  n := type_my_list.element(c); -- get first object  
  put_line(natural'image(n)); -- display object  
  
  c := type_my_list.next(c); -- advance cursor to next object  
  n := type_my_list.element(c); -- get next object  
  put_line(natural'image(n)); -- display object  
end cont_doubly_linked_list_1;
```

# *Doubly Linked Lists #2*

```
procedure cont_doubly_linked_list_2 is
  package type_my_list is new doubly_linked_lists (natural);
  use type_my_list;
  l : type_my_list.list;
  c : type_my_list.cursor;
  n : natural;
begin
  append (l,7); -- append object '7' to list 'l'
  append (l,9); -- append object '9' to list 'l'
  append (l,2); -- append object '2' to list 'l'

  c := first (l); -- set cursor at begin of list
  while c /= no_element loop
    n := element (c); -- get object

    put_line (natural'image (n)); -- display object

    next (c); -- advance cursor to next object
  end loop;
end cont_doubly_linked_list_2;
```

# *Doubly Linked Lists #3*

```
procedure cont_doubly_linked_list_3 is

    package type_brand is new generic_bounded_length (20);

    package type_my_list is new doubly_linked_lists (
        element_type => type_brand.bounded_string,
        "="          => type_brand."=");

    use type_my_list;

    l : type_my_list.list;
    c : type_my_list.cursor;

begin

    append (l, type_brand.to_bounded_string ("FIAT"));
    append (l, type_brand.to_bounded_string ("SKODA"));

end cont_doubly_linked_list_3;
```

# ***Doubly Linked Lists #4***

Read more in package specification:

*Ada.Containers.Doubly\_Linked\_Lists*

file: [a-cdlili.ads](#)

Hint: Find it in system directories like:

`/usr/lib/gcc/i586-suse-linux/8/adainclude`

# Vectors #1

```
with ada.containers; use ada.containers;
with ada.containers.vectors;

procedure cont_vectors_1 is

    package type_my_vector is new
        vectors ( index_type => positive,
                  element_type => natural);

    v : type_my_vector.vector;
    n : natural;

begin
    type_my_vector.append(v, 7); -- add first object
    type_my_vector.append(v, 9); -- add next object

    n := type_my_vector.element(v, 2); -- get object from pos. 2
    put_line(natural'image(n));
end cont_vectors_1;
```

# ***Vectors #2***

Read more in package specification:

*Ada.Containers.Vectors*

file: [a-convec.ads](#)

Hint: Find them in system directories like:

`/usr/lib/gcc/i586-suse-linux/8/adainclude`

# Ordered Maps #1

```
with ada.containers; use ada.containers;
with ada.containers.ordered_maps;
procedure cont_maps_1 is

    package type_my_map is new
        ordered_maps ( key_type => positive,
                       element_type => natural);

    m : type_my_map.map;
    n : natural;
begin
    type_my_map.insert (m, 123, 7); -- ins. object '7' with key '123'
    type_my_map.insert (m, 788, 99); -- ins. obj. '99' with key '788'

    n := type_my_map.element (m, 788); -- get object with key '788'
    put_line (natural'image (n));

    n := type_my_map.element (m, 123); -- get object with key '123'
    put_line (natural'image (n));
end cont_maps_1;
```



# Ordered Maps #2

```
with ada.containers; use ada.containers;
with ada.containers.ordered_maps;
procedure cont_maps_2 is

    package type_my_map is new
        ordered_maps ( key_type => character,
                       element_type => natural);

    m : type_my_map.map;
    n : natural;
begin
    type_my_map.insert (m, 'A', 7); -- ins. object '7' with key 'A'
    type_my_map.insert (m, 'X', 99); -- ins. obj. '99' with key 'X'

    n := type_my_map.element (m, 'X'); -- get object with key 'X'
    put_line (natural'image (n));

    n := type_my_map.element (m, 'A'); -- get object with key 'A'
    put_line (natural'image (n));
end cont_maps_1;
```

# Ordered Maps #3

