

# Ada Reference Manual

2022 Edition

Language and Standard Libraries

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## **Ada Reference Manual - Language and Standard Libraries**

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## Foreword

This document is the Ada Reference Manual. The International Standard for the programming language Ada is ISO/IEC 8652:2023(E). The International Standard is derived from the Ada Reference Manual, with various non-normative changes. In particular, the International Standard numbers clauses differently, omits paragraph numbers, eliminates the Acknowledgements, and modifies various front matter such as the Title page and the Foreword.	0.1/5
The Ada Working Group ISO/IEC JTC 1/SC 22/WG 9 is tasked by ISO with the work item to interpret and maintain the International Standard and to produce Technical Corrigenda, as appropriate. The technical work on the International Standard is performed by the Ada Rapporteur Group (ARG) of WG 9.	0.2/4
AXE Consultants produces the Ada Reference Manual in consultation with the ARG, along with drafts of other documents as needed. ISO/IEC documents often list the individual changes that need to be made to the text of a Standard, rather than simply updating the document. As such, an International Standard is often found in several parts, while the Ada Reference Manual is always a single document.	0.3/2
In June 2016, WG 9 approved a tentative schedule for the preparation of an Amendment or Revision to the International Standard, with a delivery no earlier than 2018. In July 2019, WG 9 approved an additional review and prototyping period for this revision, extending the delivery to no earlier than late 2020. The draft standard was delivered to WG 9 in July 2021, and the Standard was published as ISO/IEC 8652:2023 in May 2023.	0.4/5 0.5/5
This Ada Reference Manual replaces the edition of 2012. It modifies the previous edition by making changes and additions that improve the capability of the language and the reliability of programs written in the language.	1/5
Significant changes in this edition are as follows:	2/5
<ul style="list-style-type: none"> <li>Improved support for parallel execution is provided via the introduction of parallel loops, parallel blocks, parallel container iteration, and parallel reduction.</li> </ul>	3/5
<ul style="list-style-type: none"> <li>More precise specification of subprogram interfaces is supported via the new aspects Global, Global'Class, and Nonblocking. The Global aspects, in particular, help to determine whether two constructs can safely execute in parallel.</li> </ul>	4/5
<ul style="list-style-type: none"> <li>Pre and Post aspects can now be specified for access-to-subprogram types and for generic formal subprograms; a postcondition for the default initialization of a type can be specified using the new Default_Initial_Condition aspect.</li> </ul>	5/5
<ul style="list-style-type: none"> <li>The behavior of many predefined container operations is now more precisely specified by using pre- and postcondition specifications instead of English descriptions; a restricted (“stable”) view for most containers is introduced to support more efficient iteration.</li> </ul>	6/5
<ul style="list-style-type: none"> <li>More flexible uses of static expressions are supported via the introduction of static expression functions along with fewer restrictions on static strings.</li> </ul>	7/5
<ul style="list-style-type: none"> <li>The Image attribute is supported for nonscalar types, and a user-specifiable attribute Put_Image is provided, which determines the value of the Image attribute for a user-defined type.</li> </ul>	8/5
<ul style="list-style-type: none"> <li>The use of numeric and string literals is generalized to allow their use with other categories of types, via the new aspects Integer_Literal, Real_Literal, and String_Literal.</li> </ul>	9/5

- 10/5 • Array and record aggregates are made more flexible: index parameters are allowed in an array aggregate to define the components as a function of their array index; discriminants can be defined more flexibly within an aggregate for a variant record type.
- 11/5 • New types of aggregates are provided: delta aggregates to allow the construction of a new object by incremental updates to an existing object; container aggregates to allow construction of an object of a container type by directly specifying its elements.
- 12/5 • A shorthand is provided, using the token '@', to refer to the target of an assignment statement in the expression defining its new value.
- 13/5 • Declare expressions are provided that permit the definition and use of local constants or renamings, to allow a large expression to be simplified by defining common parts as named entities.
- 14/5 • Support for lightweight iteration is added via the introduction of procedural iterators.
- 15/5 • Support for the map-reduce programming strategy is added via the introduction of reduction expressions.
- 16/5 • For constructs that use iterators of any sort, a filter can be specified that restricts the elements produced by the iteration to those that satisfy the condition of the filter.
- 17/5 • Predefined packages supporting arbitrary-precision integer and real arithmetic are provided.
- 18/5 • The Jorvik profile is introduced to support hard real-time applications that want to go beyond the restrictions of the Ravenscar profile.

# Introduction

This is the Ada Reference Manual.	1
Other available Ada documents include:	2
<ul style="list-style-type: none"> <li>• Ada 2022 Overview. This gives an introduction to the changes and new features in Ada 2022. Programmers should read this overview before reading Reference Manual in depth.</li> </ul>	3/5
<ul style="list-style-type: none"> <li>• <i>This paragraph was deleted.</i></li> </ul>	4/1
<ul style="list-style-type: none"> <li>• The Annotated Ada Reference Manual (AARM). The AARM contains all of the text in the consolidated Ada Reference Manual, plus various annotations. It is intended primarily for compiler writers, validation test writers, and others who wish to study the fine details. The annotations include detailed rationale for individual rules and explanations of some of the more arcane interactions among the rules.</li> </ul>	5/3

## Design Goals

Ada was originally designed with three overriding concerns: program reliability and maintenance, programming as a human activity, and efficiency. The 1995 revision to the language was designed to provide greater flexibility and extensibility, additional control over storage management and synchronization, and standardized packages oriented toward supporting important application areas, while at the same time retaining the original emphasis on reliability, maintainability, and efficiency. Subsequent editions, including this fourth edition, have provided further flexibility and added more standardized packages within the framework provided by the 1995 revision.

