

# HAC

**HAC Ada Compiler**

## HAC Ada Compiler User Manual



<https://github.com/zertovitch/hac>

<https://sourceforge.net/projects/hacadacompiler>

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HAC Ada Compiler User Manual v82

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<https://github.com/zertovitch/hac>



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<b>Ed.</b>	<b>Release</b>	<b>Comments</b>	
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<sup>1</sup><https://b612-font.com> under Open Font License, replaced the Humanist 521 BT licensed by Monotype.



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## ❑ Manual

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The “Excuse me I’m French” speech - The main author of this manual is a French-man<sup>2</sup> with basic English skills. Frenchmen are essentially famous as frog eaters<sup>3</sup>. They have recently discovered that others ~~forms of communication~~ languages are widely used on earth. So, as a frog eater, I’ve tried to write some stuff in this foreign dialect loosely known here under the name of English. However, it’s a well known fact, frogs don’t really speak English. So your help is welcome to correct this bloody manual, for the sake of the wildebeests, and penguins too.

## ❑ Edition

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<sup>2</sup>This do not apply to Gautier, author of HAC, who is a proud multilingual Swiss citizen ;]

<sup>3</sup>We could be famous as designers of the Concorde, Ariane rockets, Airbus planes or even Ada computer language but, definitely, Frenchmen have to wear beret with bread baguette under their arm to go eating frogs in a smokey tavern. That’s *le cliché* :]

<https://this-page-intentionally-left-blank.org>



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# Introduction

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## 1 About HAC

HAC is a recursive acronym meaning HAC Ada Compiler. HAC isn't a native code compiler but a Virtual Machine compiler which comes with a very compact and monolithic run-time executor.

As the HAC author says: "HAC is perhaps the first open-source [albeit very partial] Ada compiler [and virtual machine interpreter] fully programmed in Ada itself. It wasn't written from scratch, but is based on a renovation of SmallAda, a system developed around 1990 and then abandoned."



## 2 HAC purposes

HAC can be used for small Ada sand-boxed prototypes, education and scripting.

As an education tool, HAC is an excellent Ada subset for programming introduction.

As a script language, thanks for its shebang handling and its useful environment functions, HAC is the most Ada compact and powerful script engine you ever dream for. The HAC compilation is straightforward. The executor is ridiculously small and fully standalone. Move the hac program to your path and voila!

Last but not the least, HAC sources are fully compatible with Ada compilers, through the compatibility package HAL !

### HAC Ada Compiler User Manual

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<https://github.com/zertovitch/hac>



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## 2.1 Thanks

The authors of SmallAda, listed below, for making their work open-source.

Jean-Pierre Rosen for the free AdaControl tool which was very helpful detecting global variables stemming from SmallAda's code :

<https://www.adalog.fr/en/adacontrol.html>  
<https://sourceforge.net/projects/adacontrol>

AdaCore for providing their excellent Ada compiler for free :

<https://www.adacore.com/community>

## 2.2 HAC history

Now: HAC is being made more and more usable for real applications, with Ada compatibility, modularity, a library with I/O, system subprograms...

2020: FOSDEM's Ada Developer Room: [https://fosdem.org/2020/schedule/event/ada\\_hac](https://fosdem.org/2020/schedule/event/ada_hac)

2013: January 24th: Day One of HAC: Hello World, Fibonacci and other tests work!

2009: A bit further trying to make the translation of SmallAda sources succeed [P2Ada was improved on the way, for WITH statements and modularity]...

1999: Automatic translation of Mac Pascal SmallAda sources o Ada, using P2Ada.

1989: SmallAda is derived from CoPascal; works only within two very system-dependent environments [a Mac GUI, a DOS GUI]; two similar source sets in two Pascal dialects [Mac Pascal, Turbo Pascal].

1986: CoPascal [Schoening].

1975: Pascal-S [Wirth] - Reference: PASCAL-S, a subset and its implementation <https://doi.org/10.3929/ethz-a-000147073>

### ❑ Authors of SmallAda [in Pascal]

1990 Manuel A. Perez	Macintosh version
1990 Arthur V. Lopes	integrated environment for IBM-PC
1989 Arthur V. Lopes	window-oriented monitoring for IBM-PC
1988 Stuart Cramer and Jay Kurtz	refinement of tasking model
1987 Frederick C. Hathorn	conversion of CoPascal

### ❑ Author of CoPascal [derived from Niklaus Wirth's Pascal-S]

1986 Charles Schoening

### ❑ SmallAda sources

You can find the SmallAda sources and examples in the "archeology" folder. The Turbo Pascal sources files are smaller than the Mac Pascal ones, probably because of the memory constraints of the 16-bit DOS system. So the Turbo Pascal sources are especially cryptic and sparsely commented, full with magic numbers and 1-letter variables, many of them global.

## 3 Syntax notation

Inside a command line:

- A parameter between brackets [ ] is optional ;
- Two parameters separated by | are mutually exclusives.

**<<<TODO>>>Add more structured syntax notation.**

## 4 About Ada

Some general thoughts about Ada.

### 4.1 Introduction

This language is not known enough yet, at least not to the majority of us, much to the detriment of many potential users for that matter. Compared to the fashionable languages, Ada is more portable, more readable, allows for higher abstraction levels and has features and functionalities unseen in other languages. Ada also allows a more comfortable experience in system programming<sup>4</sup> and proves itself light enough to be usable on low class 8 bit processors<sup>5</sup>.

Ada is the name of the first programmer to ever exist in humanity. And this first programmer was a woman: Augusta Ada Byron King, Countess of Lovelace, born in 1815, daughter of Byron, the great poet, Charles Babbage's assistant, she wrote programs destined to run on his famous machine.

Ada is an American military norm<sup>6</sup> as well as an international civil norm<sup>7</sup>, it is the first object oriented language to be standardized at an international level. All Ada compilers must strictly adhere to the standard. There are hundreds of compilers destined to run on that many platforms but all of them will produce a code that runs identically.

Ada is used everywhere security is critical: Airbus [A3xx civil series and A400 military], Alstom [High speed train], Boeing [777 and 787], EADS [Eurofighter, Ariane, ATV, many spaces probes], STS [line 14 Meteor], NASA [Electric power supply

<sup>4</sup> Thanks to it's representation clauses that obliterates the need to use bit masking for XORed for bit manipulation. This functionality *essential to system programming* is simply not there in C or even in Assembly language.

<sup>5</sup> Components that have at their disposal a couple dozen bytes of RAM and a couple Kilobytes of programming memory.

<sup>6</sup> MIL-STD-1815

<sup>7</sup> ISO/IEC 8652

of the International Space Station]. The list goes on and on. Everywhere reliability and security must come first, Ada is the language of choice.

## 4.2 Why use Ada

Ada was created because software engineering is a human activity. Humans make mistakes, the Ada compiler is friend to developers. Ada is also friend to project managers for large scale development. An Ada application is written, expanded and maintained very naturally. For these reasons, Ada is also friend to executives. Ada is the language of happy programmers, managers and users.

Because Ada is a comfortable language by its expressiveness and a restful language by its reliability, humans involved with Ada also reflect the image of their language. The Ada community is a very comfortable community to visit and most meetings are very enlightening. Free libraries are numerous and are usually of a very high quality. Finally, the Ada community is very highly active and by now growing again.

## 4.3 The ending word

When Boeing decided, two decades ago, that all software for the 777<sup>8</sup> would be exclusively written in Ada, the corporate associates of the constructor made the remark that they were using, for a long time, languages such as C, C++ and assembly language and that they were fully satisfied with them. Boeing simply answered that only firms that could provide Ada software would be considered in contracts offerings. Therefore, the firms converted themselves to Ada.

Today, the development of software for the Boeing 777 nicknamed “The Ada Plane”, has been performed and it is essentially thanks to the very big commercial success of this plane that Boeing was able to maintain the revenues created by its civil activities.

And what do the Boeing partner firms do from now on ? They continue to develop their new software in none other than... Ada, and here's why:

- They noticed that the length of time to convert developers to Ada is usually rather short. In a week, the developer is comfortable enough to write software in Ada and in less than a month, he feels totally comfortable with the language ;
- These firms did their accounting: written in Ada, software costs less, present less anomalies, are ready sooner and are easier to maintain.

<sup>8</sup> The Boeing 777 is the world's biggest two engines plane and the first civil Boeing having electrical flight commands, ten years later the Airbus A320.

# Getting started

---

*One can write neatly in any language, including C. One can write badly in any language, including Ada. But Ada is the only language where it is more tedious to write badly than neatly.*

Jean-Pierre Rosen



## 1 Distribution

### 1.1 Directories

src	sources of HAC, plus the compatibility package HAL
exm	examples
exm-manual	sources related to this manual
test	testing

### 1.2 Key files

Key files are located in the main directory.

hac.pdf	this file
hac.gpr	project file for building HAC with GNAT
hac_work.xls	workbook containing, a bug list and a to-do list
save.adb	backup script, works both with HAC and GNAT!

## HAC Ada Compiler User Manual

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<https://github.com/zertovitch/hac>



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## 2 Get a compiler

### 2.1 FSF GCC GNAT & AdaCore GNAT Community Edition compilers

Free Software Foundation GCC GNAT compiler can be used for closed sources applications. AdaCore compiler GNAT CE [Community Edition] can be used for GPL applications. For a HAC build point of view, it doesn't strictly matter.

However, for both Linux and Windows, it has to be said that today the AdaCore GNAT CE compiler is a better technical choice than the FSF compiler, for example for exception traces. This situation will change in the future.

### 2.2 Linux

On Debian-based Linuxes like Ubuntu, GCC GNAT FSF is part of the standard packages. You can get GNAT from AdaCore's web site: <https://www.adacore.com/community> which is today the better technical choice.

### 2.3 Windows

You can get GNAT from AdaCore's web site: <https://www.adacore.com/community> or from other sites, like <http://www.getadanow.com> providing links to FSF GCC GNAT compiler.