```
procedure cont_maps_3 is
```

```
    package type_my_map is new
```

```
        ordered_maps (key_type => character, element_type => natural);
```

```
    use type_my_map;
```

```
    m : type_my_map.map;
```

```
    c : type_my_map.cursor;
```

```
begin
```

```
    insert(m, 'A', 7); -- insert object '7' with key 'A'
```

```
    insert(m, 'X', 99); -- insert object '99' with key 'X'
```

```
    insert(m, 'Z', 4); -- insert object '99' with key 'X'
```

```
    c := first (m);
```

```
    while c /= no_element loop
```

```
        put_line (key (c) & " " & natural'image (element (c)));
```

```
        next (c);
```

```
    end loop;
```

```
end cont_maps_3;
```

# Ordered Maps #4

```
procedure cont_maps_4 is

  package type_my_map is new ordered_maps (
    key_type      => character,
    element_type => natural);

  use type_my_map;
  m : type_my_map.map;
  c : type_my_map.cursor;
  inserted : boolean; -- goes true if the object got inserted
begin
  insert ( -- insert object '7' with key 'A'
    container => m,
    key       => 'A',
    new_item  => 7,
    position  => c,
    inserted  => inserted
  );

  -- if inserted then ...
end cont_maps_4;
```

# Ordered Maps #5

```
procedure cont_maps_5 is
    ... -- see cont_maps_4.adb

    procedure change (
        name      : in character;
        thing     : in out natural) is
    begin
        thing := 100;
    end change;

begin -- cont_maps_5
    insert ... -- see cont_maps_4

    if inserted then
        update_element (
            container => m,
            position  => c,
            process   => change'access);
    end if;

    put_line (natural'image ( element (c)));
end cont_maps_5;
```

# *Ordered Maps #6*

Nested Lists - or lists inside a list ...

[https://github.com/Blunk-electronic/ada\\_training/blob/master/src/cont\\_maps\\_6/cont\\_maps\\_6.adb](https://github.com/Blunk-electronic/ada_training/blob/master/src/cont_maps_6/cont_maps_6.adb)

# *Ordered Maps #7*

Read more in package specification:

*Ada.Containers.Ordered\_Maps*

file: [a-coorma.ads](#)

Hint: Find them in system directories like:

`/usr/lib/gcc/i586-suse-linux/4.8/adainclude`

# Ordered Sets #1

```
with ada.containers; use ada.containers;
with ada.containers.ordered_sets;

procedure cont_ordered_sets_1 is
  package type_my_list is new ordered_sets (natural);
  use type_my_list;

  l : type_my_list.set;
  c : type_my_list.cursor;

begin
  insert(l,7); -- append object '7' to list 'l'
  insert(l,2); -- append object '9' to list 'l'

  c := l.first;
  put_line (natural'image (element (c))); -- 2
  next (c);
  put_line (natural'image (element (c))); -- 7