The need for languages that promote reliability and simplify maintenance is well established. Hence emphasis was placed on program readability over ease of writing. For example, the rules of the language require that program variables be explicitly declared and that their type be specified. Since the type of a variable is invariant, compilers can ensure that operations on variables are compatible with the properties intended for objects of the type. Furthermore, error-prone notations have been avoided, and the syntax of the language avoids the use of encoded forms in favor of more English-like constructs. Finally, the language offers support for separate compilation of program units in a way that facilitates program development and maintenance, and which provides the same degree of checking between units as within a unit.

Concern for the human programmer was also stressed during the design. Above all, an attempt was made to keep to a relatively small number of underlying concepts integrated in a consistent and systematic way while continuing to avoid the pitfalls of excessive involution. The design especially aims to provide language constructs that correspond intuitively to the normal expectations of users.

Like many other human activities, the development of programs is becoming ever more decentralized and distributed. Consequently, the ability to assemble a program from independently produced software components continues to be a central idea in the design. The concepts of packages, of private types, and of generic units are directly related to this idea, which has ramifications in many other aspects of the language. An allied concern is the maintenance of programs to match changing requirements; type extension and the hierarchical library enable a program to be modified while minimizing disturbance to existing tested and trusted components.

No language can avoid the problem of efficiency. Languages that require over-elaborate compilers, or that lead to the inefficient use of storage or execution time, force these inefficiencies on all machines and on all programs. Every construct of the language was examined in the light of present implementation

techniques. Any proposed construct whose implementation was unclear or that required excessive machine resources was rejected. Parallel constructs were introduced to simplify making safe and efficient use of modern multicore architectures.

## Language Summary

- 11/5 An Ada program is composed of one or more program units. Program units can be subprograms (which define executable algorithms), packages (which define collections of entities), task units (which define concurrent computations), protected units (which define operations for the coordinated sharing of data between tasks), or generic units (which define parameterized forms of packages and subprograms). Each program unit normally consists of two parts: a specification, containing the information that is visible to other units, and a body, containing the implementation details, which are not visible to other units. Most program units can be compiled separately.
- 12 This distinction of the specification and body, and the ability to compile units separately, allows a program to be designed, written, and tested as a set of largely independent software components.
- 13/5 An Ada program will normally make use of a library of program units of general utility. The language provides means whereby individual organizations can construct their own libraries. All libraries are structured in a hierarchical manner; this enables the logical decomposition of a subsystem into individual components. The text of a separately compiled program unit names the library units it requires.
- 14 *Program Units*
- 15/5 A subprogram is the basic unit for expressing an algorithm. There are two kinds of subprograms: procedures and functions. A procedure is the means of invoking a series of actions. For example, it can read data, update variables, or produce some output. It can have parameters, to provide a controlled means of passing information between the procedure and the point of call. A function is the means of invoking the computation of a value. It is similar to a procedure, but in addition will return a result.
- 16 A package is the basic unit for defining a collection of logically related entities. For example, a package can be used to define a set of type declarations and associated operations. Portions of a package can be hidden from the user, thus allowing access only to the logical properties expressed by the package specification.
- 17/5 Subprogram and package units can be compiled separately and arranged in hierarchies of parent and child units giving fine control over visibility of the logical properties and their detailed implementation.
- 18/5 A task unit is the basic unit for defining a task whose sequence of actions can be executed concurrently with those of other tasks. Such tasks can be implemented on multicomputers, multiprocessors, or with interleaved execution on a single processor. A task unit can define either a single executing task or a task type permitting the creation of any number of similar tasks.
- 19/5 A protected unit is the basic unit for defining protected operations for the coordinated use of data shared between tasks. Simple mutual exclusion is provided automatically, and more elaborate sharing protocols can be defined. A protected operation can either be a subprogram or an entry. A protected entry specifies a Boolean expression (an entry barrier) that blocks the execution of the body until it evaluates to True. A protected unit can define a single protected object or a protected type permitting the creation of several similar objects.

<i>Declarations and Statements</i>	20
The body of a program unit generally contains two parts: a declarative part, which defines the logical entities to be used in the program unit, and a sequence of statements, which defines the execution of the program unit.	21
The declarative part associates names with declared entities. For example, a name can denote a type, a constant, a variable, or an exception. A declarative part also introduces the names and parameters of other nested subprograms, packages, task units, protected units, and generic units to be used in the program unit.	22/5
The sequence of statements describes a sequence of actions to be performed. The statements are executed in succession (unless a transfer of control causes execution to continue from another place).	23/5
An assignment statement changes the value of a variable. A procedure call invokes execution of a procedure after associating any actual parameters provided at the call with the corresponding formal parameters.	24
Case statements and if statements allow the selection of an enclosed sequence of statements based on the value of an expression or on the value of a condition.	25
The loop statement provides the basic iterative mechanism in the language. A loop statement specifies a sequence of statements that are executed repeatedly as directed by an iteration scheme, or until an exit statement is encountered.	26/5
A block statement comprises a sequence of statements preceded by the declaration of local entities used by the statements.	27
Certain statements are associated with concurrent execution. A delay statement delays the execution of a task for a specified duration or until a specified time. An entry call statement is written as a procedure call statement; it requests an operation on a task or on a protected object, blocking the caller until the operation can be performed. A called task can accept an entry call by executing a corresponding accept statement, which specifies the actions then to be performed as part of the rendezvous with the calling task. An entry call on a protected object is processed when the corresponding entry barrier evaluates to true, whereupon the body of the entry is executed. The requeue statement permits the provision of a service as a number of related activities with preference control. One form of the select statement allows a selective wait for one of several alternative rendezvous. Other forms of the select statement allow conditional or timed entry calls and the asynchronous transfer of control in response to some triggering event. Various parallel constructs, including parallel loops and parallel blocks, support the initiation of multiple logical threads of control designed to execute in parallel when multiple processors are available.	28/5
Execution of a program unit can encounter error situations in which normal program execution cannot continue. For example, an arithmetic computation can exceed the maximum allowed value of a number, or an attempt can be made to access an array component by using an incorrect index value. To deal with such error situations, the statements of a program unit can be textually followed by exception handlers that specify the actions to be taken when the error situation arises. Exceptions can be raised explicitly by a raise statement.	29/5
<i>Data Types</i>	30
Every object in the language has a type, which characterizes a set of values and a set of applicable operations. The main categories of types are elementary types (comprising enumeration, numeric, and access types) and composite types (including array and record types).	31/5