## 3 HAC build

### 3.1 Linux

#### ❑ Debian 10 compiler

Install an Ada compiler. Depending of your system, replace aptitude by apt-get or apt, preceded or not by sudo:

---

```
user@system: aptitude install gnat-8 gprbuild git
```

---

#### ❑ HAC Compilation

Assuming you wish to install HAC under /root, using it as a system tool:

Assuming you have the GNAT compiler installed, do the following from a command line interpreter. Open a terminal:

---

```
user@system: cd /root
user@system: git clone https://github.com/zertovitch/hac
user@system: cd hac
user@system: gprbuild -P hac
user@system: ln -s -f /root/hac/hac /usr/local/bin/hac

user@system: gnatmake -P hac
user@system: cd exm
user@system: ../hac gallery.adb
```

---

## 3.2 Windows

### ❑ Windows compiler

---

```
gnatmake -P hac  
cd exm  
..\hac gallery.adb
```

---

### ❑ Compilation

Assuming you have the GNAT compiler installed, do the following from a command line interpreter. Open a terminal:

---

```
user@system: gnatmake -P hac  
user@system: cd exm  
user@system: ..\hac gallery.adb
```

---

➤ Alternatively, with the help of a graphic file manager, you can go into the "exm" folder and double-click "e.cmd".



# HAC language

---

*Investment in C programs reliability will increase up to exceed the probable cost of errors or until someone insists on re-coding everything in Ada.*

Gilb's laws synthesis



## 1 Design points

HAC reads Ada sources from any stream. In addition to files, it is able to read from a Zip archive [plan is to have sets with many sources like libraries in Zip files, for instance], from an internet stream, from an editor buffer [see the LEA project], from a source stored in memory, etc.

One goal is to complement or challenge GNAT, for instance in terms of compilation speed, or object code compactness, or usability on certain targets or for certain purposes [like scripting jobs].

HAC could theoretically be also used for tuning run-time performance; this would require compiling on other targets than p-code, that is, real machine code for various platforms.

## 2 Language subset

HAC supports a very small subset of the Ada language. On the other hand, Ada is very large, so even a small subset could already fit your needs.

There is a short [and growing] list of small programs that are working [in the meaning: the compilation succeeds and the execution gives a correct output]. They are listed in the project file `hac_exm.gpr` in the "exm" directory.

You will see that the "Pascal subset" plus tasking is more or less supported, so you have things like subprograms [including nested and recursive subprograms], expressions, that are working, for instance.

### 3 Predefined types

HAC handles Integer, Real, Character, String, VString & Boolean as predefined types.

#### 3.1 Integer

An HAC integer is always 64 bits wide, whatever the host system.

#### 3.2 Real

18 digits accuracy floating-point number.

#### 3.3 Character

8-bit character.

#### 3.4 String

Literal like "Abc". Its use is mostly limited to passing literals to HAL subprograms.

#### 3.5 VString

Unlimited length. This type is available in the HAL package.

#### 3.6 Boolean

True or False.

### 4 General capabilities

You can define your own data types: enumerations, records, arrays (and every combination of records and arrays).

Only constrained types are supported [unconstrained types are Ada-only types and not in the "Pascal subset" anyway]. The Ada language has types depending on parameters whose value at compile-time or at run-time. A typical example is the predefined String type<sup>9</sup>. You can have `s : String [1..10]`, a stack-allocated fixed string of length 10, but also `s : String [1..n]` where `n` is a function parameter or another dynamic value, or even `s` as a function parameter; the bounds are not explicit but can be queried.

But so far HAC doesn't support unconstrained types, one of Ada most powerful constructs.

However, the String type is implemented, in a very limited way. So far you can only define variables [or types, record fields] with it, like:

<sup>9</sup> The definition of the Ada language minimizes the "magic items", so String is also defined somewhere in Ada as: `type String is array[Positive range <>] of Character`

---

```
Digitz : constant String [1..10] := "0123456789";
```

---

... and output them with Put, Put\_Line.

For general string manipulation, the most practical way with the current versions of HAC is to use the VString variable-length string type.

There are no pointers [access types] and nor heap allocation, but you will be surprised how far you can go without pointers!

Subprograms names cannot be overloaded, although some *predefined* subprograms [including operators] are overloaded many times, like "Put", "Get", "+", "&", ...

Tasks are implemented, but not yet tested.

A more systematic testing is done in the "test" directory.

## 5 Keywords and special characters

### 5.1 Special characters

+ - \* / [ ] [ ] , ; &

### 5.2 Reserved words

ABORT ABS ABSTRACT ACCEPT ACCESS ALIASED ALL AND ARRAY AT BEGIN BODY  
CASE CONSTANT DECLARE DELAY DELTA DIGITS DO ELSE ELSIF END ENTRY EXCEP-  
TION EXIT FOR FUNCTION GENERIC GOTO IF IN INTERFACE IS LIMITED LOOP MOD  
NEW NOT NULL OF OR OTHERS OUT OVERRIDING PACKAGE PRAGMA PRIVATE PRO-  
CEDURE PROTECTED RAISE RANGE RECORD REM RENAMES REQUEUE RETURN RE-  
VERSE SELECT SEPARATE SOME SUBTYPE SYNCHRONIZED TAGGED TASK TERMI-  
NATE THEN TYPE UNTIL USE WHEN WHILE WITH XOR

## 6 Metrics

Object code size:

Stack size: 1 000 000 elements

Identifiers: 10000

# HAC runtime

---

*There are 10 types of people in the world: those who understand binary and those who don't.*

Anonymous



## 1 Introduction

The HAC runtime is located in the `./src/hal.ads` [specification file], `./src/hal.adb` and `./src/hal-non_standard.adb` files.

The specification file lists all the functions and procedures available.

HAL being the only available package so far, HAC programs need to have, at their very top:

---

```
with HAL;
```

---

## 2 Real functions

Floating-point numeric type functions.

### 2.1 Arctan

- Description

Performs arc-tangent operation with arguments in radians.

- Usage

function Arctan [F : Real] return Real

- Example

<<<TODO>>>

## 2.2 Cos

- Description

Performs cosine operation with arguments in radians.

- Usage

function Cos [F : Real] return Real

- Example

<<<TODO>>>

## 2.3 Exp

- Description

Performs exponential operation.

- Usage

function Exp [F : Real] return Real

- Example

<<<TODO>>>

## 2.4 Log

- Description

Performs natural logarithm operation.

- Usage

function Log [F : Real] return Real

- Example

<<<TODO>>>

## 2.5 Round

- Description

Performs rounding operation from Real to an Integer.

- Usage

function Round [F : Real] return Integer

- Example

<<<TODO>>>

## 2.6 Sin

- Description

Performs sine operation with arguments in radians.

- Usage

function Sin [F : Real] return Real

- Example

<<<TODO>>>

## 2.7 Sqrt

- Description

performs square root operation.

- Usage

function Sqrt [I : Integer] return Real  
function Sqrt [F : Real] return Real

- Example

<<<TODO>>>

## 2.8 Truncate

- Description

Performs truncating operation from Real to an Integer.

- Usage

function Truncate [F : Real] return Integer

- Example

<<<TODO>>>

## 3 Real operators

### 3.1 \*\*

- Description

Performs  $F1^{F2}$  [power of] operation.

- Usage

function "\*\*\*" [F1, F2 : Real] return Real

- **Note**

Ada [and HAC] provides also a predefined function "\*\*\*" [F1 : Real; F2 : **Integer**] return Real.

## 4 Randomize functions

### 4.1 Rand

- Description

Returns random Integer number in the real range [0, l+1[ , truncated to lowest integer.

- Usage

function Rand [l : Integer] return Integer

- Example

Rand [10] returns equiprobable integer values between 0 and 10 [so, there are 11 possible values].

### 4.2 Rnd

- Description

Returns random Real number from 0 to 1, uniform.

- Usage

function Rnd return Real

- Example

**See `exm/random.adb`, `exm/einmaleins.adb`**

## 5 Characters functions

### 5.1 Pred

- Description

Returns previous character in ASCII table order.

- Usage

function Pred [C : Character] return Character

- Example

<<<TODO>>>

### 5.2 Succ

- Description

Returns next character in ASCII table order.

- Usage

function Succ [C : Character] return Character

- Example

<<<TODO>>>

## 6 VString functions

Variable-size string type

Null\_VString : VString

### 6.1 Element

- Description

Return the Character in Index position of the VString argument.  
Index starts at one.

- Usage

function Element [Source : VString; Index : Positive] return Character

- Example

<<<TODO>>>



## 6.2 Ends\_With

- Description

Check if VString Item ends with another VString or String Pattern.

- Usage

```
function Ends_With [Item : VString; Pattern : String] return Boolean
function Ends_With [Item : VString; Pattern : VString] return Boolean
```

- Example

---

```
- Check VString with String pattern
if Ends_With {"package", "age"} then
  Put_Line {"Match !"};
end if;

- Check VString with VString pattern
if Ends_With {"package", +"age"} then
  Put_Line {"Match !"};
end if;
```

---

## 6.3 Head

- Description

Extract a VString between the beginning to Count Value to a VString.  
Count starts at one.

- Usage

```
function Head [Source : VString; Count : Natural] return VString
```

- Example

---

```
Put_Line [Head {"ABCDEFGH", 4}];

"ABCD"
```

---

## 6.4 Index

- Description

Returns Natural start position of String or VString Pattern in the target Vstring  
Source, From a starting index.  
Natural is zero if not found.  
Natural starts at one.

- Usage

```
function Index [Source : VString; Pattern : String] return Natural
function Index [Source : VString; Pattern : VString] return Natural
```

```
function Index [Source : VString; Pattern : String; From : Natural] return Natural
function Index [Source : VString; Pattern : VString; From : Natural] return Natural
```

- Example

---

```
if Index ["ABCDABCD", "BC"] = 2 then
  Put_Line ["Match !"];
end if;

if Index ["ABCDEFGH", "BC", 4] = 6 then
  Put_Line ["Match !"];
end if;
```

---

## 6.5 Index\_backward

- Description

From the end of the target Vstring Source, returns Natural start position of String or VString Pattern in the target Vstring Source, From a backward starting index. Natural is zero if not found. Natural starts at one.

- Usage

```
function Index_Backward [Source : VString; Pattern : String] return Natural
function Index_Backward [Source : VString; Pattern : VString] return Natural
function Index_Backward [Source : VString; Pattern : String; From : Natural] return Natural
function Index_Backward [Source : VString; Pattern : VString; From : Natural] return Natural
```

- Example

---

```
if Index_Backward ["abcdefabcdef", "cd"] = 9 then
  Put_Line ["Match !"];
end if;

if Index_Backward ["abcdefabcdef", "cd", 8] = 3 then
  Put_Line ["Match !"];
end if;
```

---

## 6.6 Length

- Description

Returns the length of the VString represented by Source.

