```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;
```