- 32/2 An enumeration type defines an ordered set of distinct enumeration literals, for example a list of states or an alphabet of characters. The enumeration types `Boolean`, `Character`, `Wide_Character`, and `Wide_Wide_Character` are predefined.
- 33 Numeric types provide a means of performing exact or approximate numerical computations. Exact computations use integer types, which denote sets of consecutive integers. Approximate computations use either fixed point types, with absolute bounds on the error, or floating point types, with relative bounds on the error. The numeric types `Integer`, `Float`, and `Duration` are predefined.
- 34/2 Composite types allow definitions of structured objects with related components. The composite types in the language include arrays and records. An array is an object with indexed components of the same type. A record is an object with named components of possibly different types. Task and protected types are also forms of composite types. The array types `String`, `Wide_String`, and `Wide_Wide_String` are predefined.
- 35/5 Record, task, and protected types can have special components called discriminants which parameterize the type. Variant record structures that depend on the values of discriminants can be defined within a record type.
- 36/5 Access types allow the construction of linked data structures. A value of an access type represents a reference to an object declared as aliased or to an object created by the evaluation of an allocator. Several variables of an access type can designate the same object, and components of one object can designate the same or other objects. Both the elements in such linked data structures and their relation to other elements can be altered during program execution. Access types also permit references to subprograms to be stored, passed as parameters, and ultimately dereferenced as part of an indirect call.
- 37 Private types permit restricted views of a type. A private type can be defined in a package so that only the logically necessary properties are made visible to the users of the type. The full structural details that are externally irrelevant are then only available within the package and any child units.
- 38/5 From any type a new type can be defined by derivation. A type, together with its derivatives (both direct and indirect) form a derivation class. Class-wide operations can be defined that accept as a parameter an operand of any type in a derivation class. For record and private types, the derivatives can be extensions of the parent type. Types that support these object-oriented capabilities of class-wide operations and type extension are tagged, so that the specific type of an operand within a derivation class can be identified at run time. When an operation of a tagged type is applied to an operand whose specific type is not known until run time, implicit dispatching is performed based on the tag of the operand.
- 38.1/5 Interface types provide abstract models from which other interfaces and types can be composed and derived. This provides a reliable form of multiple inheritance. Interface types can also be implemented by task types and protected types thereby enabling concurrent programming and inheritance to be merged.
- 39 The concept of a type is further refined by the concept of a subtype, whereby a user can constrain the set of allowed values of a type. Subtypes can be used to define subranges of scalar types, arrays with a limited set of index values, and records and private types with particular discriminant values.
- 40 *Other Facilities*
- 41/5 Aspect clauses can be used to specify the mapping between types and features of an underlying machine. For example, the user can specify that objects of a given type are to be represented with a given number of bits, or that the components of a record are to be represented using a given storage layout. Other features allow the controlled use of low level, nonportable, or implementation-dependent aspects, including the direct insertion of machine code.

Aspect clauses can also be used to specify more abstract properties of program entities, such as the pre- and postconditions of a subprogram, or the invariant for a private type. Additional aspects are specifiable to allow user-defined types to use constructs of the language, such as literals, aggregates, or indexing, normally reserved for particular language-defined categories of types, such as numeric types, record types, or array types.	41.1/5
The predefined environment of the language provides for input-output and other capabilities by means of standard library packages. Input-output is supported for values of user-defined as well as of predefined types. Standard means of representing values in display form are also provided.	42/2
The predefined standard library packages provide facilities such as string manipulation, containers of various kinds (vectors, lists, maps, etc.), mathematical functions, random number generation, and access to the execution environment.	42.1/2
The specialized annexes define further predefined library packages and facilities with emphasis on areas such as real-time scheduling, interrupt handling, distributed systems, numerical computation, and high-integrity systems.	42.2/2
Finally, the language provides a powerful means of parameterization of program units, called generic program units. The generic parameters can be types and subprograms (as well as objects and packages) and so allow general algorithms and data structures to be defined that are applicable to all types of a given class.	43

*Paragraphs 44 through 57 have been replaced and moved to the Foreword.*

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## Instructions for Comment Submission

Informal comments on this Reference Manual can be submitted in three ways:

- via e-mail to:

**ada-comment@ada-auth.org**

- by filling out a web form at:

**<https://arg.adaic.org/community-input>**

- by creating a new “issue” on the ARG GitHub site:

**<https://github.com/Ada-Rapporteur-Group/User-Community-Input>**

If appropriate, the Project Editor will initiate the defect correction procedure.