end cont_ordered_sets_1;
```

# ***Indefinite Containers #1***

Handling indefinite containers is quite similar to definite containers.

[https://github.com/Blunk-electronic/ada\\_training/blob/master/src/cont\\_doubly\\_linked\\_list\\_2b/cont\\_doubly\\_linked\\_list\\_2b.adb](https://github.com/Blunk-electronic/ada_training/blob/master/src/cont_doubly_linked_list_2b/cont_doubly_linked_list_2b.adb)



# *Library Units: Why ?*

*When code is to be re-used !*

- Avoid writing the same code more than once !
- Use library units (also called packages) !

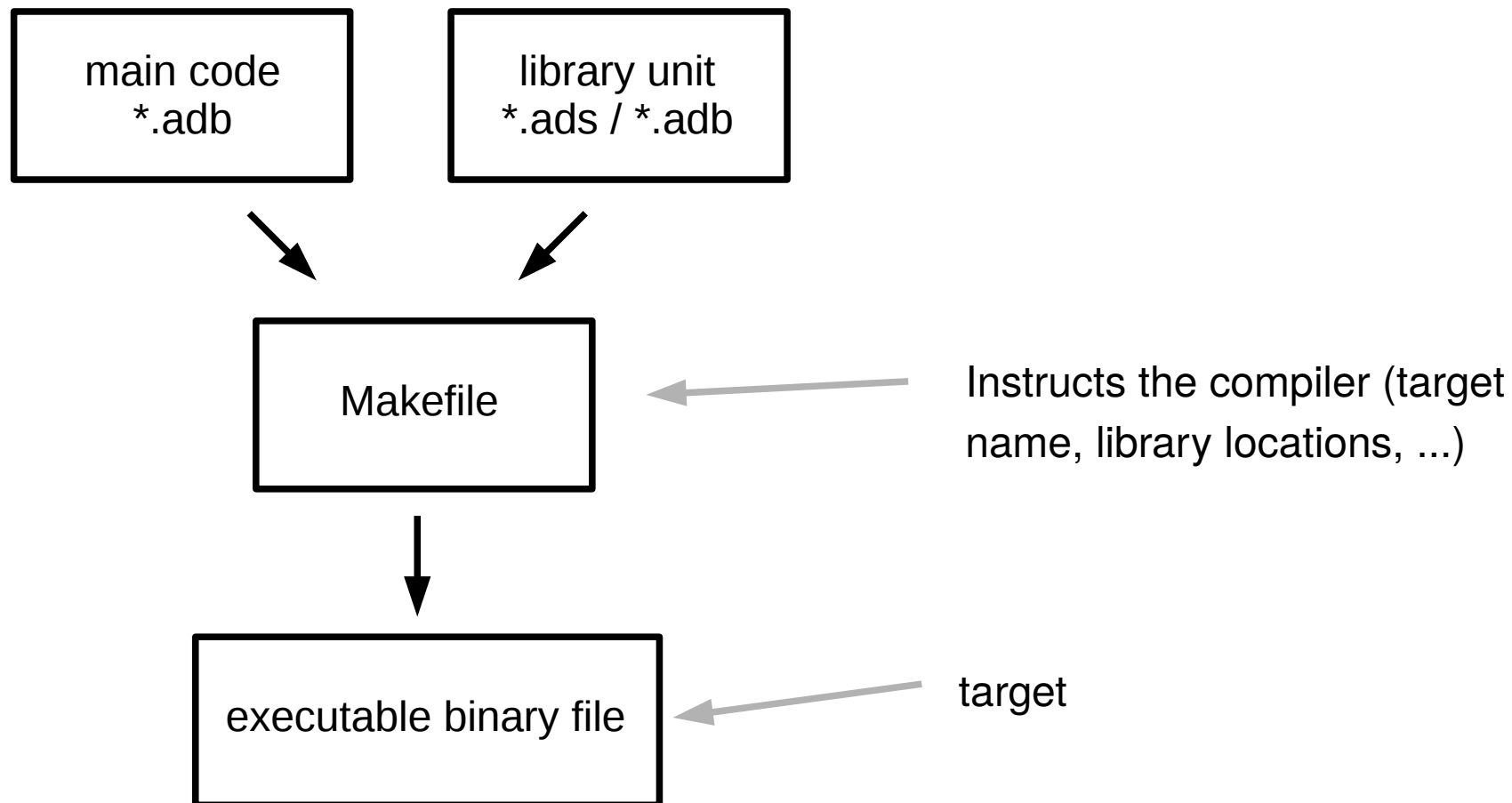
An Ada library unit consists of two files:

*specification: \*.ads*

*body: \*.adb*

# *Library Units: Makefile #1*

*The compile process:*



# *Library Units: Makefile #2*

```
TARGET = tagged_types_3
```

```
VPATH = include
```

```
OBJS = $(TARGET).o objects.o
```

```
PREFIX = $(HOME)
```

```
BINDIR = $(PREFIX)/bin
```

```
# compile
```

```
.adb.o:
```

```
    gcc -c -gnat2012 $< -I $(VPATH)
```

```
.SUFFIXES: .adb .o
```

```
# link
```

```
$(TARGET): $(OBJS)
```

```
    gnatbind -x $(TARGET).ali; gnatlink $(TARGET).ali
```

```
install:
```

```
    install -D $(TARGET) $(BINDIR)/$(TARGET)
```

```
uninstall:
```

```
    -rm $(BINDIR)/$(TARGET)
```

```
clean:
```

```
    rm *.o *.ali $(TARGET)
```

# *Library Units: GPRbuild*

```
project tagged_types_3 is
```

```
  for exec_dir use ".";  
  --for exec_dir use external ("HOME") & "/bin";  
  for object_dir use "obj";  
  for source_dirs use (".", "../lib");
```

