```ada
1    type Rec;
2    type Tree is access Rec;
3    type Rec is record
4      Data : Natural;
5      Left, Right : Tree;
6    end record;
7
8    function Max (T : in Tree) return Integer is
9      Walker : access constant Rec := T; -- Walker observes T
10     Value  : Natural := 0;
11   begin
12     while Walker /= null loop
13       if Walker.Data > Max then
14         Max := Walker.Data;
15       end if;
16       Walker := Walker.Right; -- assignment to Walker
17     end loop;
18   end Max;
```