Comments should use the following format:

```
!topic Title summarizing comment
!reference Ada 2022 RMss.ss(pp)
!from Author Name yy-mm-dd
!keywords keywords related to topic
!discussion
```

*text of discussion*

where *ss.ss* is the clause or subclause number, *pp* is the paragraph number where applicable, and *yy-mm-dd* is the date the comment was sent. The date is optional, as is the **!keywords** line.

Please use a descriptive “Subject” when sending an e-mail message, or title when creating a new issue, and limit each message to a single comment.

When correcting typographical errors or making minor wording suggestions, please put the correction directly as the topic of the comment; use square brackets [ ] to indicate text to be omitted and curly braces { } to indicate text to be added, and provide enough context to make the nature of the suggestion self-evident or put additional information in the body of the comment, for example:

```
!topic [c]{C}haracter
!topic it[']s meaning is not defined
```

*This paragraph was deleted.*

## Acknowledgements for the Ada 83 edition

Ada is the result of a collective effort to design a common language for programming large scale and real-time systems.

The common high order language program began in 1974. The requirements of the United States Department of Defense were formalized in a series of documents which were extensively reviewed by the Services, industrial organizations, universities, and foreign military departments. The Ada language was designed in accordance with the final (1978) form of these requirements, embodied in the Steelman specification.

- 65.3/3 The Ada design team was led by Jean D. Ichbiah and has included Bernd Krieg-Brueckner, Brian A. Wichmann, Henry F. Ledger, Jean-Claude Heliard, Jean-Loup Gailly, Jean-Raymond Abrial, John G.P. Barnes, Mike Woodger, Olivier Roubine, Paul N. Hilfinger, and Robert Firth.
- 65.4/3 At various stages of the project, several people closely associated with the design team made major contributions. They include J.B. Goodenough, R.F. Brender, M.W. Davis, G. Ferran, K. Lester, L. MacLaren, E. Morel, I.R. Nassi, I.C. Pyle, S.A. Schuman, and S.C. Vestal.
- 65.5/3 Two parallel efforts that were started in the second phase of this design had a deep influence on the language. One was the development of a formal definition using denotational semantics, with the participation of V. Donzeau-Gouge, G. Kahn, and B. Lang. The other was the design of a test translator with the participation of K. Ripken, P. Boullier, P. Cadiou, J. Holden, J.F. Hueras, R.G. Lange, and D.T. Cornhill. The entire effort benefitted from the dedicated assistance of Lyn Churchill and Marion Myers, and the effective technical support of B. Gravem, W.L. Heimerdinger, and P. Cleve. H.G. Schmitz served as program manager.
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## Using this version of the Ada Reference Manual

This document has been revised with the corrections specified in Technical Corrigendum 1 for Ada 2012 (which corresponds to ISO/IEC 8652:2012/COR.1:2016) and other changes specifically for this fourth edition. In addition, a variety of editorial errors have been corrected. 72/5

Changes to the original 1995 version of the Ada Reference Manual can be identified by the version number following the paragraph number. Paragraphs with a version number of /1 were changed by Technical Corrigendum 1 for Ada 95 or were editorial corrections at that time, while paragraphs with a version number of /2 were changed by Amendment 1 or were more recent editorial corrections, and paragraphs with a version number of /3 were changed by the 2012 edition of the Reference Manual (including additional editorial corrections). Paragraphs with a version number of /4 were changed by Technical Corrigendum 1 for Ada 2012 or were editorial corrections at that time. Paragraphs with a version number of /5 were changed by the 2022 edition of the Reference Manual (including additional editorial corrections). Paragraphs not so marked are unchanged since the original 1995 edition of the Ada Reference Manual, and have the same paragraph numbers as in that edition. In addition, some versions of this document include revision bars near the paragraph numbers. Where paragraphs are inserted, the paragraph numbers are of the form pp.nn, where pp is the number of the preceding paragraph, and nn is an insertion number. For instance, the first paragraph inserted after paragraph 8 is numbered 8.1, the second paragraph inserted is numbered 8.2, and so on. Deleted paragraphs are indicated by the text *This paragraph was deleted*. Deleted paragraphs include empty paragraphs that were numbered in the 1995 edition of the Ada Reference Manual. 73/5



# 1 General

## 1.1 Scope

This Reference Manual specifies the form and meaning of programs written in Ada. Its purpose is to promote the portability of Ada programs to a variety of computing systems. 1/3

2/5

3/5

### 1.1.1 Extent

This Reference Manual specifies: 1

- The form of a program written in Ada; 2
- The effect of translating and executing such a program; 3
- The manner in which program units can be combined to form Ada programs; 4/5
- The language-defined library units that a conforming implementation is required to supply; 5
- The permissible variations in conformance to the rules of this document, and the manner in which they are to be documented; 6/5
- Those violations of the requirements of this document that a conforming implementation is required to detect, and the effect of attempting to translate or execute a program containing such violations; 7/5
- Those violations of the requirements of this document that a conforming implementation is not required to detect. 8/5

This Reference Manual does not specify: 9

- The means whereby a program written in Ada is transformed into object code executable by a processor; 10
- The means whereby translation or execution of programs is invoked and the executing units are controlled; 11
- The size or speed of the object code, or the relative execution speed of different language constructs; 12
- The form or contents of any listings produced by implementations; in particular, the form or contents of error or warning messages; 13
- The effect of unspecified execution; 14/5
- The size of a program or program unit that will exceed the capacity of a particular conforming implementation. 15

### 1.1.2 Structure

This document contains thirteen clauses, fifteen annexes, and an index. 1/3

The *core* of the Ada language consists of: 2

- 3/3 • Clauses 1 through 13
- 4 • Annex A, “Predefined Language Environment”
- 5 • Annex B, “Interface to Other Languages”
- 6 • Annex J, “Obsolescent Features”

7 The following *Specialized Needs Annexes* define features that are needed by certain application areas:

- 8 • Annex C, “Systems Programming”
- 9 • Annex D, “Real-Time Systems”
- 10 • Annex E, “Distributed Systems”
- 11 • Annex F, “Information Systems”
- 12 • Annex G, “Numerics”
- 13 • Annex H, “High Integrity Systems”

14 The core language and the Specialized Needs Annexes are normative, except that the material in each of the items listed below is informative:

- 15 • Text under a NOTES or Examples heading.
- 16/3 • Each subclause whose title starts with the word “Example” or “Examples”.