```
  for main use ("tagged_types_3");  
end tagged_types_3;
```

```
-- build with command "gprbuild tagged_types_3"  
-- clean up with command "gprclean"
```

# *Library Units: Specification*

```
-----  
--  
--      simple_library      --  
--  
--      S p e c            --  
-----
```

```
package simple_library is
```

```
    procedure output_text (text : in string);
```

```
end simple_library;
```

# *Library Units: Body*

```
-----  
--  
--      simple_library      --  
--  
--      B o d y            --  
-----
```

```
with ada.text_io; use ada.text_io;
```

```
package body simple_library is
```

```
    procedure output_text (text : in string) is  
    begin  
        put_line ( text );  
    end output_text;
```

```
end simple_library;
```

# *Library Units: Parent*

```
with simple_library; -- use simple_library;

procedure library_units_1 is

begin

    simple_library.output_text ("hello world !");

end library_units_1;
```

# *Library Units: Include*

NOTE: This stuff is not required when GPRbuild is used !

```
$> ls -l
total 8
lrwxrwxrwx 1 hans users 6 2017-01-06 09:08 include -> ../lib
-rw-r--r-- 1 hans users 244 2017-01-06 09:08 library_units_1.adb
-rw-r--r-- 1 hans users 392 2017-01-06 09:14 Makefile
```

Hint: create symbolic UNIX/Linux link:

**ln -s** *target* *target\_name*

example command here: **ln -s ../lib include**



# ***Private Types***

*When internals of objects are to be hidden.*

- need-to-know principle
- coding safety

# *Private Types: Why ?*

```
procedure types_private_1 is
  type wealth is record
    cash, estate, total : natural := 0;
  end record;

  function "+" (a,b : in wealth) return wealth is
    c : wealth;
  begin
    c.cash := a.cash + b.cash;
    c.estate := a.estate + b.estate;
    c.total := c.cash + c.estate;
    return (c);
  end "+";

  w, p : wealth;
begin
  p.cash := 8;  p.estate := 4;  w := w + p;
  put_line ("total  :" & natural'image(w.total));
  w.total := 100; -- Compiles, yet it's a lie !
end types_private_1;
```

# *Private Types: Specificaton*

```
package library_with_private_types is
```

```
    type wealth is private;
```

```
    function take_money (c : in positive) return wealth;
```

```
    function take_estate (e : in positive) return wealth;
```

```
    function "+" (a,b : in wealth) return wealth;
```

```
    function show_wealth (w : in wealth) return natural;
```

```
private
```

```
    type wealth is record
```

```
        cash      : natural := 0;
```

```
        estate   : natural := 0;
```

```
        total    : natural := 0;
```

```
    end record;
```

```
end library_with_private_types;
```

# *Private Types Body*

[Find package body of „library\\_with\\_private\\_types“ here.](#)

Due to its size it does not fit here.

# *Private Types: Parent*

```
with library_with_private_types; use library_with_private_types;
```

```
procedure types_private_2 is
```

```
    w, p : wealth;
```

```
begin
```

```
    w := take_money(8);
```

```
    p := take_estate(4);
```

```
    w := w + p;
```

```
    put_line ("total  :" & natural'image(show_wealth(w)));
```

```
    -- w.total := 100; -- does not compile
```

```
end types_private_2;
```

# Generics

*When code is to be re-used !*

- equal handling of object regardless of their type
- generic subprograms
- Use generic packages !

An Ada generic package usually consists of two files:

*specification: \*.ads*

*body: \*.adb*

# Generics #1

