```ada
type Rec;
type Tree is access Rec;
type Rec is record
  Data : Natural;
  Left, Right : Tree;
end record;

function Max (T : in Tree) return Integer is
  Walker : access constant Rec := T; -- Walker observes T
  Value  : Natural := 0;
begin
  while Walker /= null loop
    if Walker.Data > Max then
      Max := Walker.Data;
    end if;
    Walker := Walker.Right; -- assignment to Walker
  end loop;
end Max;
```