Langages systèmes 1 - Introduction to Ada

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This class

Purpose

- Understand what's at stake when chosing a language for a systems project
- Compare two examples of languages designed mainly for systems programming, with a focus on safety/security: Rust & Ada

Evaluation

- 100% TP exercises. No exam, no project.
- However, plan sometime beyond the classes to finish the TPs

Introduction to Ada

History

- In the seventies, the DOD suffers from an explosion of the number of programming languages used.
- They launch an international competition to design a language that fullfils all the requirements (1974)

History

- Several propositions
- Winner: Jean Ichbiah's team, CII Honeywell Bull
- First standard of the language langage (ANSI, ISO): 1983
- Major revisions in 1995, 2005, 2012.

Requirements

- General purpose
  - Efficient, simple, implementable
- Safety critical
  - Results in maintainable code
  - Portable
  - Resilient/safe
- Standard should be clear and non ambiguous
- Should work on embedded platforms
- Should handle concurrency/parallelism
- Should allow low-level data handling/hardward interface

Result: Ada

- Syntax: Algol/Pascal derivative
- Imperative (like Fortran, Cobol, C/C++, Java, Python…)
- Tasking/parallelism integrated into the language
- Modular (packages, modules, libraries)
- A lot of static AND dynamic checking

Ada today

Priviledged markets

- Real time systems
- Safety critical/mission critical systems
- Security critical systems

Exemples

- NVIDIA firmware (SPARK)
- Arianne 6
- 787 Dreamliner (Common Core System)
- Airbus A350 XWB (Air Data Inertial Reference Unit)
- Sentinel 1 (Environmental Satellite System)
- Canadian Space Arm
- Meteor (metro line 14)

Example: Hello, World

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

--  Display a welcome message
procedure Greet is
begin
    Put_Line ("Hello, world!");
end Greet;
```

```
$ gnatmake greet.adb
$ ./greet
```

Imperative language

Imperative language - for loops

```
with Ada.Text_IO; use Ada.Text_IO;
procedure Greet is
begin
   for I in 1 .. 10 loop
      Put_Line("Hello, World!");
   end loop;
end Greet;
```

- I here denotes a constant that is only accessible in the loop.
- "1 .. 10" is a range.
- Put_Line is a procedure call. procedure is like a fn returning void in C/C++.

Imperative language - while loops

```
with Ada.Text_IO; use Ada.Text_IO;
procedure Greet is
   --  Variable declaration. Only legal in declarative
   --  parts.
   I : Integer := 1;
begin
   --  Condition. *Must* be of type boolean
   while I < 10 loop
      Put_Line("Hello, World!");

      --  Assignment
      I := I + 1;
   end loop;
end Greet;
```

Imperative language - General loops

```
with Ada.Text_IO; use Ada.Text_IO;
procedure Greet is
   I : Integer := 1;
begin
   loop
      Put_Line("Hello, World!");
      exit when I = 5;
      --  Exit statement - takes a boolean condition
      I := I + 1;
   end loop;
end Greet;
```

Imperative language - If/Elsif/Else

```
with Ada.Text_IO; use Ada.Text_IO;
procedure Greet is
   I : Integer := 0;
begin
   loop
      if I = 5 then
         exit;
      elsif I = 0 then
         Put_Line ("Starting...");
      else
         Put_Line ("Hello, World!");
      end if;
      I := I + 1;
   end loop;
end Greet;
```

Imperative language - If/Else

```
with Ada.Text_IO; use Ada.Text_IO;
procedure Greet is
   I : Integer := 1;
begin
   loop
      --  "or else" is the short circuit or operator
      if I = 5 or else I = 12 then
         exit;
      elsif I < 5 and then I > 2 then
        Put_Line ("I = 3 | 4");
      else
         Put_Line("Hello, World!");
      end if;

      I := I + 1;
   end loop;
end Greet;
```

Imperative language - Case statement

```
procedure Greet is
   I : Integer := 0;
begin
   loop
      -- Expression must be of a discrete type. All the
      -- values must be covered.
      case I is
         when 0 => Put_Line ("Starting...");
         when 3 .. 4 => Put_Line ("Hello");
         when 7 | 9 => exit;
         -- 'when others' must be the last one and alone (if
         -- present)
         when others => Put_Line ("Hello, World!");
      end case;
      I := I + 1;
   end loop;
end Greet;
```

Quizz: Imperative language

Quizz 1: Is there a compilation error?

