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