```
procedure generics_1 is
  generic -- subprogram specification
    type item is private;
  procedure swap_items(x,y : in out item);

  procedure swap_items(x,y : in out item) is -- subprogrm body
    scratch : item := x;
  begin
    x := y;    y := scratch;
  end swap_items;

  procedure swap_natural is new swap_items(item => natural);
  x : natural := 10;
  y : natural := 7;

begin
  put_line("x:" & natural'image(x) & " y:" & natural'image(y));
  swap_natural(x,y);
  put_line("x:" & natural'image(x) & " y:" & natural'image(y));
end generics_1;
```

# *Generics as Package: Spec*

```
-----  
--  
--      library_with_generic  --  
--  
--      S p e c              --  
-----
```

```
package library_with_generic is
```

```
    generic
```

```
        type item is private;
```

```
    procedure swap_items(x,y : in out item);
```

```
end library_with_generic;
```



# *Generics as Package: Body*

```
-----  
--  
--      library_with_generic  --  
--  
--      B o d y              --  
-----
```

```
package body library_with_generic is  
  
    procedure swap_items(x,y : in out item) is  
        scratch : item := x;  
    begin  
        x := y;    y := scratch;  
    end swap_items;  
  
end library_with_generic;
```

# *Generics as Package: Parent #1*

```
with library_with_generic;  
  
procedure generics_2 is  
  
    use library_with_generic;  
    procedure swap_natural is new swap_items(item => natural);  
  
    x : natural := 10;  
    y : natural := 7;  
  
begin  
  
    put_line("x:" & natural'image(x) & " y:" & natural'image(y));  
  
    swap_natural(x,y);  
  
    put_line("x:" & natural'image(x) & " y:" & natural'image(y));  
  
end generics_2;
```

# Generics as Package: Parent #2

```
with ada.strings.unbounded; use ada.strings.unbounded;
with library_with_generic;

procedure generics_3 is

    use library_with_generic;
    procedure swap_unbounded is new swap_items
        (item => unbounded_string);

    x : unbounded_string := to_unbounded_string("ABC");
    y : unbounded_string := to_unbounded_string("XYZ");

begin
    put_line("x:" & to_string(x) & " y:" & to_string(y));

    swap_unbounded(x, y);

    put_line("x:" & to_string(x) & " y:" & to_string(y));

end generics_3;
```

# Access Types: Basics #1

```
with ada.text_io; use ada.text_io;
```

```
procedure types_access_1 is
```

```
-- Declare an access to an integer:
```

```
ai : access integer;
```

```
begin
```

```
-- Create an integer of value -10 where ai is pointing at:
```

```
ai := new integer'(-10);
```



allocator with init value

```
-- ai := new float'(1.5); -- does not compile
```

```
-- Display the value of the integer where ai is pointing at:
```

```
put_line ( integer'image(ai.all) );
```

```
end types_access_1;
```

# Access Types: Basics #2

```
procedure types_access_2 is
    -- Declare two accesses to an integer:
    ai, bi : access integer;

begin
    -- Create integer #1 of value -10 where ai is pointing at:
    ai := new integer'(-10);
    bi := ai; -- backup address of integer #1

    -- Create integer #2 of value 4 where ai is pointing at now:
    ai := new integer'(4);

    -- Display the value of the integer where ai is pointing at:
    put_line ( integer'image(ai.all) );

    ai := bi; -- restore address of integer #1

    -- Display the value of the integer where ai is pointing at:
    put_line ( integer'image(ai.all) );
end types_access_2;
```

# Access Types: Basics #3

```
procedure types_access_3 is
  -- Create two different incompatible named access types:
  type ptr_a is access integer;
  type ptr_b is access integer;

  -- Declare two different accesses to an integer:
  ai : ptr_a;
  bi : ptr_b; -- try ptr_a ?

begin
  -- Create integer #1 of value -10 where ai is pointing at:
  ai := new integer'(-10);
  -- Create integer #2 of value -20 where ai is pointing at:
  ai := new integer'(-20);
  -- Change integer #2 to value -21
  ai.all := -21;

  -- bi := ai; -- does not compile
  put_line ( integer'image(ai.all) );
end types_access_3;
```

# Access Types: Basics #4