```
for I in 10 .. 1 loop
    Put_Line("Hello, World!");
end loop;
```

Quizz 2: Is there a compilation error?

```
for I in reverse 1 .. 10 loop
    Put_Line("Hello, World!");
end loop;
```

Quizz 3: Is there a compilation error?

```
procedure Hello is
   I : Integer;
begin
   for I in 1 .. 10 loop
      Put_Line ("Hello, World!");
   end loop;
end Hello;
```

Quizz 4: Is there a compilation error?

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

procedure Greet is
   I : Integer;
begin
   while I < 10 loop
      Put_Line("Hello, World!");
      I := I + 1;
   end loop;
end Greet;
```

Quizz 5: Is there a compilation error?

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

procedure Greet is
    I : Integer := 2;
begin
    while i < 10 loop
        Put_Line ("Hello, World!");
        i := i + 1;
    end loop;
end Greet;
```

Quizz 6: Is there a compilation error?

```
with Ada.Text_IO; use Ada.Text_IO;
with Tools;

procedure Greet is
begin
    loop
        Put_Line("Hello, World!");
        Tools.My_Proc;
    end loop;
end Greet;
```

Quizz 7: Is there a compilation error?

```
with Ada.Text_IO; use Ada.Text_IO;
procedure Greet is
   I : Integer := 0;
begin
   loop
      if I = 5 then
         exit;
      else
         if I = 0 then
            Put_Line ("Starting...");
         else
            Put_Line ("Hello, World!");
         end if;
      end if;
      I := I + 1;
   end loop;
end Greet;
```

Quizz 8: Is there a compilation error?

```
with Ada.Text_IO; use Ada.Text_IO;
procedure Greet is
   I : Integer := 0;
begin
   loop
      case I is
         when 0 =>
            Put_Line ("Starting...");
         when 1 .. 4 =>
            Put_Line ("Hello");
         when 5 =>
            exit;
      end case;
      I := I + 1;
   end loop;
end Greet;
```

Quizz 9: Is there a compilation error?

```
with Ada.Text_IO; use Ada.Text_IO;
procedure Greet is
begin
   loop
      case I is
         when 0 =>
            Put_Line ("Starting...");
         when 1 .. 4 =>
            Put_Line ("Hello");
         when others =>
            exit;
      end case;
      I := I + 1;
   end loop;
end Greet;
```

Quizz 10: Is there a compilation error?

```
with Ada.Text_IO; use Ada.Text_IO;
procedure Greet is
   I : Integer := 0;
begin
   loop
      case I is
         when Integer'First .. 1 =>
            Put_Line ("Starting...");
         when 1 .. 4 =>
            Put_Line ("Hello");
         when others =>
            exit;
      end case;
      I := I + 1;
   end loop;
end Greet;
```

Quizz 11: Which one is an error?

```
V    : Integer;
1V   : Integer;
V_   : Integer;
_V   : Integer;
V__1 : Integer;
V_1  : Integer;
```

Strongly typed language

Question

What is a type?

Integers

- Integer types are just regular types (not built-ins)

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

procedure Greet is
   type My_Int is range 1 .. 20;
   --  Declare a signed integer type, and give the bounds

   --  Like variables, declarations can only happen in
   --  declarative region
begin
   for I in My_Int loop
      Put_Line("Hello, World!");
   end loop;
end Greet;
```

Integers

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

procedure Greet is
   type My_Int is range 1 .. 20;
begin
   --  Iterates on every value in the range of My_Int
   for I in My_Int loop
      if I = My_Int'Last then
      --           ^ Higher bound of the type
      --  'First is the lower bound
         Put_Line ("Bye");
      else
         Put_Line("Hello, World!");
      end if;
   end loop;
end Greet;
```

Integers

```
procedure Greet is
   A : Integer := Integer'Last;
   B : Integer;
begin
   B := A + 5;
   --  This operation will overflow, eg. it will
   --  raise an exception at runtime.
end Greet;
```

Integer

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

procedure Greet is
   type My_Int is range 1 .. 20;
   A : My_Int := 12;
   B : My_Int := 15;
   M : My_Int := (A + B) / 2;
   --  No overflow here, overflow checks are done at
   --  specific boundaries.
begin
   for I in 1 .. M loop
      Put_Line("Hello, World!");
   end loop;
end Greet;
```

