



Mixed Language Programming in Ada

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What is Mixed Language Programming?

- Large systems are rarely written in a single language
- Need for reuse of low-level routines in C or assembly
- GUI Toolkits might be written in C++ or Java
- Numeric Libraries may be written in FORTRAN
- Legacy libraries may be written in COBOL
- Newer code may be written in Python
- Code from different languages is foreign to each other
- Careful consideration when combining foreign modules

Importing C Subprograms

```
#include <stdlib.h>
extern size_t getLength(void)
{
   return (size_t)10;
}
```

Details of Mixed Language Programming

- Compilers output Object Code.
- Compiler can use its own policies to do this.
- An example policy is subprogram Calling Convention.
- Another is object memory layout.
- Calling convention can be language or compiler specific.
- Linkers aren't interested in the calling convention used in object code.
- Programmer is left to correctly reference symbols
- Ada has features to ease mixed language programming

Features of Ada for Mixed Language Programming

- Interfacing to foreign languages is part of the Ada Language Standard
 - Ada 83, Ada95 and Ada 2005 uses pragmas

```
with Interfaces;
package Test is

procedure Proc1(In_Param : in Interfaces.Unsigned_8);
pragma Import(C, Proc1);
end Test;
```

Ada 2012 can also use aspects

```
with Interfaces;
package Test is

procedure Proc2(In_Param : in Interfaces.Unsigned_8);
pragma Import(C, Proc2);

procedure Proc1(In_Param : in Interfaces.Unsigned_8) with
    Import => True,
    Convention => C;
end Test;
```

Aspects - Import

Applicable to subprograms and entities

```
with Interfaces;
package Test is

procedure Proc1(In_Param : in Interfaces.Unsigned_8) with
    Import => True,
    Convention => C;

A_Byte : Interfaces.Unsigned_8 with
    Import => True,
    Convention => C;

function Func1 return Interfaces.Unsigned_8 with
    Import => True,
    Convention => C;

end Test;
```

 An Ada program is not responsible for elaboration of Imported entities. Explicit initialisation is illegal.

```
A_Byte : Interfaces.Unsigned_8 := 0 with
Import => True,
Convention => C;
```

Aspects - Export

- Similar rules to the Import aspect
- Bodies must be provided for exported subprograms
- Explicit initialisation of exported variables is legal

```
with Interfaces; use Interfaces;
package Test is

procedure Proc1(In_Param : in Unsigned_8) with
    Export => True,
    Convention => C;

A_Byte : Unsigned_8 := 0 with
    Export => True,
    Convention => C;

function Func1 return Unsigned_8 with
    Export => True,
    Convention => C;

package b

proced
begin
convention => C;

end Test;

function
```

```
package body Test is

procedure Proc1(In_Param : in Unsigned_8) is
begin
    null;
end Proc1;

function Func1 return Unsigned_8 is
begin
    return Unsigned_8'First;
end Func1;
end Test;
```

Packages - Interfaces

Size constrained types

- Integer_8, Integer_16, Integer_32 and Integer_64
- Unsigned_8, Unsigned_16, Unsigned_32 and Unsigned_64
- IEEE_Float_32, IEEE_Float_64 and IEEE_Extended_Float

Bit Wise Operations as Subprograms

- Shift_Left, Shift_Right, Shift_Right_Arithmetic
- Rotate Left, Rotate Right
- Defined for all Unsigned_xx types
- Essential for interfacing to external hardware
- Child packages of Interface are available for C, C++,
 Fortran and COBOL

Aspects - Convention

Fortran

COBOL

```
with Interfaces.COBOL; use Interfaces.COBOL;

package Test is

type COBOL_Record is
    record
        Name : Numeric(1..20);
        SSN : Numeric(1..9);
        Salary : Binary; -- Assume Binary = 32 bits
    end record
    with Convention => COBOL;

procedure Prog(Item : in out COBOL_Record) with
    Import => True,
    Convention => COBOL;

end Test;
```

Aspects - External_Name

- Aspect value is of string type
- Name of the entity as seen by the foreign language
- Can be applied to Imported and Exported entities
- Useful for renaming entities
 - Workaround for different casing conventions
- Provides a thin veneer if required

Aspects - Link_Name

- Aspect value is of string type
- Symbol Name of the entity as it appears in the foreign languages object code symbol table
- Introduces a compiler specific identifier
- Incorrect link name may not show as an error until link time

```
with Interfaces;
package Test is

A_Byte : Interfaces.Unsigned_8 with
    Convention => C,
    Import => True,
    Link_Name => "__byte_for_ada";
end Test;
```







Is this correct? (1/10)





Is this correct? (1/10)



Ada 2005 does not support Aspect notation

```
pragma Ada 05;
with Interfaces;
package Test is
  A Byte : Interfaces. Unsigned 8 with
    Convention => C,
    Import => True,
    External_Name => "byte_for_ada";
end Test;
```

Correct Ada 2005 code

```
pragma Ada 05;
with Interfaces;
package Test is
  A Byte : Interfaces. Unsigned 8;
  pragma Import(
    Convention => C,
    Entity => A Byte,
    External Name => "byte for ada"
   );
end Test;
```



Is this correct? (2/10)



```
package Test is

procedure Proc1 with
    Export => True,
    Convention => C;

procedure Proc2 with
    Import => True,
    Convention => C;

end Test;
```

```
package body Test is

procedure Proc1 is
begin
   null;
end Proc1;
end Test;
```



Is this correct? (2/10)



```
package Test is

procedure Proc1 with
    Export => True,
    Convention => C;

procedure Proc2 with
    Import => True,
    Convention => C;

end Test;
```

```
package body Test is

procedure Proc1 is
begin
   null;
end Proc1;
end Test;
```



Is this correct? (3/10)



Is this correct? (3/10)



Incorrect use of foreign language entity name and not the Ada entity name

```
with Interfaces;
procedure Main is
 A_Byte : Interfaces.Unsigned_8 with
                  => C,
    Convention
    Import
           => True,
    External Name => "byte for ada";
begin
 byte for ada := Interfaces.Unsigned 8'Last;
end Main;
```



Is this correct? (4/10)



```
with Interfaces; use Interfaces;
procedure Main is
 A_Byte : constant Unsigned_8 := 0 with
    Convention => C,
     Import
                   => True;
  B Byte : Unsigned 8;
begin
 B Byte := A Byte;
end Main;
```

Is this correct? (4/10)



Imported entities cannot be initialised

```
with Interfaces; use Interfaces;
procedure Main is
 A_Byte : constant Unsigned_8 := 0 with
    Convention
                  => C,
    Import
                  => True;
 B Byte : Unsigned 8;
begin
 B Byte := A Byte;
end Main;
```



Is this correct? (5/10)



Is this correct? (5/10)



Link_Name aspect is of string type

```
with Interfaces; use Interfaces;
procedure Main is
 A Byte : Unsigned 8 with
     Convention => C,
     Import
                => True,
    Link_Name => { byte_for_ada;
begin
 null;
end Main;
```



Is this correct? (9/10)





Is this correct? (9/10)



```
#include <stdlib.h>
extern size_t getLength(void)
{
   return (size_t)10;
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```
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