- Usage

```
function Length [Source : VString] return Natural
```

- Example

---

```
Put [Length ["ABCDEFGH"]];  
8
```

---

## 6.7 Slice

- Description

Returns a Vstring portion of the Vstring represented by Source delimited by From and To.  
From and To start at one.

- Usage

function Slice [Source : VString; From : Positive; To : Natural] return VString

- Example

---

```
Put_Line [Slice ["ABCDEFGH", 2, 4]];  
"BCDE"
```

---

## 6.8 Starts\_With

- Description

Check if Vstring Item starts with another VString or String Pattern.

- Usage

function Starts\_With [Item : VString; Pattern : String] return Boolean  
function Starts\_With [Item : VString; Pattern : VString] return Boolean

- Example

---

```
- Check VString with String pattern  
if Ends_With ["package", "pac"] then  
  Put_Line ["Match !"];  
end if;  
  
- Check VString with VString pattern  
if Ends_With ["package", "pac"] then  
  Put_Line ["Match !"];  
end if;
```

---

## 6.9 Tail

- Description

Extract a VString from Source between its end to backward Count Value.

Count starts at one [backward].

- Usage

function Tail [Source : VString; Count : Natural] return VString

- Example

---

```
Put_Line [Tail ["ABCDEFGH", 4]];
"EFGH"
```

---

## 6.10 Tail\_After\_Match

- Description

Extract a VString from Source starting from Pattern+1 position to the end.

- Usage

function Tail\_After\_Match [Source : VString ; Pattern : VString] return VString

- Examples

---

```
Put_Line [Tail_After_Match [Path, '/' ]];
"gnx-startup"

Put_Line [Tail_After_Match [Path, "ix"]];
"/gnx-startup"

Put_Line [Tail_After_Match [Path, "gene"]];
"six/gnx-startup"

Put_Line [Tail_After_Match [Path, "etc/genesix/gnx-startu"]];
"p"

Put_Line [Tail_After_Match [Path, "/etc/genesix/gnx-startu"]];
"p"

Put_Line [Tail_After_Match [Path, "/etc/genesix/gnx-startup"]];
empty string

Put_Line [Tail_After_Match [Path, +"/etc/genesix/gnx-startupp"]];
empty string

Put_Line [Tail_After_Match [Path, +"/etc/geneseven"]];
empty string
```

---

## 6.11 To\_Lower

- Description

Convert a Character or a VString to lower case.

- Usage

```
function To_Lower [Item : Character] return Character
function To_Lower [Item : VString] return VString
```

- Example

<<<TODO>>>

## 6.12 To\_Upper

- Description

Convert a Character or a VString to upper case.

- Usage

```
function To_Upper [Item : Character] return Character
function To_Upper [Item : VString] return VString
```

- Example

<<<TODO>>>

## 6.13 Trim\_Left

- Description

Returns a trimmed leading spaces VString of VString Source.

- Usage

```
function Trim_Left [Source : VString] return VString
```

- Example

---

```
Put_Line [Trim_Left [ "+"   ABCD   " ]];
"ABCD   "
```

---

## 6.14 Trim\_Right

- Description

Returns a trimmed trailing spaces VString of VString Source.

- Usage

```
function Trim_Right [Source : VString] return VString
```

- Example

---

```
Put_Line [Trim_Right [ "+"   ABCD   " ]];
"   ABCD"
```

---

## 6.15 Trim\_Both

- Description

Returns an all trimmed spaces VString of VString Source.

- Usage

function Trim\_Both [Source : VString] return VString

- Example

---

```
Put_Line [Trim_Right [ "+"   AB CD   " ]];
"AB CD"
```

---

## 7 VString operators

### 7.1 +

- Description

Cast a String to a VString.

- Usage

function "+" [S : String] return VString

### 7.2 \*

- Description

Duplicate a Character, String or VString Num times to a VString.

- Usage

```
function "*" [Num : Natural; Pattern : Character] return VString
function "*" [Num : Natural; Pattern : String] return VString
function "*" [Num : Natural; Pattern : VString] return VString
```

- Example

---

```
Put_Line [3 * "0"];
"000"
```

---

---

```
Put_Line [3 * +"12"];
"121212"
```

---

### 7.3 &

- Description

Concatenate a VString with a VString, String, Character, Integer and Real to a VString

- Usage

```
function "&" [V1, V2 : VString] return VString
```

```
function "&" [V : VString; S : String] return VString
```

```
function "&" [S : String; V : VString] return VString
```

```
function "&" [V : VString; C : Character] return VString
```

```
function "&" [C : Character; V : VString] return VString
```

```
function "&" [I : Integer; V : VString] return VString
```

```
function "&" [V : VString; I : Integer] return VString
```

```
function "&" [R : Real; V : VString] return VString
```

```
function "&" [V : VString; R : Real] return VString
```

### 7.4 =

- Description

Test equality between a VString and another VString or String.

- Usage

```
function "=" [Left, Right : VString] return Boolean
```

```
function "=" [Left : VString; Right : String] return Boolean
```

- Example

<<<TODO>>>

### 7.5 <

- Description

<<<TODO>>>

- Usage

```
function "<" [Left, Right : VString] return Boolean
```

```
function "<" [Left : VString; Right : String] return Boolean
```

- Example

<<<TODO>>>

## 7.6 <=

- Description

<<<TODO>>>

- Usage

```
function "<=" [Left, Right : VString] return Boolean
function "<=" [Left : VString; Right : String] return Boolean
```

- Example

<<<TODO>>>

## 7.7 >

- Description

<<<TODO>>>

- Usage

```
function ">" [Left, Right : VString] return Boolean
function ">" [Left : VString; Right : String] return Boolean
```

- Example

<<<TODO>>>

## 7.8 >=

- Description

- Usage

```
function ">=" [Left, Right : VString] return Boolean
function ">=" [Left : VString; Right : String] return Boolean
```

- Example

<<<TODO>>>



## 8 Type conversion functions

### 8.1 Chr

- Description

Convert an Integer to a Character.

- Usage

function Chr [I : Integer] return Character

- Example

<<<TODO>>>

### 8.2 Float\_Value

- Description

Convert a VString to a Real.

- Usage

function Float\_Value [V : VString] return Real

- Example

<<<TODO>>>

### 8.3 Image

- Description

Image returns a VString representation of Integer, Real, Ada.Calendar.Time & Duration.

- Usage

```
function Image [I : Integer] return VString
function Image [F : Real] return VString
function Image [T : Ada.Calendar.Time] return VString
function Image [D : Duration] return VString
```

- Example

<<<TODO>>>

### 8.4 Image\_Attribute

- Description

Image\_Attribute returns an Real VString image "as is" of F, instead of Image [F : Real] which returns a "nice" VString image of F

- Usage

Image\_Attribute [F : Real] returns VString

- Example

---

```
Put_Line [Image [Real [4.56789e10]]];
45678900000.0

Put_Line [Image_Attribute [4.56789e10]];
4.567890000000000E+10
```

---

## 8.5 Integer\_Value

- Description

Convert a VString to an integer.

- Usage

function Integer\_Value [V : VString] return Integer

- Example

<<<TODO>>>

## 8.6 Ord

- Description

Convert a Character to an Integer

- Usage

function Ord [C : Character] return Integer

- Example

<<<TODO>>>

## 8.7 To\_VString

- Description

Convert a Char or a String type into VString type.

- Usage

function To\_VString [C : Char] return VString  
function To\_VString [S : String] return VString

- Example

---

```
Input : String := "ABC";  
Result : VString;  
Result := To_VString [Input];
```

---

## 9 Console i/o functions

HAC comes with a real console/terminal input where several inputs can be made on the same line, followed by a "Return". It behaves like for a file. Actually it *could* be a file, if run like this:

---

```
user@system: prog <input.txt
```

---

### 9.1 End\_Of\_File

- Description

Return True if the end of file is reached.

- Usage

function End\_Of\_File return Boolean

- Example

---

```
Open [File_Tmp_Handle, +". /toto"];  
while not End_Of_File [File_Tmp_Handle] loop  
  Get_Line [File_Tmp_Handle, Line_Buffer];  
end loop;  
Close [File_Tmp_Handle];
```

---

### 9.2 End\_Of\_Line

- Description

Return True if the end of line is reached.

- Usage

function End\_Of\_Line return Boolean

- Example

<<<TODO>>>

### 9.3 Get\_Needs\_Skip\_Line

- Description

This function tells how the standard inputs occurs. If the standard input is the console, the return value is always True. It is what happens when the HAC program is compiled with a “full Ada” system.

With the HAC Virtual Machine, it can be different. It can be instantiated with the regular console I/O, but also with different kinds of I/O, typically, for inputs, input boxes, as in the [LEA](#) editor, but also in a possible Web interface.

In the latter case, the “Return” key press to conclude an imaginary input line after one or more Get’s is superfluous since each data entered is anyway validated by the user, through an “OK” button or a “Return” key press.

- Usage

function Get\_Needs\_Skip\_Line return Boolean is [True]

- Example

Thanks to Get\_Needs\_Skip\_Line, the exm/console\_io.adb example behaves differently depending on the implementation media: command line for “hac”, or a user interface like [LEA](#).

### 9.4 Get

- Description

- Usage

```
procedure Get [C : out Character] renames Ada.Text_IO.Get
procedure Get [I : out Integer]
procedure Get [F : out Real]
procedure Get [S : out String]
```

- Example

**exm/console\_io.adb**

### 9.5 Get\_Immediate

- Description

- Usage

```
procedure Get_Immediate [C : out Character]
```

- Example

---

```
procedure Pause is
```

---

---

```
Dummy : Character;

begin

  Put_Line ["Press any key to continue..."];
  Get_Immediate[Dummy];

end Pause;
```

---

## 9.6 Get\_Line

- Description

Get and then move file pointer to next line [Skip\_Line]

- Usage

```
procedure Get_Line [C : out Character]
procedure Get_Line [I : out Integer]
procedure Get_Line [F : out Real]
procedure Get_Line [V : out VString]
```

- Example

<<<TODO>>>

## 9.7 New\_Line

- Description

Create a new blank line, or more than one when Spacing is passed.