17 All implementations shall conform to the core language. In addition, an implementation may conform separately to one or more Specialized Needs Annexes.

18 The following Annexes are informative:

- 19 • Annex K, “Language-Defined Aspects and Attributes”
- 20 • Annex L, “Language-Defined Pragmas”
- 21/3 • Annex M, “Summary of Documentation Requirements”
- 22 • Annex N, “Glossary”
- 23 • Annex P, “Syntax Summary”
- 23.1/3 • Annex Q, “Language-Defined Entities”

24/4 Each clause is divided into subclauses that have a common structure. Each clause and subclause first introduces its subject. After the introductory text, text is labeled with the following headings:

*Syntax*

25 Syntax rules (indented).

*Name Resolution Rules*

26/3 Compile-time rules that are used in name resolution, including overload resolution.

*Legality Rules*

27 Rules that are enforced at compile time. A construct is *legal* if it obeys all of the Legality Rules.

*Static Semantics*

28 A definition of the compile-time effect of each construct.



	<i>Post-Compilation Rules</i>	
Rules that are enforced before running a partition. A partition is legal if its compilation units are legal and it obeys all of the Post-Compilation Rules.		29
	<i>Dynamic Semantics</i>	
A definition of the run-time effect of each construct.		30
	<i>Bounded (Run-Time) Errors</i>	
Situations that result in bounded (run-time) errors (see 1.1.5).		31
	<i>Erroneous Execution</i>	
Situations that result in erroneous execution (see 1.1.5).		32
	<i>Implementation Requirements</i>	
Additional requirements for conforming implementations.		33
	<i>Documentation Requirements</i>	
Documentation requirements for conforming implementations.		34
	<i>Metrics</i>	
Metrics that are specified for the time/space properties of the execution of certain language constructs.		35
	<i>Implementation Permissions</i>	
Additional permissions given to the implementer.		36
	<i>Implementation Advice</i>	
Optional advice given to the implementer. The word “should” is used to indicate that the advice is a recommendation, not a requirement. It is implementation defined whether or not a given recommendation is obeyed.		37
NOTE Notes emphasize consequences of the rules described in the (sub)clause or elsewhere. This material is informative.		38
	<i>Examples</i>	
Examples illustrate the possible forms of the constructs described. This material is informative.		39

## 1.1.3 Conformity of an Implementation

	<i>Implementation Requirements</i>	
A conforming implementation shall:		1
• Translate and correctly execute legal programs written in Ada, provided that they are not so large as to exceed the capacity of the implementation;		2
• Identify all programs or program units that are so large as to exceed the capacity of the implementation (or raise an appropriate exception at run time);		3
• Identify all programs or program units that contain errors whose detection is required by this Reference Manual;		4
• Supply all language-defined library units required by this Reference Manual;		5

- 6 • Contain no variations except those explicitly permitted by this Reference Manual, or those that are impossible or impractical to avoid given the implementation's execution environment;
- 7 • Specify all such variations in the manner prescribed by this Reference Manual.

8 The *external effect* of the execution of an Ada program is defined in terms of its interactions with its external environment. The following are defined as *external interactions*:

- 9 • Any interaction with an external file (see A.7);
- 10 • The execution of certain `code_statements` (see 13.8); which `code_statements` cause external interactions is implementation defined.
- 11 • Any call on an imported subprogram (see Annex B), including any parameters passed to it;
- 12 • Any result returned or exception propagated from a main subprogram (see 10.2) or an exported subprogram (see Annex B) to an external caller;
- 13 • Any read or update of an atomic or volatile object (see C.6);
- 14 • The values of imported and exported objects (see Annex B) at the time of any other interaction with the external environment.

15 A conforming implementation of this Reference Manual shall produce for the execution of a given Ada program a set of interactions with the external environment whose order and timing are consistent with the definitions and requirements of this Reference Manual for the semantics of the given program.

16/5 An implementation that conforms to this Reference Manual shall support each capability required by the core language as specified. In addition, an implementation that conforms to this Reference Manual may conform to one or more Specialized Needs Annexes (or to none). Conformance to a Specialized Needs Annex means that each capability required by the Annex shall be provided as specified.

17/3 An implementation conforming to this Reference Manual may provide additional aspects, attributes, library units, and pragmas. However, it shall not provide any aspect, attribute, library unit, or pragma having the same name as an aspect, attribute, library unit, or pragma (respectively) specified in a Specialized Needs Annex unless the provided construct is either as specified in the Specialized Needs Annex or is more limited in capability than that required by the Annex. A program that attempts to use an unsupported capability of an Annex shall either be identified by the implementation before run time or shall raise an exception at run time.

17.1/5 For an implementation that conforms to this Reference Manual, the implementation of a language-defined unit shall abide by all postconditions, type invariants, and default initial conditions specified for the unit by this document (see 11.4.2).

*Documentation Requirements*

18 Certain aspects of the semantics are defined to be either *implementation defined* or *unspecified*. In such cases, the set of possible effects is specified, and the implementation may choose any effect in the set. Implementations shall document their behavior in implementation-defined situations, but documentation is not required for unspecified situations. The implementation-defined characteristics are summarized in M.2.