Enumerations

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

procedure Greet is
   type Days is (Monday, Tuesday, Wednesday,
                 Thursday, Friday, Saturday, Sunday);
   --  An enumeration type
begin
   for I in Days loop
      case I is
         when Saturday .. Sunday =>
            Put_Line ("Week end!");

         --  Completeness checking on enums
         when others =>
            Put_Line ("Hello on " & Days'Image (I));
            --  'Image attribute, converts a value to a
            --  String
      end case;
   end loop;
end Greet;
```

Records

```
type Date is record
   --  The following declarations are components of the record
   Day   : Integer;
   Month : Month_Name;
   Year  : Integer;
end record;
```

Strong typing

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

procedure Greet is
   --  Declare two signed types
   type Meters is range 0 .. 10_000;
   type Miles is range 0 .. 5_000;

   Dist_Us : Miles;
   --  Declare a constant
   Dist_Eu : constant Meters := 100;
begin
   --  Not correct: types mismatch
   Dist_Us := Dist_Eu * 1609 / 1000;
   Put_Line (Miles'Image (Dist_Us));
end Greet;
```

Strong typing

```
with Ada.Text_IO; use Ada.Text_IO;
procedure Conv is
   type Meters is range 0 .. 10_000;
   type Miles is range 0 .. 5_000;
   Dist_Us : Miles;
   Dist_Eu : constant Meters := 100;
begin
   Dist_Us := Miles (Dist_Eu * 1609 / 1000);
   --          ^ Type conversion, from Meters to Miles
   --  Now the code is correct

   Put_Line (Miles'Image (Dist_Us));
end;
```

Strong typing

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

procedure Greet is
   C : Character;
   --  ^ Built-in character type (it's an enum)
begin
   C := '?';
   --   ^ Character literal (enumeration literal)

   C := 64;
   --   ^ Invalid: 64 is not an enumeration literal
end Greet;
```

Strong typing

```
with Ada.Text_IO; use Ada.Text_IO;
procedure Greet is
   C : Character;
begin
   C := '?';
   Put_Line ("""Ascii"" code of '" & C & "' is"
   --         ^ Use "" to insert quote in a string
             & Integer'Image (Character'Pos (C)));
   --                                ^ 'Pos converts a
   --                                   value to its position

   C := Character'Val (64);
   --            ^ 'Val converts a position to its value
end Greet;
```

Subtypes

```
with Ada.Text_IO; use Ada.Text_IO;
procedure Greet is
   type Days is (Monday, Tuesday, Wednesday, Thursday,
                 Friday, Saturday, Sunday);

   --  Declaration of a subtype
   subtype Weekend_Days is Days range Saturday .. Sunday;
   --                              ^ Constraint of the subtype
begin
   for I in Days loop
      case I is
         --  Just like a type, a subtype can be used as a
         --  range
         when Weekend_Days =>
            Put_Line ("Week end!");
         when others =>
            Put_Line ("Hello on " & Days'Image (I));
      end case;
   end loop;
end Greet;
```

A subtype doesn't define a type

- All subtypes are of the same type.

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

procedure Greet is
   type Days is (Monday, Tuesday, Wednesday, Thursday,
                 Friday, Saturday, Sunday);

   subtype Weekend_Days is Days range Saturday .. Sunday;
   Day : Days := Saturday;
   Weekend : Weekend_Days;
begin
   Weekend := Day;
   --         ^ Correct: Same type
   Weekend := Monday;
   --         ^ Wrong value for the subtype
   --  Compiles, but exception at runtime
end Greet;
```

Quizz: Types

Quizz 1: Is there a compilation error?

```
type My_Int is range 1 .. 20.5;
```

Quizz 2: Is there a compilation error?

```
type My_Int is range 1 .. 20.0;
```

Quizz 3: Is there a compilation error?

```
A : Integer := 5;
type My_Int is range A .. 20;
```

Quizz 4: Is there a compilation error?

```
type My_Int is range 1 .. Integer'Last;
```

Quizz 5: Is there a compilation error?

```
type My_Int_1 is range 1 .. Integer'Last;
type My_Int_2 is range Integer'First .. 0;
type My_Int_3 is range My_Int_2'First .. My_Int_2'Last;
```

Quizz 6: Is there a compilation error?

```
type My_Int_1 is range 1 .. Integer'Last;
subtype My_Int_2 is My_Int_1 range 1 .. 100;

V1 : My_Int_1 := 5;
V2 : My_Int_2;
V2 := V1;
```

