

Operators

```
-- ----- OPERATOR -----

-- --- ARITHMETIC OPERATOR ---

+ -- addition
- -- subtraction
* -- multiplication
/ -- division
mod -- modulo

-- --- COMPARISON OPERATOR ---
    -- note there is no need for a complete equality operator as in other languages since Ada already performs strict type checking by default

= -- partial equality of value only
/= -- partial inequality of value only
< -- comparison operator
> -- comparison operator
<= -- comparison operator
>= -- comparison operator

-- --- LOGICAL OPERATOR ---

and
or
not
```

Control structures

```
-- ----- CONTROL STRUCTURE -----

-- --- CONDITIONALS ---

-- IF ELIF ELSE
    -- note that its elsif and note elseif or elif

declare
    A : Integer := 10;
begin
    if A > 5 then
        Put_Line("A is greater than 5");
    elsif A = 5 then
        Put_Line("A is 5");
    else
        Put_Line("A is less than 5");
    end if;
```