- Usage

```
procedure New_Line [Spacing : Positive]
```

- Example

<<<TODO>>>

## 9.8 Put

- Description

<<<TODO>>>

- Usage

```
procedure Put [C : Character]
procedure Put [I : Integer;
               Width : Ada.Text_IO.Field := IIO.Default_Width;
               Base : Ada.Text_IO.Number_Base := IIO.Default_Base];
procedure Put [F : Real;
               Fore : Integer := RIO.Default_Fore;
```

```

        Aft : Integer := RIO.Default_Aft;
        Expo : Integer := RIO.Default_Exp);
procedure Put [B : Boolean;
        Width : Ada.Text_IO.Field := BIO.Default_Width];
procedure Put [S : String];
procedure Put [V : VString];

```

- Example

<<<TODO>>>

## 9.9 Put\_Line

- Description

Put and then New\_Line.

- Usage

```

procedure Put_Line [C : Character];
procedure Put_Line [I : Integer; Width : Ada.Text_IO.Field := IIO.Default_Width;
        Base : Ada.Text_IO.Number_Base := IIO.Default_Base];
procedure Put_Line [F : Real; Fore : Integer := RIO.Default_Fore;
        Aft : Integer := RIO.Default_Aft; Expo : Integer := RIO.Default_Exp];
procedure Put_Line [B : Boolean; Width : Ada.Text_IO.Field := BIO.Default_Width];
procedure Put_Line [S : String];
procedure Put_Line [V : VString];

```

- Example

<<<TODO>>>

## 9.10 Skip\_Line

- Description

Clear the current line and gets ready to read the line after it, or skip more when Spacing is passed.

- Usage

```

procedure Skip_Line [File : File_Type; Spacing : Positive]

```

- Example

<<<TODO>>>

## 10 File i/o functions

subtype File\_Type is Ada.Text\_IO.File\_Type

## 10.1 Append

- Description

Append a file.  
File mode is “Out” [write mode].

- Usage

procedure Append [File : in out File\_Type; Name : String]  
procedure Append [File : in out File\_Type; Name : VString]

- Example

---

```
Append [File_Tmp_Handle, +“./toto”];  
while not End_Of_File [File_Tmp_Handle] loop  
  Get_Line [File_Tmp_Handle, Line_Buffer];  
end loop;  
Close [File_Tmp_Handle];
```

---

## 10.2 Close

- Description

Close a file.

- Usage

procedure Close [File : in out File\_Type]

- Example

---

```
Open [File_Tmp_Handle, +“./toto”];  
while not End_Of_File [File_Tmp_Handle] loop  
  Get_Line [File_Tmp_Handle, Line_Buffer];  
end loop;  
Close [File_Tmp_Handle];
```

---

## 10.3 Create

- Description

Create a file.  
File mode is “Out” [write mode].

- Usage

```
procedure Create [File : in out File_Type; Name : String]
procedure Create [File : in out File_Type; Name : VString]
```

- Example

---

```
Create [File_Tmp_Handle, +“./toto”];
while not End_Of_File [File_Tmp_Handle] loop
  Get_Line [File_Tmp_Handle, Line_Buffer];
end loop;
Close [File_Tmp_Handle];
```

---

## 10.4 New\_Line

- Description

Create a new blank line, or more than one when Spacing is passed.

- Usage

```
procedure New_Line [File : File_Type; Spacing : Positive]
```

- Example

<<<TODO>>>

## 10.5 End\_Of\_Line

- Description

Return true if end of line is reached.

- Usage

```
function End_Of_Line [File : File_Type] return Boolean
function End_Of_Line [File : File_Type] return Boolean
```

- Example

<<<TODO>>>

## 10.6 End\_Of\_File

- Description

Return true if end of file is reached.



- Usage

```
function End_Of_File [File : File_Type] return Boolean
function End_Of_File [File : File_Type] return Boolean
```

- Example

<<<TODO>>>

## 10.7 Error handling

Input/output file errors are managed by HAC by means of an orderly exit :

---

```
HAC VM: raised Status_Error
File already open
Trace-back locations:
file_append.adb: File_Append.Nested_1.Nested_2 at line 12
file_append.adb: File_Append.Nested_1 at line 23
file_append.adb: File_Append at line 26
```

---

## 10.8 Get

- Description

Get the current line.

- Usage

```
procedure Get [File : File_Type; C : out Character]
procedure Get [File : File_Type; S : out String]
procedure Get [File : File_Type; I : out Integer]
procedure Get [File : File_Type; F : out Real]
```

- Example

---

```
Create [File_Tmp_Handle, +".toto"];
while not End_Of_File [File_Tmp_Handle] loop
  Get [File_Tmp_Handle, Line_Buffer];
  Skip_Line;
end loop;
Close [File_Tmp_Handle];
```

---

## 10.9 Get\_Line

- Description

Get the current line and then move file pointer to the next line.

- Usage

```
procedure Get_Line [File : File_Type; C : out Character]
procedure Get_Line [File : File_Type; I : out Integer]
procedure Get_Line [File : File_Type; F : out Real]
procedure Get_Line [File : File_Type; V : out VString]
```

- Example

---

```
Create [File_Tmp_Handle, +"./toto"];
while not End_Of_File [File_Tmp_Handle] loop
  Get_Line [File_Tmp_Handle, Line_Buffer];
end loop;
Close [File_Tmp_Handle];
```

---

## 10.10 Open

- Description

Open a file.  
File mode is "In" [read mode].

**<<<TODO>>> Comment File\_Type**

- Usage

```
procedure Open [File : in out File_Type; Name : String]
procedure Open [File : in out File_Type; Name : VString]
```

- Example

---

```
Open [File_Tmp_Handle, +"./toto"];
while not End_Of_File [File_Tmp_Handle] loop
  Get_Line [File_Tmp_Handle, Line_Buffer];
end loop;
Close [File_Tmp_Handle];
```

---

## 10.11 Put

- Description

**<<<TODO>>>**

- Usage

```
procedure Put [File : File_Type; C : Character]
```

```

procedure Put (File : File_Type
               I : Integer;
               Width : Ada.Text_IO.Field := IIO.Default_Width;
               Base : Ada.Text_IO.Number_Base := IIO.Default_Base]
procedure Put (File : File_Type;
               F : Real;
               Fore : Integer := RIO.Default_Fore;
               Aft : Integer := RIO.Default_Aft;
               Expo : Integer := RIO.Default_Exp]
procedure Put (File : File_Type; B : Boolean; Width : Ada.Text_IO.Field := BIO.Default_Width]
procedure Put (File : File_Type; S : String)
procedure Put (File : File_Type; V : VString)

```

- Example

<<<TODO>>>

## 10.12 Put\_Line

- Description

Put and then New\_Line (for S: it is the same as Ada.Text\_IO.Put\_Line)

- Usage

```

procedure Put_Line (File : File_Type; C : Character)
procedure Put_Line (File : File_Type;
                    I : Integer;
                    Width : Ada.Text_IO.Field := IIO.Default_Width;
                    Base : Ada.Text_IO.Number_Base := IIO.Default_Base]
procedure Put_Line (File : File_Type;
                    F : Real;
                    Fore : Integer := RIO.Default_Fore;
                    Aft : Integer := RIO.Default_Aft;
                    Expo : Integer := RIO.Default_Exp];
procedure Put_Line (File : File_Type;
                    B : Boolean;
                    Width : Ada.Text_IO.Field := BIO.Default_Width]
procedure Put_Line (File : File_Type; S : String)
procedure Put_Line (File : File_Type; V : VString)

```

- Example

<<<TODO>>>

## 10.13 Skip\_Line

- Description

Clear the current line and gets ready to read the line after it, or skip more when Spacing is passed.

- Usage

```
procedure Skip_Line [File : File_Type; Spacing : Positive]
```

- Example

---

```
Create [File_Tmp_Handle, +"./toto"];

while not End_Of_File [File_Tmp_Handle] loop

  Get [File_Tmp_Handle, Line_Buffer];
  Skip_Line;

end loop;

Close [File_Tmp_Handle];
```

---

## 11 Time functions

```
subtype Time is Ada.Calendar.Time;
```

### 11.1 Clock

- Description

Returns current Time at the time it is called.

- Usage

```
function Clock return Time
```

- Example

---

```
function Time_Stamp return VString is

Current_Time : constant Time := Clock;
Day_Secs, Day_Mins : Integer;

begin

  Day_Secs := Integer [Seconds [Current_Time]];
  Day_Mins := Day_Secs / 60;

  return Image [Year [Current_Time]] &
    Time_Format [Month [Current_Time]] &
    Time_Format [Day [Current_Time]] &
    & "-" &
    Time_Format [Day_Mins / 60] &
    Time_Format [Day_Mins mod 60] &
    Time_Format [Day_Secs mod 60];

end Time_Stamp;
```

---

## 11.2 Day

- Description

Return Day from Date.

- Usage

function Day [Date : Time] return Integer

- Example

See Clock function above.

## 11.3 Month

- Description

Return Month from Date.

- Usage

function Month [Date : Time] return Integer

- Example

See Clock function above.

## 11.4 Seconds

- Description

Return Seconds from Date.

- Usage

function Seconds [Date : Time] return Duration

- Example

See Clock function above.

## 11.5 Year

- Description

Returns year from Date.

- Usage

function Year [Date : Time] return Integer

- Example

See Clock function above.

## 12 Time operators

### 12.1 -

- Description

Return a Duration subtracting Right from Left times.

- Usage

function "-" (Left : Time; Right : Time) return Duration

- Example

<<<TODO>>>

## 13 Semaphore functions

Specific stuff from SmallAda.

### 13.1 Signal

- Description

<<<TODO>>>

- Usage

procedure Signal (S : Semaphore)

- Example

<<<TODO>>>

### 13.2 Wait

- Description

<<<TODO>>>

- Usage

procedure Wait (S : Semaphore)

- Example

<<<TODO>>>

## 14 System

### 14.1 Argument

- Description

Returns Argument of index Number.

- Usage

function Argument [Number : Positive] return VString

- Example

See Argument\_Count above.

### 14.2 Argument\_Count

- Description

Count arguments passed to the current program.

- Usage

function Argument\_Count return Natural

- Example

---

```
procedure Arguments is
begin
  Put_Line [Command_Name];
  Put_Line [Argument_Count];

  for A in 1 .. Argument_Count loop
    Put_Line ["  --> [" & Argument [A] & ' ' ] ];
  end loop;
end Arguments;
```

---

### 14.3 Command\_Name

- Description

Returns full qualified current program name.