```
procedure types_access_4 is
  -- Create two different incompatible named access types:
  type ptr_a is access integer;
  type ptr_b is access integer;

  -- Declare two different accesses to an integer:
  ai : ptr_a;
  bi : ptr_b;

begin
  -- Create integer #1 of value -10 where ai is pointing at:
  ai := new integer' (-10);
  -- Create integer #2 of value -20 where ai is pointing at:
  bi := new integer' (-20);

  -- Overwrite integer #1 with integer #2 (copy):
  ai.all := bi.all;

  put_line ( integer'image(ai.all) );
end types_access_4;
```

# Access Types: Basics #5

```
procedure types_access_5 is
```

```
    type ptr_a is access integer;
```

```
    type ptr_b is access integer;
```

```
    ai : ptr_a;    bi : ptr_b; -- Both point nowhere ! Like
                                -- default:
```

```
    -- ai : ptr_a := null;
```

```
    -- bi : ptr_b := null;
```

```
begin
```

```
    -- Create integer #1 of value -10 where ai is pointing at:
```


```
    ai := new integer'(-10);
```

```
    ai.all := bi.all; -- Causes warning at compile and
                       -- constraint error at run time.
```

```
    put_line ( integer'image(ai.all) );
```

```
end types_access_5;
```

*Because we can't copy  
nothing to somewhere !*





# Access Types: Basics #6

```
procedure types_access_6 is
```

```
type ptr_a is not null access integer;
```

```
type ptr_b is not null access integer;
```

```
-- ai : ptr_a; -- Causes a warning at compile and a  
-- constraint error at run time.
```

```
-- Allocate and initialize integer #1 accessed by ai:
```

```
ai : ptr_a := new integer'(-10);
```

```
-- Allocate and initialize integer #2 accessed by bi:
```

```
bi : ptr_b := new integer'(-20);
```

```
begin
```

```
-- Overwrite integer #1 with integer #2
```

```
ai.all := bi.all;
```

```
-- Display the value of the integer where ai is pointing at:
```

```
put_line ( integer'image(ai.all) );
```

```
end types_access_6;
```



*Enforced initialization !*

# Access Types: Basics #7

```
procedure types_access_7 is
```

```
-- Declare and initialize an aliased integer i:
```

```
i : aliased integer := 10;
```

```
-- Define a general access to an integer type:
```

```
type ptr is access all integer;
```

```
p : ptr;
```

```
begin
```

```
put_line ( integer'image (i) ); -- i before manipulation
```

```
p := i'access; -- p assumes address of i
```

```
p.all := 20; -- assign new value where p points at
```

```
put_line ( integer'image (i) ); -- i after manipulation
```

```
-- put_line ( integer'image (p.all) ); -- display by reference
```

```
end types_access_7;
```

# Access to Records #1

```
procedure access_records_1 is

    -- Define an apple:
    type apple is record
        weight : float;
        size    : float;
        rotten  : boolean;
    end record;

    -- Define an access to record type "apple"
    type ptr is access apple;

    -- Allocate and initialize an apple accessed by pa:
    pa : ptr := new apple' (weight => 0.23, size => 6.4,
                            rotten => false);

begin
    -- Display the weight of the apple accessed by pa:
    put_line ( float'image(pa.weight) );

end access_records_1;
```

# Access to Records #2

```
procedure access_records_2 is
```

```
  type apple is record
```

```
    weight : float;
```

```
    size   : float;
```

```
    rotten : boolean;
```

```
  end record;
```

```
  -- Define two incompatible access types to record type "apple"
```

```
  type ptr_a is access apple;
```

```
  type ptr_b is access apple;
```

```
  -- Allocate and initialize two apples accessed by pa and pb:
```

```
  pa : ptr_a := new apple'(weight => 0.23, size => 6.4,  
                           rotten => false);
```

```
  pb : ptr_b := new apple'(weight => 0.4, size => 5.9,  
                           rotten => true);
```

```
begin
```

```
  pa.all := pb.all; -- copy objects from pb to pa
```

```
  put_line ( float'image(pa.weight) );
```

```
end access_records_2;
```

# Access to Procedures #1

```
procedure access_procedures_1 is

    -- Define an access to ANY procedure that takes a string:
    type type_my_access is not null access
        procedure (s : in string);