19 The implementation may choose to document implementation-defined behavior either by documenting what happens in general, or by providing some mechanism for the user to determine what happens in a particular case.

*Implementation Advice*

If an implementation detects the use of an unsupported Specialized Needs Annex feature at run time, it should raise `Program_Error` if feasible. 20

If an implementation wishes to provide implementation-defined extensions to the functionality of a language-defined library unit, it should normally do so by adding children to the library unit. 21

NOTE The above requirements imply that an implementation conforming to this Reference Manual can support some of the capabilities required by a Specialized Needs Annex without supporting all required capabilities. 22/5

### 1.1.4 Method of Description and Syntax Notation

The form of an Ada program is described by means of a context-free syntax together with context-dependent requirements expressed by narrative rules. 1

The meaning of Ada programs is described by means of narrative rules defining both the effects of each construct and the composition rules for constructs. 2

The context-free syntax of the language is described using a simple variant of Backus-Naur Form. In particular: 3

- Lower case words in a sans-serif font, some containing embedded underlines, are used to denote syntactic categories, for example: 4

`case_statement` 5

- Boldface words are used to denote reserved words, for example: 6

**array** 7

- Square brackets enclose optional items. Thus the two following rules are equivalent. 8

`simple_return_statement ::= return [expression];` 9/2

`simple_return_statement ::= return; | return expression;`

- Curly brackets enclose a repeated item. The item may appear zero or more times; the repetitions occur from left to right as with an equivalent left-recursive rule. Thus the two following rules are equivalent. 10

`term ::= factor {multiplying_operator factor}` 11

`term ::= factor | term multiplying_operator factor`

- A vertical line separates alternative items, for example: 12/5

`constraint ::= scalar_constraint | composite_constraint` 13/5

- For symbols used in this notation (square brackets, curly brackets, and the vertical line), the symbols when surrounded by ' represent themselves, for example: 13.1/5

`discrete_choice_list ::= discrete_choice {'| discrete_choice}` 13.2/5

`named_container_aggregate ::= '[' container_element_association_list ']'`

- If the name of any syntactic category starts with an italicized part, it is equivalent to the category name without the italicized part. The italicized part is intended to convey some semantic information. For example *subtype\_name* and *task\_name* are both equivalent to `name` alone. 14

The delimiters, compound delimiters, reserved words, and `numeric_literals` are exclusively made of the characters whose code point is between 16#20# and 16#7E#, inclusively. The special characters for which names are defined in this document (see 2.1) belong to the same range. For example, the character E in the 14.1/3

definition of `exponent` is the character whose name is “LATIN CAPITAL LETTER E”, not “GREEK CAPITAL LETTER EPSILON”.

14.2/5 When this document mentions the conversion of some character or sequence of characters to upper case, it means the character or sequence of characters obtained by using simple upper case mapping, as defined by documents referenced in Clause 2 of ISO/IEC 10646:2020.

15 A *syntactic category* is a nonterminal in the grammar defined in BNF under “Syntax”. Names of syntactic categories are set in a different font, like `this`.

16 A *construct* is a piece of text (explicit or implicit) that is an instance of a syntactic category defined under “Syntax”.

17 A *constituent* of a construct is the construct itself, or any construct appearing within it.

18 Whenever the run-time semantics defines certain actions to happen in an *arbitrary order*, this means that the implementation shall arrange for these actions to occur in a way that is equivalent to some sequential order, following the rules that result from that sequential order. When evaluations are defined to happen in an arbitrary order, with conversion of the results to some subtypes, or with some runtime checks, the evaluations, conversions, and checks may be arbitrarily interspersed, so long as each expression is evaluated before converting or checking its value. Note that the effect of a program can depend on the order chosen by the implementation. This can happen, for example, if two actual parameters of a given call have side effects.

19 NOTE 1 The syntax rules describing structured constructs are presented in a form that corresponds to the recommended paragraphing. For example, an `if_statement` is defined as:

```
20 if_statement ::=
    if condition then
        sequence_of_statements
    { elsif condition then
        sequence_of_statements }
    [ else
        sequence_of_statements ]
    end if;
```

21 NOTE 2 The line breaks and indentation in the syntax rules indicate the recommended line breaks and indentation in the corresponding constructs. The preferred places for other line breaks are after semicolons.

## 1.1.5 Classification of Errors

### *Implementation Requirements*

1 The language definition classifies errors into several different categories:

- 2 • Errors that are required to be detected prior to run time by every Ada implementation;

3 These errors correspond to any violation of a rule given in this document, other than those listed below. In particular, violation of any rule that uses the terms shall, allowed, permitted, legal, or illegal belongs to this category. Any program that contains such an error is not a legal Ada program; on the other hand, the fact that a program is legal does not mean, *per se*, that the program is free from other forms of error.

4 The rules are further classified as either compile time rules, or post compilation rules, depending on whether a violation has to be detected at the time a compilation unit is submitted to the compiler, or may be postponed until the time a compilation unit is incorporated into a partition of a program.