- Usage

function Command\_Name return VString

- Example

---

[user@system](#): hac gnix-instance

Put\_Line [Command\_Name];

---

## 14.4 Copy\_File

- Description

Copy a file Source\_Name to a file Target\_Name

- Usage

```
procedure Copy_File [Source_Name : String; Target_Name : String]
procedure Copy_File [Source_Name : VString; Target_Name : String]
procedure Copy_File [Source_Name : String; Target_Name : VString]
procedure Copy_File [Source_Name : VString; Target_Name : VString]
```

- Example

<<<TODO>>>

## 14.5 Current\_Directory

- Description

Returns current directory.

- Usage

function Current\_Directory return VString

- Example

<<<TODO>>>

## 14.6 Delete\_File

- Description

Delete a file Name.

- Usage

```
procedure Delete_File [Name : String]
procedure Delete_File [Name : VString]
```

- Example

<<<TODO>>>



## 14.7 Directory\_Exists

- Description

Returns True if directory Name exists.

- Usage

```
function Directory_Exists [Name : String] return Boolean  
function Directory_Exists [Name : VString] return Boolean
```

- Example

---

```
if Directory_Exists [HAC_Dir] then  
  Put_Line ["HAC directory exists"];  
end if;
```

---

## 14.8 Directory\_Separator

- Description

Returns system directory separator.

- Usage

```
function Directory_Separator return Character
```

- Example

With an Unix or Unix like system :

---

```
Put_Line [Directory_Separator];  
/  

```

---

## 14.9 Exists

- Description

Returns True if file or directory Name exists.

- Usage

```
function Exists [Name : String] return Boolean  
function Exists [Name : VString] return Boolean
```

- Example

---

```
if Exists [HAC_Dir & "/hac"] then  
  Put_Line ["HAC installation is done : "];  

```

---

---

```
end if;
```

---

## 14.10 File\_Exists

- Description

Returns True if file Name exists.

- Usage

```
function File_Exists [Name : String] return Boolean  
function File_Exists [Name : VString] return Boolean
```

- Example

---

```
if File_Exists [HAC_Dir & "/hac"] then  
  Put_Line ["HAC interpreter is build : "];  
end if;
```

---

## 14.11 Get\_Env

- Description

Returns environment variable Name.

- Usage

```
function Get_Env [Name : String] return VString  
function Get_Env [Name : VString] return VString
```

- Example

<<<TODO>>>

## 14.12 Rename

- Description

Renames a file or a directory from Old\_Name to New\_Name.

Rename should be used with caution. Workaround could be using a shell command like “mv” or “ren”, depending of your OS. Linux example: Shell\_Execute ["mv " & Old\_Name & " " & New\_Name];

- Usage

```
procedure Rename [Old_Name : String; New_Name : String]  
procedure Rename [Old_Name : VString; New_Name : String]  
procedure Rename [Old_Name : String; New_Name : VString]  
procedure Rename [Old_Name : VString; New_Name : VString]
```

- Example

<<<TODO>>>

### 14.13 Set\_Directory

- Description

Change to an existing directory Directory.

- Usage

```
procedure Set_Directory [Directory : String]
procedure Set_Directory [Directory : VString]
```

- Example

<<<TODO>>>

### 14.14 Set\_Env

- Description

Set environment variable Name.

- Usage

```
procedure Set_Env [Name : String; Value : String]
procedure Set_Env [Name : VString; Value : String]
procedure Set_Env [Name : String; Value : VString]
procedure Set_Env [Name : VString; Value : VString]
```

- Example

<<<TODO>>>

### 14.15 Set\_Exit\_Status

- Description

Returns exit code to system.

- Usage

```
procedure Set_Exit_Status [Code : in Integer]
```

- Example

<<<TODO>>>

## 14.16 Shell\_Execute

- Description

Executes Command returning the exit code Result from executed Command if needed.

- Usage

```
procedure Shell_Execute [Command : String]
procedure Shell_Execute [Command : VString]
procedure Shell_Execute [Command : String; Result : out Integer]
procedure Shell_Execute [Command : VString; Result : out Integer]
```

- Example

Without exit code handling :

---

```
Shell_Execute ["upx " & HAC_Dir & "/hac"];
```

---

With exit code handling :

---

```
Shell_Execute ["ln -s -f " & HAC_Dir & "/hac /usr/local/bin/hac", Err];
if Err /= 0 then
  Put_Line ["Error, symbolic link not created"];
end if;
```

---

- Handling exit codes from Shell\_Execute under Linux

Exit codes are shifted by some bits on the left, when the command is run on POSIX-compatible systems. The number of bits is 8 on Linux. So 0 becomes 256 and 1 becomes 0. This has been verified with the Ada procedure counterpart.

Under Linux, you must post process Err with this formula [see Issues at the bottom of this manual to further explanations]:

---

```
Err := [Err / 256] mod 256;
```

---

Program example:

---

```
#!/usr/bin/env hac
with HAL; use HAL;

procedure test_Exit is
  Err : integer;

begin
```

---

---

```
Shell_Execute ("exit 123", Err);

New_Line;
Put ["Raw value returned by Shell_Execute ['exit 123', Err]; : "];
Put_Line [Trim_Left [Image[ Err]]];
New_Line;

if [Err = 123] then
Put_Line ["All good, Alles Gut, Tout est bon"];
elsif [Err = 31488] then -- [123 * 256]

Put_Line ["We should do some math :)];

Err := [Err / 256] mod 256;

New_Line;
Put ["Corrected value returned: "];
Put_Line [Trim_Left [Image[ Err]]];

end if;

Set_Exit_Status [Err];

end test_Exit;
```

---

### Program output:

---

```
# ./test-exit
Raw value returned by Shell_Execute ['exit 123', Err]; : 31488

We should do some math :]

Corrected value returned: 123

sr@ro8 123 <- The correct exit code is returned...
```

---

# HAC architecture

---

*Doubling the number of programmers on a late project does not make anything else than double the delay.*

Second Brook's Law



## 1 Introduction

**<<<TODO>>> Short intro about compilers, interpreters, runtimes and executors, mainly some definitions to ease the reader.**

## 2 Architecture

Let's do a quick breakdown of what happens when doing the "hac test.adb" command.

### 2.1 The builder

The builder is invoked: its role is to build an application in machine code corresponding to the Ada program test.adb. Side note: the machine in question doesn't exist for real, so it must be emulated at a later stage [imagine running an emulator for a computer like an old PC through DOS Box, or home computers of the 1980's, where the real machines have disappeared, but the games are still around]. A machine that has never existed so far is called a Virtual Machine [VM].

The builder calls the compiler [via Compile\_Main].

## 2.2 The compiler

- The scanner

The compiler delegates the job of splitting the text code into symbols to the scanner. For instance an Ada keyword like “return” or “RETURN” is a symbol, “,” is another symbol, “1234” is another symbol.

- The parser

The job of analyzing the Ada code within the main procedure is also delegated to the parser.

The HAC parser is straightforward and, because of that, very fast. There is no code optimization, but the purpose of HAC is to minimize the time until your program is starting to run. There are several Ada compilers doing optimization, one of them is GNAT with amazing optimizations. HAC is not one of them!

- Modularity and packages

Before the main procedure, you have a few lines with the keyword “with”. That’s the modularity [connecting various pieces of code together]. You can imagine those various pieces as books in a library [a common metaphor in computing].

Typically, HAC will make good use of the HAL package [HAL stands for HAC Ada Library]. So, when seeing the “with HAL” sequence, the compiler will call the librarian and ask for a book called “HAL”.

- The librarian

The librarian will make sure to handle the book and make its table of contents visible to the compiler. HAL is a built-in package, but you can have also a custom-programmed unit X [a package, a procedure, or a function].

Then, if the librarian doesn’t find the book labeled “X”, it needs to go shopping for it. Concretely, the librarian will call... the compiler [Compile\_Unit], for compiling the source code of X.

Once compiled, the key information of X is in the library and the librarian will find the book each time X is asked for.

Once everything in the main procedure [and depending units] has been compiled, there is a heap of virtual machine code ready to be run.

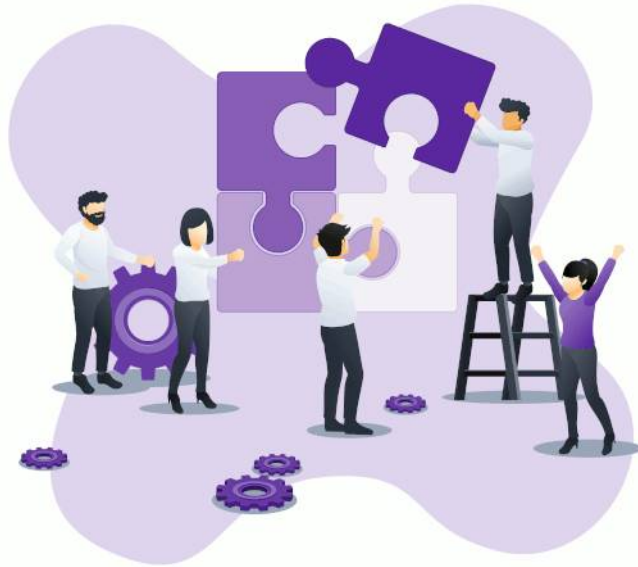
## 2.3 The Virtual Machine interpreter

Enters the VM interpreter. It will execute the virtual machine code, instruction by instruction, like a real processor, on your machine. Actually, a future version of HAC could produce machine code for a real machine as well. Then, in that case, the interpreter would not be needed.

# FAQ

---

The last bug isn't fixed until the last user is dead.  
Sidney Markowitz



## 1 Return codes

HAC returns:

- 0 if the execution was completed without exception;
- 1 if an exception occurs during execution.

## 2 How to compile HAC programs with a “full Ada” compiler

### 2.1 HAC example

For many reasons, you may wish to compile a HAC program with a native-code Ada compiler like GNAT. For example to deeply speed execution time, even though HAC is a quite fast interpreter.

