

Weekly Reflection

Language: ADA

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Reflection

Compared to the previous languages, ADA is easier to write and understand. It has more meaningful keywords and symbols that the developers are familiar with.

Even though it is better than the previous two, it has its own cons. For an instance, when printing a line, we can use either Put or Put_Line methods where the difference of Put_Line is that it will automatically send the cursor to the next line whereas Put method will keep the cursor on the same line. But that is not the only difference. When coding, I figured out that we can only print strings with Put_Line. So, if we want to print an integer and jump to the next line, we will have to edit the code as below:

```
Put(integer_value);  
New_Line(1);
```

This means that it will print the integer and the cursor will be moved to the next line. So, this created some writability issues when I tried to code the program even though it improves readability.

All in all, ADA is a more readable and writable language when compared with the previous languages.

Ada has exception handling so that it helps to build more reliable and secured programs without affecting the performance.

Weekly Question – Answer

Compared to both the previous languages FORTRAN and ALGOL, ADA seems to be much easy to learn and understand. May be that's due to my past experiences with PL/SQL. ADA has a similar coding style with compared to PL/SQL.

However, when comparing my bubblesort code with another bubblesort code of a different language such as C, I think that the ADA code has not deviated much from how it has been coded in C.

There are some differences such as when declaring variables in ADA, all the variables should be declared before the BEGIN statement (i.e right after defining the procedure). But in C, we can define variables anywhere inside the code and can have variables that are limited to a specific scope. In ADA, that is not possible.

At the end of the day, it took me equal efforts to code bubblesort in both ADA and C.