- Errors that are required to be detected at run time by the execution of an Ada program; 5  
 The corresponding error situations are associated with the names of the predefined exceptions. 6  
 Every Ada compiler is required to generate code that raises the corresponding exception if such an error situation arises during program execution. If such an error situation is certain to arise in every execution of a construct, then an implementation is allowed (although not required) to report this fact at compilation time.
- Bounded errors; 7  
 The language rules define certain kinds of errors that are not expected to be detected either prior to or during run time, but if not detected, the range of possible effects shall be bounded. The errors of this category are called *bounded errors*. The possible effects of a given bounded error are specified for each such error, but in any case one possible effect of a bounded error is the raising of the exception `Program_Error`. 8/5
- Erroneous execution. 9  
 In addition to bounded errors, the language rules define certain kinds of errors as leading to *erroneous execution*. Like bounded errors, the implementation is not expected to detect such errors either prior to or during run time. Unlike bounded errors, there is no language-specified bound on the possible effect of erroneous execution; the effect is in general not predictable. 10/5

#### *Implementation Permissions*

An implementation may provide *nonstandard modes* of operation. Typically these modes would be selected by a `pragma` or by a command line switch when the compiler is invoked. When operating in a nonstandard mode, the implementation may reject `compilation_units` that do not conform to additional requirements associated with the mode, such as an excessive number of warnings or violation of coding style guidelines. Similarly, in a nonstandard mode, the implementation may apply special optimizations or alternative algorithms that are only meaningful for programs that satisfy certain criteria specified by the implementation. In any case, an implementation shall support a *standard* mode that conforms to the requirements of this Reference Manual; in particular, in the standard mode, all legal `compilation_units` shall be accepted. 11

#### *Implementation Advice*

If an implementation detects a bounded error or erroneous execution, it should raise `Program_Error`. 12

## 1.2 Normative References

The following documents, in whole or in part, are normatively referenced in this document and are indispensable for its application. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies. For other documents mentioned in this document, see 1.2.1, “Bibliography”. 1/3

*Paragraphs 1 through 7 and 9 through 10 have been moved to the Bibliography.*

ISO 639-3:2007, *Codes for the representation of names of languages — Part 3: Alpha-3 code for comprehensive coverage of languages* 1.1/3

2/5

3/5

4/5

4.1/5	ISO 3166-1:2020, <i>Codes for the representation of names of countries and their subdivisions — Part 1: Country codes</i>
5/5	
5.1/5	
6/5	
7/5	
8/5	ISO/IEC 10646:2020, <i>Information technology — Universal coded character set (UCS)</i>
9/5	
10/5	

## 1.2.1 Bibliography

The following documents are mentioned in this document as informative references.

ISO/IEC 646:1991, <i>Information technology — ISO 7-bit coded character set for information interchange</i>	1/5
ISO/IEC 1539-1:2018, <i>Information technology — Programming languages — Fortran — Part 1: Base language</i>	2/5
ISO/IEC 1989:2002, <i>Information technology — Programming languages — COBOL</i>	4/5
ISO/IEC 6429:1992, <i>Information technology — Control functions for coded character sets</i>	5/5
ISO 8601-1:2019, <i>Date and time — Representations for information interchange — Part 1: Basic rules</i>	6/5
ISO/IEC 8859-1:1998, <i>Information technology — 8-bit single-byte coded graphic character sets — Part 1: Latin alphabet No. 1</i>	7/5
ISO/IEC 9899:2018, <i>Information technology — Programming languages — C</i>	8/5
ISO/IEC 14882:2020, <i>Programming languages — C++</i>	9/5
ISO/IEC 60559:2020, <i>Information technology — Microprocessor Systems — Floating-Point arithmetic</i>	10/5

## 1.3 Terms and Definitions

Terms are defined throughout this document, indicated by *italic* type. Terms explicitly defined in this document are not to be presumed to refer implicitly to similar terms defined elsewhere. Mathematical terms not defined in this document are to be interpreted according to the *CRC Concise Encyclopedia of Mathematics, Second Edition*. Other terms not defined in this document are to be interpreted according to the *Webster's Third New International Dictionary of the English Language*. Informal descriptions of some terms are also given below.

### 1.3.1 Types, Objects, and their Properties

#### **abstract type**

tagged type intended for use as an ancestor of other types, but which is not allowed to have objects of its own

#### **access type**

type that has values that designate aliased objects

Note: Access types correspond to “pointer types” or “reference types” in some other languages.

#### **accessibility level**

representation of the lifetime of an entity in terms of the level of dynamic nesting within which the entity is known to exist

#### **aliased view**

view of an object that can be designated by an access value

Note: Objects allocated by allocators are aliased. Objects can also be explicitly declared as aliased with the reserved word `aliased`. The `Access` attribute can be used to create an access value designating an aliased object.

#### **ancestor of a type**

type itself or, in the case of a type derived from other types, its parent type or one of its progenitor types or one of their ancestors

- 8/5 Note: Ancestor and descendant are inverse relationships.
- 9/5 **array type**  
composite type whose components are all of the same type
- 10/5 **aspect**  
specifiable property of an entity
- 11/5 Note: An aspect can be specified by an `aspect_specification` on the declaration of the entity. Some aspects can be queried via attributes.
- 12/5 **attribute**  
characteristic or property of an entity that can be queried, and in some cases specified
- 13/5 **category of types**  
set of types with one or more common properties, such as primitive operations
- 14/5 Note: A category of types that is closed under derivation is also known as a class.
- 15/5 **character type**  
enumeration type whose values include characters
- 16/5 **class of types**  
set of types that is closed under derivation, which means that if a given type is in the class, then all types derived from that type are also in the class
- 17/5 Note: The set of types of a class share common properties, such as their primitive operations.
- 18/5 **composite type**  
type with components, such as an array or record
- 19/5 **controlled type**  
type that supports user-defined assignment and finalization
- 20/5 Note: Objects are always finalized before being destroyed.
- 21/5 **default initial condition**  
property that holds for every default-initialized object of a given type
- 22/5 **derived type**  
type defined in terms of a parent type and zero or more progenitor types given in a derived type definition
- 23/5 Note 1: A derived type inherits properties such as components and primitive operations from its parent and progenitors.
- 24/5 Note 2: A type together with the types derived from it (directly or indirectly) form a derivation class.
- 25/5 **descendant of a type**  
type itself or a type derived (directly or indirectly) from it
- 26/5 Note: Descendant and ancestor are inverse relationships.
- 27/5 **discrete type**  
type that is either an integer type or an enumeration type
- 28/5 **discriminant**  
parameter for a composite type, which can control, for example, the bounds of a component that is an array
- 29/5 Note: A discriminant for a task type can be used to pass data to a task of the type upon its creation.
- 30/5 **elementary type**  
type that does not have components
- 31/5 **enumeration type**  
type defined by an enumeration of its values, which can be denoted by identifiers or character literals