Create `hac_to_gnat.adb`:

---

```
with HAL; use HAL;

procedure HAC_To_GNAT is
    Start : Time := Clock;
begin
    New_Line;
    Put_Line ["Process 500M iterations - each * is 1M iterations"];
    New_Line;
```

---

### HAC Ada Compiler User Manual

[gdemont@hotmail.com](mailto:gdemont@hotmail.com)

<https://github.com/zer-tovitch/hac>



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---

```

for I in 1 .. 500_000_000 loop
  if [I mod 1_000_000 = 0] then
    Put ["*"];
  end if;
end loop;

New_Line;
New_Line;
Put_Line ["Process time: " & Image [Clock - Start] & "s"];
New_Line;

end HAC_To_GNAT;

```

---

Then execute it the HAC way:

---

```

user@system: hac hac_to_gnat.adb

```

Process 500M iterations - each \* is 1M iterations

```

*****
*****
*****
*****
*****
*****
*****

```

Process time: **672s**

---

## 2.2 GNAT compilation

Then compile hac\_to\_gnat .adb:

---

```

user@system: gnatmake hac_to_gnat -I/etc/genesix/hac/src

```

```

gcc -c -I/etc/genesix/hac/src hac_to_gnat.adb
gcc -c -I. -I/etc/genesix/hac/src -I- /etc/genesix/hac/src/hal.adb
gnatbind -I/etc/genesix/hac/src -x hac_to_gnat.ali
gnatlink hac_to_gnat.ali

```

---

And execute it:

---

```

user@system: ./hac_to_gnat

```

Process 500M iterations - each \* is 1M iterations

```

*****
*****
*****
*****
*****
*****
*****

```

Process time: **2s**

---

These timings were obtained on a Intel[R] Xeon[R] CPU D-1521 @ 2.40GHz running HAC 0.091 and GNAT Community 2020 [20200429-93] under GNU/Linux Debian 10.

Seems HAC is slow, but HAC compiles to a Virtual Machine which is interpreted. HAC is not a native-code compiler. How HAC compares with common shell scripting languages like Bash ? The answer's below !

### 3 How fast is HAC ?

### 3.1 Timings compared to Bash

The same program written in Bash can't be executed because it failed to allocate 500M elements:

```
user@system: . /hac_to_bash
```

Process 500M iterations - each \* is 1M iterations

```
./hac_to_bash: ligne 6: expansion des accolades : échec lors de l'allocation
mémoire pour 500000000 éléments
./hac_to_bash: ligne 8: {1..500000000} %1000000 : erreur de syntaxe : opérande
attendu [le symbole erroné est « {1..500000000} %1000000 »]
```

So at 50M iterations, Bash was *still unable to execute the script*, ending with a cryptic “Process stopped” message. Finally, at 5M elements, after 19 seconds [no kidding] used to allocate elements, execution begins:

```
user@system: time ./hac_to_bash
```

Process 5M iterations - each \* is 10K iterations

```
*****
*****
*****
*****
*****
*****
*****
```

```
real      0m42,542s
user      0m31,988s
sys       0m7,000s
```

Using this source:

```
echo ""
echo "Process 5M iterations - each * is 10K iterations"
echo ""

for i in {1..5000000}; do

    if [ $[${i} % 10000] ] == 0 ]; then
```



# Programs examples

---

*My Operating System is Emacs and Windows is its driver.*  
Anonymous



## 1 HAC firsts programs

Here are some very simple programs in HAC, in order to familiarize yourself with the syntax of Ada.

### 1.1 A salute to the world

Create the file hello.adb:

---

```
with HAL; use HAL;  -- Always start with theses mandatory definitions
procedure Hello is - Program's name
begin
    Put_Line ["Salute to the World :");  -- Display the string and go to the next
line
    New_Line;  -- Line feed
end Hello;
```

---

Run it:

---

```
user@system: hac hello
Salute to the World: ]
```

---

## 1.2 A simpler way to run HAC programs

To simplify things, at least in Unix based system, rename hello.adb without extension and make it executable:

---

```
user@system: mv hello.adb hello
```

```
user@system: chmod +x hello
```

---

Add a shebang at the very first line of the program:

---

```
#!/bin/env hac
```

```
with HAL; use HAL; -- Always start with theses mandatory definitions
```

```
procedure Hello is - Program's name
```

```
begin
```

```
  Put_Line ["Salute to the World :"]; -- Display the string and go to the next line
```

```
  New_Line; -- Line feed
```

```
end Hello;
```

---

Verify hello is now a standalone program:

---

```
user@system: hello
```

```
Salute to the World :]
```

---

## 1.3 A salute without use clause

You can omit the use clause but need then to prefix the procedures with the package name HAL. This is just for information and probably not the way to go for simple scripts :

---

```
#!/bin/env hac
```

```
with HAL; --
```

```
procedure Hello is - Program's name
```

```
begin
```

```
  HAL.Put_Line ["Salute to the World :"]; -- Display the string and go to the next line
```

```
  HAL.New_Line; -- Line feed
```

```
end Hello;
```

---

**<<<TODO>>> Chapter remaining to be translated and/or finished.**

## 2 HAC examples

The program "gallery.adb" will run a bunch of demos that are located in the "exm" directory.

You can test HAC on any other example of course [the "\*.adb" files in the "exm" and "test" directories].

As a bonus, you can build some examples with GNAT to compare the output. You can do it easily with the `hac_exm.gpr` project file. Since `hac_exm.gpr` is a text file, you can see there the progress [or the lack thereof] in the pieces of Ada code that are really working with HAC. See the "Limitations" section below as well.

### □ Files

HAC examples files are located in `~/hac/exm` directory :

---

```
user@system: find *.adb -type f | xargs ls -ls | awk -v OFS='\t' '{print $9, $5}' | sort -n
```

ackermann.adb		635
anti_primes.adb	1297	
arguments.adb		295
bwt.adb	4392	
console_io.adb		2174
covid_19_s.adb		7874
days_1901.adb		2441
doors.adb	1329	
echo.adb	403	
einmaleins.adb		414
env.adb	522	
existence.adb		558
file_append.adb	367	
file_copy.adb		857
file_read.adb		310
fill_drive.adb		546
gallery.adb	1915	
hello.adb	568	
mandelbrot.adb		2014
maze_gen.adb		5345
merge_sort.adb		2512
names_in_boxes.adb	1365	
random.adb	1160	
shell.adb	1081	
shell_sort.adb		2125
strings_demo.adb	6570	
three_lakes_s.adb	7471	
timing.adb	873	
unit_a.adb	757	
unit_b.adb	460	
unit_c.adb	322	

---

### □ Build

A project file `hac_exm.gpr` is available to compile all the programs :

---

```
user@system: cd ~/hac/exm/aoc
```

---

---

- Gprbuild without parameter get the first gpr file available.

`user@system: gprbuild`

```
using project file hac_exm.gpr
Compile
  [Ada]          ackermann.adb
.../...
  [Ada]          unit_c.adb
Bind
  [gprbind]      ackermann.bexch
.../...
  [Ada]          overloading.ali
Link
  [link]         ackermann.adb
.../...
  [link]         overloading.adb
```

---

## 3 HAC Advent of Code

### 3.1 2020 year

#### □ Links

Advent of code [ <https://adventofcode.com/2020> ]

<https://adventofcode.com/2020/about>

<https://github.com/zertovitch/hac/tree/master/exm/aoc/2020>

#### □ Files

Hac Advent of Code files are located in `~/hac/exm/aoc/2020` directory :

---

```
user@system: find *.adb -type f | xargs ls -ls | awk -v OFS='\t' '{print $9, $5}' | sort -n
```

aoc_2020_02.adb	2602	
aoc_2020_03.adb	1849	
aoc_2020_04.adb	4353	
aoc_2020_04_b_full_ada.adb	2653	
aoc_2020_05.adb	1241	
aoc_2020_06.adb	2435	
aoc_2020_06_full_ada.adb	1483	
aoc_2020_06_full_ada_using_hal.adb		1496
aoc_2020_07.adb	9768	
aoc_2020_07_full_ada.adb	5074	
aoc_2020_07_full_ada_vectors_2x.adb		5027
aoc_2020_08.adb	2816	
aoc_2020_09.adb	2625	
aoc_2020_10.adb	3900	
aoc_2020_11.adb	4583	
aoc_2020_11_full_ada.adb	3900	
aoc_2020_12.adb	2515	
aoc_2020_13.adb	3107	
aoc_2020_14_full_ada.adb	6033	
aoc_2020_15.adb	2691	
aoc_2020_15_full_ada.adb	2199	

---

---

aoc_2020_15_full_ada_hashed_maps.adb	2709
aoc_2020_16.adb	6227
aoc_2020_17.adb	5330
aoc_2020_18_full_ada.adb	1373
aoc_2020_18_weird_formulas.adb	35461
aoc_2020_19_full_ada.adb	5352
aoc_2020_20.adb	4080
aoc_2020_21_full_ada.adb	6977
aoc_2020_21_full_ada_preproc.adb	1539
aoc_2020_22.adb	6089
aoc_2020_22_full_ada.adb	6883
aoc_2020_23.adb	6255
aoc_2020_23_simple_array.adb	4569
aoc_2020_24.adb	6350
aoc_2020_25.adb	2195

---

## ❏ Build

A project file *aoc\_2020.gpr* is available to compile all the programs :

---

```
user@system: cd ~/hac/exm/aoc/2020
```

- Gprbuild without parameter get the first gpr file available.

```
user@system: gprbuild
```

```
using project file aoc_2020.gpr
```

```
Setup
```

```
  [mkdir]          object directory for project AoC_2020
```

```
Compile
```

```
  [Ada]            aoc_2020_25.adb
```

```
.../...
```

```
  [Ada]            aoc_2020_18_weird_formulas.adb
```

```
Bind
```

```
  [gprbind]         aoc_2020_25.bexch
```

```
.../...
```

```
  [Ada]            aoc_2020_02.ali
```

```
Link
```

```
  [link]            aoc_2020_25.adb
```

```
.../...
```

```
  [link]            aoc_2020_02.adb
```

---



# Programming basics

---

*Weinberg's Second Law : If builders built buildings the way programmers wrote programs, then the first woodpecker that came along would destroy civilization.*  
Gerald Weinberg



HAC is a scripting, prototyping and educational procedural Ada subset language. It is perfect to write small, medium and - why not ? - huge non object programs in a modular and structured way.

If you are not an experienced programmer mastering a method programming as a tool, you may find this chapter useful. Your creative spirit's the limit.

This chapter deals with top-down analysis and modular programming method. Understanding and assimilating the following will already make you a very good developer. This matter is not an end but a foundation to go further. Like understanding the differences between object programming by classification or by composition. And why, for many projects, object programming should be avoided and for others, it should really be adopted.