Quizz 7: Is there a compilation error?

```
type My_Int_1 is range 1 .. Integer'Last;
type My_Int_2 is range 1 .. 100;

V1 : My_Int_1 := 5;
V2 : My_Int_2;
V2 := V1;
```

Quizz 8: Is there a compilation error?

```
type Enum is (E1, E2);
type Enum2 is (E2, E3);
```

Quizz 9: Is there a compilation error?

```
type Bit is ('0', '1');
```

Arrays

Array type declaration

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

procedure Greet is
   type My_Int is range 0 .. 1000;

   type My_Int_Array is array (1 .. 5) of My_Int;
   --                                     ^ Type of elements
   --                          ^ Bounds of the array
   --                          Can be a type/subtype/anonymous range
   Arr : My_Int_Array := (2, 3, 5, 7, 11);
begin
   for I in Index loop
      Put (My_Int'Image (Arr (I)));
   end loop;
   New_Line;
end Greet;
```

Array index

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

procedure Greet is
   type My_Int is range 0 .. 1000;
   type My_Int_Array is array (11 .. 15) of My_Int;
   --                          ^ Low bound can be any value
   Tab : My_Int_Array := (2, 3, 5, 7, 11);
begin
   for I in Index loop
      Put (My_Int'Image (Tab (I)));
      --                     ^ Indexation
      --                     ^ Will raise an exception when
      --                     I = 6
   end loop;
   New_Line;
end Greet;
```

Array index

```
procedure Greet is
   type My_Int is range 1 .. 31;
   type Month is (Jan, Feb, Mar, Apr, May, Jun,
                  Jul, Aug, Sep, Oct, Nov, Dec);

   type My_Int_Array is array (Month) of My_Int;
   --                           ^ Can use an enum as the
   --                             index

   Tab : constant My_Int_Array :=
   --    ^ constant is like a variable but cannot be
   --      modified
     (31, 28, 31, 30, 31, 30, 31, 31, 30, 31, 30, 31);
   --  Maps months to number of days

   Feb_Days : My_Int := Tab (Feb);
   --  Number of days in February
begin
   for I in Month loop
      Put_Line (My_Int'Image (Tab (I)));
   end loop;
end Greet;
```

Range attribute

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

procedure Greet is
   type My_Int is range 0 .. 1000;
   type My_Int_Array is array (1 .. 5) of My_Int;
   Tab : My_Int_Array := (2, 3, 5, 7, 11);
begin
   for I in Tab'Range loop
   --          ^ Gets the range of Tab
      Put (My_Int'Image (Tab (I)));
   end loop;
   New_Line;
end Greet;
```

Unconstrained arrays

```
procedure Greet is
   type Int_Array is array (Natural range <>) of Integer;
   --  Indefinite array type
   --                             ^ Bounds are of type Natural,
   --                               but not known

   Numbers : constant Int_Array (1 .. 100) :=
   --                             ^ Specify the bounds
   --                               when declaring
      (0 => 0, others => 100);
   --          ^ Default value
   --  ^ Specify element by index

   Numbers_2 : constant Workload_Type :=
      (1 .. 15 => 8, others => 7);
   --  ^ Range association
begin
   for I in Numbers'Range loop
      Put_Line (Integer'Image (Numbers (I)));
   end loop;
end Greet;
```

Predefined array type: String

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

procedure Greet is
   Message : String (1 .. 11) := "dlroW olleH";
   --        ^ Pre-defined array type.
   --          Component type is Character
begin
   for I in reverse 1 .. 11 loop
            ^ Iterate in reverse order
      Put (Message (I));
   end loop;
   New_Line;
end Greet;
```

Predefined array type: String

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

procedure Greet is
   Message : constant String := "Hello World";
   --                ^ Bounds are automatically computed
   --                  from initialization value
begin
   for I in reverse Message'First .. Message'Last loop
   --                      ^ 'First and 'Last return the low and
   --                      high bound
   -- (But you should use 'Range most of the time)
      Put (Message (I));
   end loop;
   New_Line;
end Greet;
```

Declaring arrays

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

procedure Greet is
   type Days is (Monday, Tuesday, Wednesday,
                 Thursday, Friday, Saturday, Sunday);
   subtype Day_Name is String (1 .. 2);

   type Days_Name_Type is array (Days) of Day_Name;

   Names : constant Days_Name_Type :=
     ("Mo", "Tu", "We", "Th", "Fr", "Sa", "Su");
   --  Initial value given by aggregate
begin
   for I in Names'Range loop
      Put_Line (Names (I));
   end loop;
end Greet;
```

