# Program 02 Check Positive

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## 1 Introduction

The main syntaxis of the if control structure is the next

```
if <condition> then
statement 01
statement 02
...
statement n
end if;
```

in this case <condition> is the condition to be tested it does not require the <> symbols.

## 2 Code

```
with Ada.Text_IO; use Ada.Text_IO;
with Ada.Integer_Text_IO; use Ada.Integer_Text_IO;

procedure check_positive is
    N : Integer;
begin
    -- Put a String
    Put ("Enter an integer value: ");

-- Read in an integer value
    Get(N);
```

```
if N > 0 then
    -- Put an integer
    Put("The number: ");
    Put(N);
    Put_Line(" is a positive number");
end if;
end check_positive;
```

### 3 MAIN PARTS

Observe that in this case in line 1 and 2 the packages that are going to be used are declared, and that is why in the lines 8, 15, 16, 17 the commands are without Ada. Text\_IO. For further information in the first program is a detailed explanation of it.

## 3.1 GET(N)

This function is part of the package Ada. Text\_IO, and it is useful for reading Integers from the keyboard, observe that a variable of Integer type has to be sent in the function argument.

## 3.2 VARIABLE DECLARATION

The variables and subsfunctions that are going to be used and implemented in the main procedure has to be defined in the lines between the procedure declaration and the begin of the implementation of the procedure. In this particular case between line 4 and 5.

#### 3.3 IF - END IF DIRECTIVES

The main part of this document is the if - then - end if directives. In line 13 the if statement is used, compared with other programming languages the condition is not sorrounded by parenthesis but it could be if there are associative conditions. After the condition the reserved word then is used and after that the different statements of the body related to the conditional are added.

To finish the if directive the command end if has to be put with a semicolon;.