So, no object methods will be discussed. It's beyond the scope of this manual. Most developers using object-oriented languages have not learned any methods, using wrong tools with no thinking. We know the result. To be good at object-oriented development, you must already understand the basics of analysis and modular and structured programming. One step after the other :)

## 1 Tools

To create a program, you must:

- Master an analytical method;
- Know Boolean algebra;

- Use a programming language;
- Have a good general culture and know-how.

Of these four elements, the first one is the most difficult to acquire, but I hope that the following lines will help you in this field.

I could have added: paper, a pencil and an eraser, because these three objects are always the basis of a good program and you should not rush to code.

You will notice that the knowledge of a language comes after the theory. This is normal. As analysis precedes writing, mastering design precedes mastering a language. Finally...

➤ The joy of programming must remain the driving force of your motivation.

## 2 Analysis

### 2.1 Methods overview

The main classes of methods are:

- Modular and structured programming ;
- Object method by composition
- Object method by classification.

The modular and structured programming method is still used in many fields as the main programming method.

It is also used in object methods, at least in the following contexts:

- In the main startup and finalization module;
- In the functions [methods] of the objects.

Object method can be divided into object methods by composition or by classification.

The object method by classification [hierarchical] is the most known object method and yet the least relevant, except for developing a graphical interface or any other project clearly requiring the inheritance tool.

Object method programming is beyond the scope of this manual.

### 2.2 Top-Down example

The top-down analysis approach is one among many. It is intuitive and efficient. One can fly rockets with it but it is good that you know that other ways exist.

Everyone programs, the car mechanic, the postal worker and the cook. Didn't you know that? So let's start by cooking an egg!

Mastering an analysis method allows to *analyze a problem*, even a very complex one, and break it down by *successive refinements*, into a sum of problems, one by one so obvious to solve, that one stops the analysis by declaring it is finished!

So we're going to cook an egg, a hard-boiled egg to be precise. But could you detail such a seemingly simple process without hesitation? Let's see it together.

#### ❑ Problem's decomposition

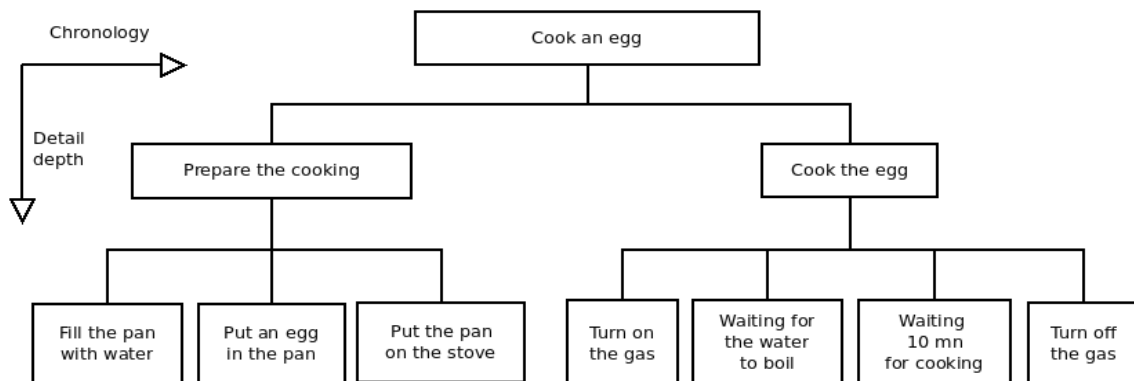
We could, for example, start by breaking down, by *refining*, the action of cooking an egg into two main steps two main steps: *preparation* and *cooking*.

Then we could take these two main steps and refine them again:

- The preparation is to fill the pan with water, put an egg in it and put the pan on the stove;
- Cooking is turning on the gas, waiting for the water to boil, wait 10 minutes for cooking<sup>10</sup>, then turn off the gas.

This approach is known as *decomposition by successive refinements*.

Once this decomposition is completed, it is essential to represent it visually, thanks to the *SPD*, the *Structured Program Diagram*, sometimes called the *JSP diagram*, after its inventor<sup>11</sup>:



This SPD works in two dimensions:

- In the vertical plane, we go down from the most complex to the simplest;
- In the horizontal plane, the direction of the reading represents naturally, chronologically, the tasks to be performed.

The SPD has a dual purpose:

- In the first instance, it allows you to gain an *overview of the problem at hand* and ensure that your analysis is *consistent and complete* ;
- Secondly, since each box represents an action that is so simple to solve that it does not require further analysis, the DSP allows you to go directly to the second phase: *the pseudo-code*!

<sup>10</sup> It's a lot, but not a problem, unless you like them soft. The shell will come off more easily.

<sup>11</sup> It is difficult to determine the origin of these concepts. Many researchers worked on them at the same time. One of Jackson's merits was to promote the notion of initial read-current read in loop processing. [https://en.wikipedia.org/wiki/Jackson\\_structured\\_programming](https://en.wikipedia.org/wiki/Jackson_structured_programming)

In creating this SPD, we have *modularized* our problem. We have *decomposed* our problem into a series of *elementary modules*. When writing the *pseudo-code*, we will describe the functioning of each *module* using *structures*. These *structures* form the basic building blocks of *structured* programming, without goto or spaghetti code.

#### □ Pseudo-code

The pseudo-code is the computer translation, as structures, of the already written SPD.

The SPD and the pseudo-code are linked. They must be consistent with each other.

It is often while checking this consistency, at the time of writing the pseudo-code, that one realizes that the level of detail of the SPD is incorrect. If the level of detail is too high, the pseudo-code contains useless modules that do not contain any processing that deserves to be modularized. On the other hand, if the level of detail is not high enough, the pseudo-code contains modules that are far too big.

Before going into the details of the general writing of a pseudo-code, let's see a small example, with our hard-boiled egg, just to get a taste of it.

---

```
begin *** cook an egg ***  
  
do *** prepare the cooking ***  
do *** cook the egg ***  
  
end *** cook an egg ***
```

---

In this first pseudo-code, representing the main module of the "cook an egg" program, the analogy between SPD and pseudo-code is clear.

The term *do* before *prepare the cooking* represents the call to the module *prepare the cooking*. Each module starts with *start \*\*\* module name \*\*\** and ends with *end \*\*\* module name \*\*\**.

Let's move on to writing prepare the cooking module:

---

```
begin *** prepare the cooking ****  
  
do while "pan is not filled"  
  fill with water  
end do while  
  
do *** put the pan on the stove ***  
  
do *** put an egg in the pan ***  
  
end *** prepare the cooking ***
```

---

This is when a problem arises. The module putting the pan on the stove is a really very simple action. A so simple one that it does not, in fact, deserve to be isolated in a module. Leaving the analysis as it is, without changing anything, would result in making the program more complex than it deserves to be.

So we will simplify the pseudo-code:

---

```
begin *** prepare the cooking ****
  do while "pan is not filled"
    fill with water
  end do while

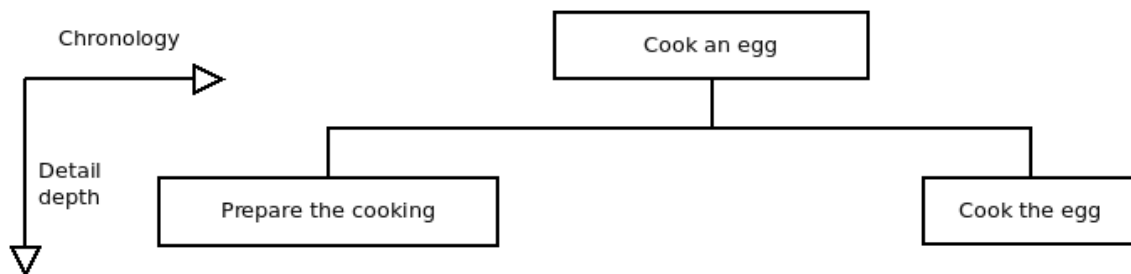
  put the pan on the stove

  put an egg in the pan
end *** prepare the cooking ***
```

---

So it appeared that the level of detail in the SPD was too high. The actions of the last rank: *pan on the fire*, *fill with water*, etc. did not deserve, by themselves, a separate module.

They should be grouped together in the modules of higher rank: *prepare the cooking* and *cook the egg*.



The analysis of *the cooking of the egg* ends with the pseudo-code of the last module:

---

```
begin *** cook the egg ***
  turn on the gas

  do while "water does not boil"
    wait
  end do while

  do while "not 10 minutes elapsed"
    wait
  end do while

  turn off the gas
end *** cook the egg ***
```

---

After this example, we now take a closer look at this analysis method.

### 3 Modular and structured programming method

#### 3.1 Introduction

This modular and structured programming approach is generic to dozens of methods invented in the 1980s to make software execution more reliable and improve maintenance.

These methods differed essentially in the symbols, vocabulary and aesthetics of the diagrams. They are still relevant today as the indispensable basis of the methods used by a good developer.

The method illustrated here is GMSP: General, Modular and Structured Programming<sup>12</sup>. It comes from the teaching provided by the french Control Data Institute, located in Paris, which has now disappeared, with the help of PLATO<sup>13</sup>, a Computer Aided Learning system. Graphical extensions to these methods exist, for example SADT or its real-time extension SART.

The author does not really appreciate graphical representations [which make nice drawings for IT managers] in analysis methods. Flowcharts, flow diagrams, SADT or UML graphs generally bring more confusion than information.

However, some graphical representations, such as the SPD or the HOOD method diagrams, are good tools. They are the first steps of the written specifications, which can be found, strictly speaking, in the specifications of an Ada package.

#### 3.2 Program's Structured Diagram

Writing a SPD, *Structured Program Diagram*, means identifying, decomposing and prioritizing functions in a coherent whole, in order to allow the writing of the program pseudo-code.

##### □ Process detailed

The process of creating the SPD is an iterative one, which loops around itself, to identify all the tasks to be carried out, until the possibilities of refinement are exhausted, i.e. until the problem to be solved can no longer be detailed.

This approach is called a *top-down approach*, in order to show that we start from the global problem, at *the top of the diagram*, and work our way down to the smallest detail, *towards the bottom of the diagram*. Each time we add a level of detail, we create a new line.

For each detail level, the identified tasks are written in the reading direction, in order of execution. They are placed in *boxes*. For clarity of the SPD, all boxes of a lower rank are connected by lines to the box of the higher rank.

