

Kennesaw State University

College of Computing and Software Engineering

CS 4308 Section 2

Assignment 4

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Initial Problem Statement:

The objective for assignment 4 was to create a complex numbers processor with the Ada programming language.

Summary:

Using Ada was rather straightforward. It almost seemed as if the code was self-documenting as the syntax is clear and uses many words rather than symbols. Coding in Ada was a refreshing experience in Object Oriented Programming as the syntax often described its own function.

Challenges:

One of the main challenges of Coding in Ada was the lack of familiarity I have when it comes to declaring values and functions. Having to declare values in specific ways while also making sure there is specific punctuation with file names and their declared values.

Input/Output:

```
Enter two numbers:
First Number:
8
Second Number:
2
Select operation
1) Addition:
2) Subtraction:
3) Multiplication
4) Division
4
You get  4.00000E+00
```

```
Enter two numbers:
First Number:
4
Second Number:
2
Select operation
1) Addition:
2) Subtraction:
3) Multiplication
4) Division
1
You get 6.00000E+00
|
```

Conclusion:

All-in-all, coding in Ada was a great refresher on common OOP concepts. Creating the if-then-else operation used in the main file was second nature as it is common to many programming languages. Though Ada is an older language, the practicality and nature of Ada is sure to keep it just as relevant as any modern-day OOP language. I look forward to exploring the unique use-cases where Ada is ideal over other options.

References:

AdaCore. (n.d.). "*learn.adacore.com*". learn.adacore.com. Retrieved April 9, 2023, from <https://learn.adacore.com/index.html>

JTC1/SC22/WG9/ARG, by R. B. (n.d.). Table of contents. Retrieved April 9, 2023, from <https://docs.adacore.com/live/wave/arm12/html/arm12/arm12-TOC.html>