    -- This is a simple procedure which takes a string:
    procedure say_hello ( text : in string ) is begin
        put_line(text);
    end say_hello;

    -- Instantiate an access of type type_my_access that refers to
    -- procedure say_hello.
    p : type_my_access := say_hello'access;

begin
    -- Call procedure say_hello via access p:
    p("hello");

end access_procedures_1;
```

# Access to Procedures #2

```
procedure access_procedures_2 is
  -- Define an access to ANY procedure that "inouts" a number:
  type type_my_access is not null access
    procedure (n : in out integer);

  procedure double (x : in out integer) is begin
    x := x * 2;
  end double;

  procedure square (y : in out integer) is begin
    y := y ** 2;
  end square;

  a : integer := 3;
  p : type_my_access := double'access;
begin
  p(a); put_line(integer'image(a)); -- result 6
  p := square'access;
  p(a); put_line(integer'image(a)); -- result 36
end access_procedures_2;
```

# Access to Functions #1

```
procedure access_functions_1 is
  -- Define an access to ANY function takes and returns an
  -- integer:
  type type_my_access is access
    function ( i : in integer) return integer;

  -- This is a simple function that takes and returns an
  -- integer:
  function double ( n : in integer ) return integer is begin
    return n * 2;
  end double;

  -- Instantiate an access of type type_my_access that refers to
  -- function double.
  p : type_my_access := double'access;

begin
  -- Call function double via access p:
  put_line( integer'image( p(4) ) );
end access_functions_1;
```

# Access to Functions #2

```
procedure access_functions_2 is
  -- Define an access to ANY function takes and returns an integer:
  type type_my_access is access
    function ( i : in integer) return integer;

  function double ( n : in integer ) return integer is begin
    return n * 2;
  end double;

  function square ( n : in integer ) return integer is begin
    return n ** 2;
  end square;

  p : type_my_access := double'access;

begin
  put_line( integer'image( p(4) ) ); -- result 8
  p := square'access;
  put_line( integer'image( p(4) ) ); -- result 16
end access_functions_2;
```



# Launching external programs #1

```
with gnat.os_lib;                                use gnat.os_lib;

procedure call_external_program_1 is
  result : natural;
begin
  spawn -- blocking call of command „ls -l“
    (
      program_name      => "/bin/ls",
      args               => (1=> new string'("-l")),
      output_file_descriptor => stdout,
      return_code       => result
    );

  -- execution continues here after program_name has finished.
  if result = 0 then
    put_line ("done");
  else
    put_line ("program execution failed");
  end if;
end call_external_program_1;
```

# Launching external programs #2

```
with gnat.os_lib;                                use gnat.os_lib;

procedure call_external_program_2 is
  pid : gnat.os_lib.process_id;
begin
  pid := non_blocking_spawn
    (
      program_name      => "/bin/ls",
      args              => (1=> new string'("-l")),
      output_file_descriptor => stdout
    );

  -- execution continues here without
  -- waiting for program_name to finish.
  put_line ("done");

end call_external_program_2;
```

# *Launching external programs #3*

```
with gnat.os_lib;                                use gnat.os_lib;

procedure call_external_program_3 is
  result : natural;

  function system (cmd : string) return integer;
  pragma import (c, system);

begin
  -- blocking call
  result := system ("/bin/sleep 2 && /bin/ls" & ASCII.NUL);

  -- Execution continues here after program_name has finished.
  if result = 0 then
    put_line ("done");
  else
    put_line ("program execution failed");
  end if;

end call_external_program_3;
```

# *References*

(1) <http://www.adaic.org>

(2) [https://en.wikibooks.org/wiki/Ada\\_Programming](https://en.wikibooks.org/wiki/Ada_Programming)

(3) [https://github.com/Blunk-electronic/ada\\_training](https://github.com/Blunk-electronic/ada_training)

(4) <http://www.blunk-electronic.de/ada.html>

(5) Barnes, John; Programming in Ada 20xx;

***Thanks for your attention !***