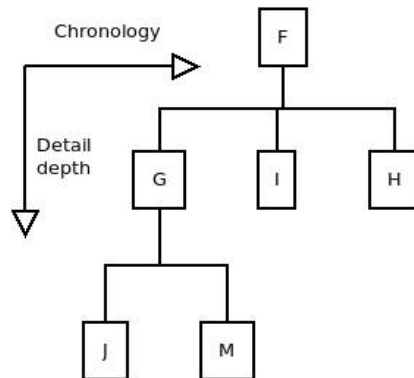
<sup>12</sup>PGMS in french, as “Programmation Générale, Modulaire et Structurée”

<sup>13</sup>Programmed Logic for Automatic Teaching Operations - [https://en.wikipedia.org/wiki/PLATO\\_\(computer\\_system\)](https://en.wikipedia.org/wiki/PLATO_(computer_system))

SPDs are always written and read:

- Top to bottom, for level of detail;
- From left to right, for chronological steps.

Example:



In no case does a SPD show the tests and other low-level actions that are the responsibility of programming.

A SPD is both the overview and the backbone of the analysis.

Writing the SPD is the most difficult part of the analysis.

### 3.3 Pseudo-code

The pseudo-code writing is done from the SPD. Each *box* of the SPD will correspond to a module in the *pseudo-code*.

➤ We repeat : one SPD box to one module in the pseudo-code.

The writing of a pseudo-code is done from elementary bricks, which we will examine now.

#### □ Main module

A program *starts* and *ends* at the master module.

Here is the pseudo-code, also called PC, of the previous SPD, describing the master module of program F :

---

```
begin *** F ***  
  do *** G ***  
    do while P [while P is true]  
      do *** I ***  
    end do while  
  do *** H ***
```

---

---

```
end *** F ***
```

---

The beginning of a module is represented by `begin *** module name ***` and the end of a module is represented by `end *** module name ***`.

The name of the main module is the name of the program.

#### ❑ Other modules

Other modules are written the same way. Here is the pseudo-code of module G of the previous SPD, describing the program G:

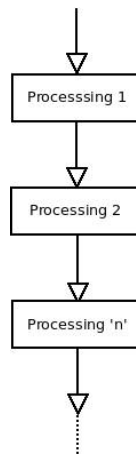
---

```
begin *** G ***  
  
  do *** J ***  
  
    if Q [if Q is true]  
      do *** M ***  
    end if  
  
end *** G ***
```

---

#### ❑ Sequence

Sequence is the simplest form of pseudo-code. It just represents the sequence of several processes, which are executed one after the other:

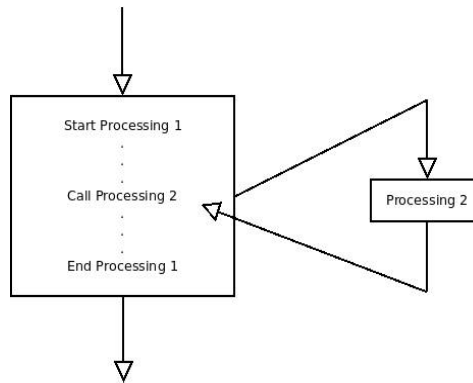


#### ❑ Module call

Module call is represented by `do *** module name ***`. The processing of the calling module stops at the line of the call and the called module executes.

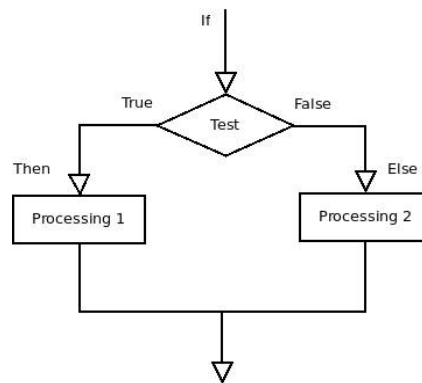
At the end of the called module, the latter returns to the calling module and the execution of the latter resumes at the line following the call which has just been executed:





#### □ If... else... end if

The alternative is the simplest test of a pseudo-code. Depending on the truth of the test condition, the program flow is directed to one processing or another:



The alternative is represented in pseudo-code as follows:

---

```

if test condition [is true]
  Processing 1
else
  Processing 2
end if
  
```

---

#### □ If... elsif... else... endif

This structure is an extension of the alternative:

---

```

if test condition 1
  Processing 1

elsif test condition 2
  Processing 2

elsif test condition 3
  Processing 3

else
  Default processing
end if
  
```

---

The default processing is executed when no test condition has been checked.

This structure is equivalent to a nesting of alternatives. But these nestings are much less readable, as shown in the example below:

---

```
if test condition 1
  Processing 1
else
  if test condition 2
    Processing 2
  else
    if test condition 3
      Processing 3
    else
      Default processing
    end if
  end if
end if
```

---

#### □ Case... when... else... end case

The selection is a different form of the alternative because the test is no longer Boolean [true or false] but depends on the content of the tested value. A pseudo-code is more meaningful:

---

```
selection value to test

  when value 1
    Processing 1

  when value 2
    Processing 2

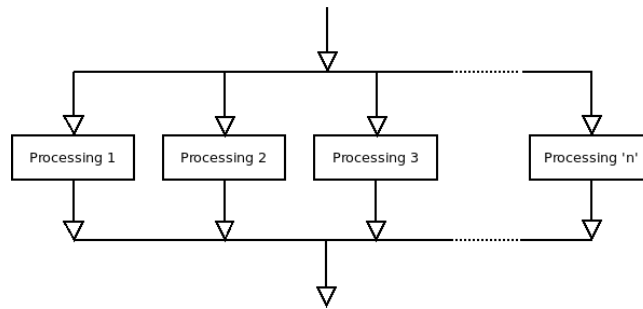
  when value 3
    Processing 3

  when others
    Default processing

end selection
```

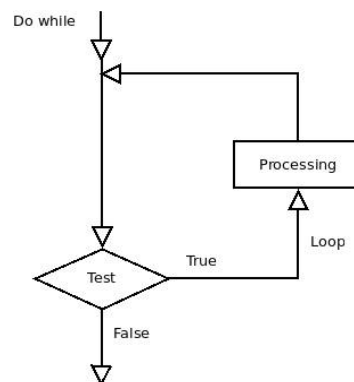
---

This structure can be represented as follows:



#### □ Do while... end do

This loop structure is useful when you want the program flow *to avoid processing in the loop if the condition is false at the first pass in the loop*:



The pseudo code of such a structure is as follows:

---

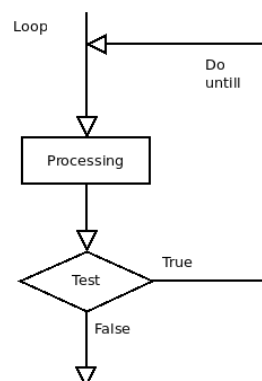
```

do while test [is true]
  process
end do while
  
```

---

#### □ Loop... until

This loop structure differs from the previous one because the processing in the loop is done once before the loop condition is tested. Thus, one will always pass at least once in this type of loop:



Here is the notation of the loop... until in pseudo-code:

---

```
loop
  process
until condition test [is true]
```

---

It is clear that the test is performed after a first pass in the loop.

### 3.4 Functions

➤ One point of entry, one point of exit. No anticipated exit. Never. We repeat: never :)

All parameters will be named and, if the language - such as Ada - allows it, the parameter names will be used in the function calls.

## 4 Boole algebra

Here is a practical summary about Boolean algebra, which should be known by all developers.

### 4.1 Identities, properties and De Morgan's laws

Two conventions are used:

- $\equiv$  for equivalence.  $A \equiv B$  means that A and B are two equivalent conditions and that they are interchangeable;
- NOT A for the negation of A. If A is true, NOT A is false.

#### □ Identities

---

$A \text{ OR } 0 \equiv A$	$\text{NOT } [\text{NOT } A] \equiv 1$
$A \text{ OR } 1 \equiv A$	$A \text{ OR } A \equiv A$
$A \text{ OR } [\text{NON } A] \equiv 1$	$A \text{ AND } A \equiv A$
$A \text{ AND } [\text{NON } A] \equiv 0$	

---

#### □ Properties

---

$A \text{ AND } B \equiv B \text{ AND } A$
$A \text{ OR } B \equiv B \text{ OR } A$
$A \text{ AND } [B \text{ AND } C] \equiv [A \text{ AND } B] \text{ AND } C$
$A \text{ OR } [B \text{ OR } C] \equiv [A \text{ OR } B] \text{ OR } C$
$A \text{ AND } [B \text{ OR } C] \equiv [A \text{ AND } B] \text{ ET } [A \text{ AND } C]$
$A \text{ AND } [B \text{ OR } C] \equiv [A \text{ AND } B] \text{ ET } [A \text{ AND } C]$
$A \text{ OR } [B \text{ AND } C] \equiv [A \text{ OR } B] \text{ ET } [A \text{ OR } C]$

---

#### □ De Morgan's law

---

$\text{NOT } [A \text{ OR } B] \equiv [\text{NOT } A] \text{ AND } [\text{NOT } B]$
$\text{NOT } [A \text{ AND } B] \equiv [\text{NOT } A] \text{ OR } [\text{NOT } B]$

---

## 4.2 Practical advises

In your current language manual, you will certainly find the description of priorities in the evaluation of logical expressions.

The following is an example of evaluation priorities:

1. Expressions located in the innermost brackets ;
2. Negation;
3. AND and OR [In the Ada language, these two operators are on an equal footing, which is not the general rule in other languages where AND usually has a higher priority than OR];
4. With equal priority, evaluate expressions from left to right.

➤ One might be tempted to take these priorities into account to write the shortest possible test condition, but *this should be avoided at all costs* for reasons of clarity.

Here are three basic rules *to follow in all circumstances*:

1. Never hesitate to *use parentheses* to increase readability and reliability.
2. To work on or reverse a complex condition, you must *first restore the implicit parentheses*.
3. A simplification of a complex condition is *done by applying the De Morgan's laws*.

# Notes

---

*With the Wildebeest and the Penguin, there's no Bull.*  
Number Six

## 1 To-do list

### 1.1 HAC

The to-do list is located in the spreadsheet "To do", within the workbook "hac\_work.xls".

### 1.2 Doc

Hunt <<<TODO>>> tags :)

## 2 Issues

### 2.1 Github

Issues are listed on Github: <https://github.com/zertovitch/hac/issues>



Ada, "it's stronger than you".  
Tribute to Daniel Feneuille, legendary french Ada teacher

In Strong Typing We Trust !

<https://this-page-intentionally-left-blank.org>