Declaring arrays

```
--  Those two declarations produce the same thing
A : String := "Hello World";
B : String (1 .. 11) := ('H', 'e', 'l', 'l', 'o', ' ',
                         'W', 'o', 'r', 'l', 'd');
```

Quizz: Arrays

Quizz 1: Is there a compilation error ?

```
--  Natural is a pre-defined subtype.
subtype Natural is Integer range 0 ..  Integer'Last

type Arr is array (Natural) of Integer;
Name : Arr;
```

Quizz 2: Is there a compilation error ?

```
type Arr is array (Natural range <>) of Integer;
Name : Arr;
```

Quizz 3: Is there a compilation error ?

```
type Str_Array is array (1 .. 10) of String;
```

Quizz 4: Is there a compilation error ?

```
A : constant Integer := 5;
```

Quizz 5: Is there a compilation error ?

```
A : constant String (1 .. 12);
```

Quizz 6: Is there a compilation error ?

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

procedure Greet is
   type Days is (Monday, Tuesday, Wednesday,
                 Thursday, Friday, Saturday, Sunday);
   type WorkLoad_Type is array (Days range <>) of Natural;
   Workload : constant Workload_Type :=
      (Monday .. Friday => 8, Friday => 7, Saturday | Sunday => 0);
begin
   for I in Workload'Range loop
      Put_Line (Integer'Image (Workload (I)));
   end loop;
end Greet;
```

Modular/Structured programming

Packages

```
package Week is
end Week;
```

Packages:

- Group related declarations together
- Define an interface (API)
- Hide the implementation
- Provide a name space

Packages

```
package Week is

   --  This is a declarative part. You can put only
   --  declarations here, no statements

   type Days is (Monday, Tuesday, Wednesday,
      Thursday, Friday, Saturday, Sunday);
   type WorkLoad_Type is array (Days range <>) of Natural;
   Workload : constant Workload_Type :=
      (Monday .. Friday => 8, Friday => 7, Saturday | Sunday => 0);
end Week;
```

Different from header files in C/C++ because:

- Language level mechanism (not a preprocessor)
- Not text based
- With'ing a package does not "copy/paste" the content of the spec into your file
- With GNAT, packages specs go in .ads files (here, it would be week.ads)

With-ing a package

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

with Week;
--  references the package, and adds a dependency on
--  that package

procedure Greet is
begin
   for I in Week.Workload'Range loop
   --       ^ We reference items of the package by prefixing
   --         by package name
      Put_Line (Integer'Image (Workload (I)));
   end loop;
end Greet;
```

Using a package

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

with Week;
use Week;
--  Brings the content of the package in the current
--  namespace

procedure Greet is
begin
   for I in Workload'Range loop
   --       ^ We can reference items of the package directly
   --         now
      Put_Line (Integer'Image (Workload (I)));
   end loop;
end Greet;
```

Package body

```
package body Week is

   --  The body contains additional declarations, not
   --  visible from the spec, or anywhere outside of the
   --  body
   type WorkLoad_Type is array (Days range <>) of Natural;
   Workload : constant Workload_Type :=
      (Monday .. Friday => 8, Friday => 7, Saturday | Sunday => 0);

   function Get_Workload (Day : Days) return Natural is
   begin
      return Workload (Day);
   end;
   --  This is a function. It has a return statement
   --  (mandatory for functions)
end Week;
```

- With GNAT, packages bodies go in .adb files (here, it would be week.adb)

Subprograms

Subprograms

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

--  Here we declare and define a procedure without
--  parameters
procedure Greet is
begin
   Put_Line("Hello, World!");
end Greet;
```

Subprograms

```
package Week is
   type Days is (Monday, Tuesday, Wednesday,
                 Thursday, Friday, Saturday, Sunday);

   function Get_Workload (Day : Days) return Natural;
   --  We declare (but don't define) a function with one
   --  parameter, returning a Natural integer
end Week;
```

Subprograms

```
package Week is
   type Days is (Monday, Tuesday, Wednesday,
                 Thursday, Friday, Saturday, Sunday);

   function Get_Day_Name
      (Day : Days := Monday) return String;
   --                              ^ We can return any type,
   --                                even indefinite ones
   --            ^ Default value for parameter
end Week;
```

