ADA100 – ADA Fundamentals for ADA 95

WEEK ONE	
Course Description	1) Ada is a comprehensive high-level programming language designed for the professional development of large or critical programs where correctness and robustness are imperative. This course provides a full introduction to programming in Ada. Classic programming features are discussed, with an emphasis on Ada's support for constructing modular, portable, and reliable systems.
Student Introductions	1) Experience with ADA 95 2) Experience with other languages 3) Background and expectations
Course Materials/Tools	1) ADA95 Courseware 2) Canvas 3) Learn on Demand
Class Topics	1) Section 1: Introduction 2) Section 2: Basic Ada Code Organization
WEEK TWO	
Class Topics	1) Section 3: Ada Lexical Elements – some of the "small stuff" 2) Section 4: Ada Control Flow and Logic 3) Section 5: More Ada Types and Defining your own Types 4) Section 6: More about Types – Unbounded Strings, Arrays, Records, and Packages
WEEK THREE	
Class Topics	1) Section 7: Private Types, Limited Private Types, and a Little Bit of Object-Oriented Programming 2) Section 8: Toward a Standard Object-Oriented Ada Format 3) Section 9: Extending a Tagged Type 4) Section 10: Abstract Types and Subprograms
WEEK FOUR	
Class Topics	1) Section 11: A Bit More Control and Text File I/O 2) Section 12: Access Types 3) Section 13: Exceptions 4) Section 14: Generics 5) Section 15: Multi-Tasking Basics 6) Section 16: Operator Overloading
WEEK FIVE	
Class Topics	1) Section 17: AUnit – Unit Testing Framework 2) Section 18: A Very Brief Introduction to the Ada95 Booch Components 3) Section 19: Ada Program Structure 4) Section 20: Miscellaneous and Optimization