Ada Compiler
CS355:Compiler Design

Anshu Avinash
anshuavi@iitk.ac.in

Pranjal Singh
spranjal@iitk.ac.in

Atique Firoz
atiquef@iitk.ac.in

Parth Tripathi
partht@iitk.ac.in

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Ada is a strongly typed, modular, object oriented, concurrent, readable and expressible high-level computer programming language [1]. In this project we would be creating a compiler for a subset of Ada language. We would be implementing following features:

- Type System: Ada's type system is governed by four principles: Strong typing, Static typing, Abstraction and Name equivalence.

- Exception: Ada has modules which raise an error when certain conditions are not satisfied and another module which does corresponding error-handling.

  - Predefined: They are included in *Standard* package. Some of them are: **Constraint_Error, Program_Error, Storage_Error, Tasking_Error**

  - Input/Output: These exceptions raised by subprograms of the predefined package *Ada.Text_IO*. Some of them are **End_Error, Data_Error,Mode_Error,Layout_Error**

  - Raising exceptions: The *raise* statement explicitly raises a specified exception.

References

[1] *Ada Information ClearingHouse: News and resources for Ada programming language.* URL: http://www.adaic.org.