Subprograms

```
package body Week is
   --  Implementation of the Get_Day_Name function
   function Get_Day_Name (Day : Days := Monday) return String is
   begin
      case Day is
         when Monday => return “Monday”;
         when Tuesday => return “Tuesday”;
         ...
         when Sunday => return “Sunday”;
      end case;
   end Get_Day_Name;
end Week;
```

Parameters modes

```
package Week is
   type Days is (Monday, Tuesday, Wednesday,
                 Thursday, Friday, Saturday, Sunday);
   procedure Next_Day (Res : out Days;
   --                          ^ Mode out: not initialized at
   --                            the beginning, procedure body can
   --                            assign it. (Like a return value)
                       Day : Days);
   --                          ^ No mode: defaults to "in",
   --                            which is like a constant
end Week;
```

Parameters modes

```
--                You can declare several params at the same
--              v time
procedure Swap (A, B : in out Integer)
--                     ^ In out is initialized at the
--                       beginning with value passed by
--                       caller. procedure can assign it,
--                       caller will get new value. Like
--                       pass by reference
--                       Use it instead of a pointer in C
is
   Tmp : Integer;
begin
   Tmp := A;
   A := B;
   B := Tmp;
   return;
   --  Return statement. Optional for procedures
end Swap;
```

Subprogram call

```
procedure Test_Swap
is
   X, Y : Integer;
begin
   X := 5;
   Y := 7;
   Swap (X, Y);
   --    ^ Positional parameters
   Swap (A => X, B => Y);
   --    ^ Named parameters
   Swap (B => X, A => Y);
   --    ^ You can reverse the order
end Test_Swap;
```

Function calls

```
function Double (I : Integer) return Integer is
begin
   return I * 2;
end Double;

function Quadruple (I : Integer) return Integer is
   Res : Integer := Double (Double (I));
   --               ^ Calling the double function
begin
   Double (I);
   --  ILLEGAL: You cannot ignore a function's return value

   return Res;
end Quadruple;
```

Function calls

```
function Pi return Float is
--          ^ No parameters, no parentheses
begin
   return 3.1419;
end Pi;

A : Float := Pi;
--           ^ No parameters, no parentheses at call site
--             either!
```

Mutually recursive subprograms

```
procedure Compute_A (V : Natural);
--  Forward declaration of Compute_A

procedure Compute_B (V : Natural) is
begin
   if V > 5 then
      Compute_A (V - 1);
   -- ^ Call to Compute_A
   end if;
end Compute_B;

procedure Compute_A (V : Natural) is
begin
   if V > 2 then
      Compute_B (V - 1);
   -- ^ Call to Compute_B
   end if;
end Compute_A;
```

Nested subprograms

```
function Quadruple (I : Integer) return Integer is

   function Double (I : Integer) return Integer is
   begin
      return I * 2;
   end Double;
   --  Nested function

begin
   return Double (Double (I));
end Quadruple;
```

Quizz: Packages & subprograms

Quizz 1: Is there a compilation error ?

```
package My_Type is
   type My_Type is range 1 .. 100;
end My_Type;
```

Quizz 2: Is there a compilation error ?

```
package Pkg is
   function F (A : Integer);
end Pkg;
```

Quizz 3: Is there a compilation error ?

```
package Pkg is
   function F (A : Integer) return Integer;
   function F (A : Character) return Integer;
end Pkg;
```

Quizz 4: Is there a compilation error ?

```
package Pkg is
   function F (A : Integer) return Integer;
   procedure F (A : Character);
end Pkg;
```

Quizz 5: Is there a compilation error ?

```
package Pkg is
   subtype Int is Integer;
   function F (A : Integer) return Integer;
   function F (A : Int) return Integer;
end Pkg;
```

Quizz 6: Is there a compilation error ?

```
package Pkg is
   procedure Proc (A : Integer);
   procedure Proc (A : in out Integer);
end Pkg;
```

Quizz 7: Is there a compilation error ?

```
package Pkg is
   procedure Proc (A : in out Integer := 7);
end Pkg;
```

Quizz 8: Is there a compilation error ?

```
package Pkg is
   procedure Proc (A : Integer := 7);
end Pkg;

package body Pkg is
   procedure Proc (A : Integer) is
      ...
   end Proc;
end Pkg;
```

Quizz 9: Is there a compilation error ?

```
package Pkg is
   procedure Proc (A : in out Integer);
end Pkg;

package body Pkg is
   procedure Proc (A : in out Integer) is
      ...
   end Proc;

   procedure Proc (A : in out Character) is
      ...
   end Proc;
end Pkg;
```

Quizz 10: Is there a compilation error ?

```
package Pkg is
   procedure Proc (A : in Integer);
end Pkg;

package body Pkg is
   procedure Proc (A : in Integer);
   procedure Proc (A : in Integer) is
      ...
   end Proc;
end Pkg;
```

Quizz 11: Is there a compilation error ?

```
-- pkg1.ads
package Pkg1 is
    procedure Proc;
end Pkg1;

-- pkg2.ads
with Pkg1;
package Pkg2 is
...
end Pkg2;

-- main.adb
with Pkg2;

procedure Main is
begin
   Pkg1.Proc
end Main;
```

Quizz 12: Is there a compilation error ?

```
--  pkg1.ads
package Pkg1 is
  procedure Proc;
  ...
end Pkg1;

--  pkg2.ads
with Pkg1; use Pkg1;
package Pkg2 is
   ...
end Pkg2;

--  pkg2.adb
package body Pkg2 is
   procedure Foo is
   begin
      Proc;
   end Foo;
end Pkg2;
```

Quizz 13: Is there a compilation error ?

```
--  pkg1.ads
package Pkg1 is
procedure Proc;
   ...
end Pkg1;

--  pkg2.ads
with Pkg1; use Pkg1;
package Pkg2 is
   ...
end Pkg2;

--  pkg2.adb
with Pkg1; use Pkg1;
package body Pkg2 is
   ...
end Pkg2;
```

Quizz 14: Is there a compilation error ?

```
--  pkg1.ads
package Pkg1 is
   procedure Proc;
   ...
end Pkg1;

--  pkg2.ads
with Pkg1;
package Pkg2 is
   ...
end Pkg2;

--  pkg2.adb
use Pkg1;

package body Pkg2 is
   procedure Foo is
   begin
      Proc;
   end Foo;
end Pkg2;
```

Privacy

Private part

```
package Stacks is
   procedure Hello;

private

   procedure Hello2;
   --  Not visible from external units
end Stacks;
```

Abstract data types: Declaration

```
package Stacks is
   type Stack is private;
   --  Declare a private type: You cannot depend on its
   --  implementation. You can only assign and test for
   --  equality.

   procedure Push (S : in out Stack; Val : Integer);
   procedure Pop (S : in out Stack; Val : out Integer);
private

   subtype Stack_Index is Natural range 1 .. 10;
   type Content_Type is array (Stack_Index) of Natural;

   type Stack is record
      Top : Stack_Index;
      Content : Content_Type;
   end record;
end Stacks;
```

Abstract data types: vocabulary

```
package Stacks is
   type Stack is private;
   --  Partial view

   procedure Push (S : in out Stack; Val : Integer);
   procedure Pop (S : in out Stack; Val : out Integer);
private

   subtype Stack_Index is Natural range 1 .. 10;
   type Content_Type is array (Stack_Index) of Natural;

   type Stack is record
      Top     : Stack_Index;
      Content : Content_Type;
   --  Full view
   end record;
end Stacks;
```

Abstract data types

```
--  No need to read the private part to use the package
package Stacks is
   type Stack is private;

   procedure Push (S : in out Stack; Val : Integer);
   procedure Pop (S : in out Stack; Val : out Integer);
private
   ...
end Stacks;
```

```
--  Example of use
with Stacks; use Stacks;

procedure Test_Stack is
   S : Stack;
   Res : Integer;
begin
   Push (S, 5);
   Push (S, 7);
   Pop (S, Res);
end Test_Stack;
```

Quizz: Privacy

Quizz 1: Is there a compilation error?

```
package Stacks is
   type Stack;
   procedure Push (S : in out Stack; Val : Integer);
   private
   subtype Stack_Index is Natural range 1 .. 10;
   type Content_Type is array (Stack_Index) of Natural;
   type Stack is record
      Top : Stack_Index;
      Content : Content_Type;
   end record;
end Stacks;
```

Quizz 2: Is there a compilation error?

```
package Stacks is
   type Stack is private;
   procedure Push (S : in out Stack; Val : Integer);
   private
   type Stack is range 1 .. 100;
end Stacks;
```

Quizz 3: Is there a compilation error?

```
package Stacks is
   type Stack is private;
   procedure Push (S : in out Stack; Val : Integer);
end Stacks;
```

Quizz 4: Is there a compilation error?

```
--  stacks.ads
package Stacks is
   type Stack is private;
   procedure Push (S : in out Stack; Val : Integer);
   private
   type Stack is range 1 .. 100;
end Stacks;

--  test.adb
with Stacks; use Stacks;
procedure Test is
   T : Stack;
begin
   T := 3;
end Test;
```

Quizz 5: Is there a compilation error?

```
--  stacks.ads
package Stacks is
   type Stack is private;
   procedure Push (S : in out Stack; Val : Integer);
   private
   type Stack is range 1 .. 100;
end Stacks;

--  stacks2.ads
with Stacks; use Stacks;

package Stacks2 is
   type Stack2 is record
      S1 : Stack;
      S2 : Stack;
   end record;
end Stacks2;
```

Pointers and dynamic allocation

General philosophy

- As much as possible, pointer usage is discouraged in Ada
- Thanks to flexible parameter passing & unconstrained types, you can go pretty far without pointers & dynamic allocation.
- Most of safety critical/embedded apps dont use them
- However, not all applications can avoid pointers
- When they're unavoidable, Ada tries to make them as safe as possible (pre linear typing)

Simple accesses

```
procedure Test_Accesses is
    type Integer_Access is access Integer;

    I  : Integer := 12;

    IA : Integer_Access := new Integer;
begin
    I.all := 12;

    IA := I'Access;
    --    ^ ILLEGAL: You can't take an access on the stack
    --      by default

    --  NO DEALLOCATION BY DEFAULT
end;
```

Access to stack

```
procedure Test_Accesses is
    type Integer_Access is access all Integer;
    --                             ^

    I  : aliased Integer := 12;
    IA : Integer_Access := I'Access;
begin
    null;
end;
```

Accessibility level

```
procedure Test_Accesses is
    type Integer_Access is access all Integer;

    procedure Inner is
        I  : aliased Integer := 12;
        IA : Integer_Access := I'Access;
        --  ILLEGAL: I is defined one level below Integer_Access

        type Integer_Access_2 is access all Integer;
        IA2 : Integer_Access_2 := I'Access;
        --  LEGAL
    begin
        null;
    end;
begin
    null;
end;
```

Free

```
with Ada.Unchecked_Deallocation;

procedure Test_Accesses is
    type Integer_Access is access Integer;
    IA : Integer_Access := new Integer'(12);

    procedure Free is new Ada.Unchecked_Deallocation
      (Integer, Integer_Access);
begin
    Free (IA);
    --  IA is set to null afterwards
end;
```

Pointers - final words

- Accessibility level is broken, but was meant to solve the same problems as linear types in Rust.
- No built-in pointer arithmetic: vastly not necessary. Special packages when necessary.
- Special conveniences for unchecked conversions and stuff like that.

More about records

Records with discriminant

```
type Person (Max_Len : Natural) is record
--           ^ Discriminant. Cannot be modified once initialized.
   First_Name : String (1 .. Max_Len);
   Last_Name  : String (1 .. Max_Len);
end record;
--  Person is an indefinite type (like an array)
```

Records with variant

```
type Node_Acc is access Node;

type Op_Kind is (Bin_Op, Un_Op);
--  A regular enum

type Node (Op : Op_Kind) is record
--         ^ The discriminant is an enum
   Id : Natural;
   case Op is
      when Un_Op =>
         Operand : Node_Acc;
      when Bin_Op =>
         Left, Right : Node_Acc;
      --  Those fields only exist when Op is Bin_Op
   end case;
   --  Variant part. Only one, at the end of the record
   --  definition
end record;
```

Safety in Ada

Safety in Ada

- The language is safe by default
- No "unsafe" subset, but rather unsafe operations (`Unchecked_Deallocation`, `Unchecked_Conversion`, …)
- Safe means:
  - Very little undefined behavior. Most of Ada's behavior is defined (check the Ada reference manual if you don't believe me https://ada-lang.io/docs/arm)
  - No memory corruption
  - Illegal operations will result in a runtime exception
- But it also means:
  - Make it easy to write readable, maintainable programs
  - Make it easy to **specify** as much about the program as you can.
  - The behavior cannot always be verified at compile time, but it will be verified at runtime/can be verified by static-analyzers/provers.