<b>full type</b>	32/5
type that defines a full view	
<b>full view</b>	33/5
view of a type that reveals all of its properties	
Note: There can be other views of the type that reveal fewer properties.	34/5
<b>incomplete type</b>	35/5
type that defines an incomplete view	
Note: Incomplete types can be used for defining recursive data structures.	36/5
<b>incomplete view</b>	37/5
view of a type that reveals minimal properties	
Note: The remaining properties are defined by the full view given elsewhere.	38/5
<b>indexable container type</b>	39/5
type that has user-defined behavior for indexing, via the <code>Constant_Indexing</code> or <code>Variable_Indexing</code> aspects	
<b>integer type</b>	40/5
type that represents signed or modular integers	
Note: A signed integer type has a base range that includes both positive and negative numbers, and has operations that can raise an exception when the result is outside the base range. A modular type has a base range whose lower bound is zero, and has operations with “wraparound” semantics. Modular types subsume what are called “unsigned types” in some other languages.	41/5
<b>interface type</b>	42/5
abstract tagged type that has no components or concrete operations except possibly null procedures	
Note: Interface types are used for composing other interfaces and tagged types and thereby provide multiple inheritance. Only an interface type can be used as a progenitor of another type.	43/5
<b>invariant</b>	44/5
assertion that is expected to be True for all objects of a given private type when viewed from outside the defining package	
<b>iterable container type</b>	45/5
type that has user-defined behavior for iteration, via the <code>Default_Iterator</code> and <code>Iterator_Element</code> aspects	
<b>limited type</b>	46/5
type for which copying (such as in an <code>assignment_statement</code> ) is not allowed	
Note: All types are either limited types or nonlimited types.	47/5
<b>needed component</b>	48/5
component of a record type or record extension that is required to have its value specified within a given aggregate	
<b>nominal subtype</b>	49/5
subtype specified when a view of an object is defined	
<b>nonlimited type</b>	50/5
type for which copying is allowed	
<b>object</b>	51/5
entity that contains a value, and is either a constant or a variable	
Note: An object is created by an <code>object_declaration</code> or by an allocator. A formal parameter is (a view of) an object. A subcomponent of an object is an object.	52/5

- 53/5 **operational aspect**  
aspect that indicates a logical property of an entity, such as the precondition of a subprogram, or the procedure used to write a given type of object to a stream
- 54/5 **parent of a derived type**  
first ancestor type given in the definition of the derived type
- 55/5 Note: The parent can be almost any kind of type, including an interface type.
- 56/5 **partial view**  
view of a type that reveals only some of its properties
- 57/5 Note: The remaining properties are defined by the full view given elsewhere.
- 58/5 **primitive operations of a type**  
operations (such as subprograms) declared together with the type declarations
- 59/5 Note: Primitive operations are inherited by other types in the same derivation class of types.
- 60/5 **private extension**  
type that extends another type, with the additional properties hidden from its clients
- 61/5 **private type**  
type that defines a partial view
- 62/5 Note: Private types can be used for defining abstractions that hide unnecessary details from their clients.
- 63/5 **progenitor**  
type given in the interface list, if any, of an interface, task, protected, or derived type definition
- 64/5 Note: A progenitor is always an interface type.
- 65/5 **protected type**  
composite type whose components are accessible only through one of its protected operations, which synchronize concurrent access by multiple tasks
- 66/5 **real type**  
type that has values that are approximations of the real numbers
- 67/5 Note: Floating point and fixed point types are real types.
- 68/5 **record extension**  
type that extends another type optionally with additional components
- 69/5 **record type**  
composite type consisting of zero or more named components, possibly of different types
- 70/5 **reference type**  
type that has user-defined behavior for “`.all`”, defined by the `Implicit_Dereference` aspect
- 71/5 **representation aspect**  
aspect that indicates how an entity is mapped onto the underlying hardware, for example the size or alignment of an object
- 72/5 **scalar type**  
either a discrete type or a real type
- 73/5 **stable property**  
characteristic associated with objects of a given type that is preserved by many of the primitive operations of the type
- 74/5 **storage pool object**  
object associated with one or more access types from which the storage for objects created by allocators of the access type(s) is obtained

Note: Some storage pools can be partitioned into subpools in order to support finer-grained storage management.

**stream**

sequence of elements that can be used, along with the stream-oriented attributes, to support marshalling and unmarshalling of values of most types

**subtype**

type together with optional constraints, null exclusions, and predicates, which constrain the values of the type to the subset that satisfies the implied conditions

**synchronized**

can be safely operated on by multiple tasks concurrently

Note: Synchronized is used to qualify entities, as in a synchronized interface.

**tagged type**

type whose objects each have a run-time type tag, which indicates the specific type for which the object was originally created

Note: Tagged types can be extended with additional components.

**task type**

composite type used to represent active entities which execute concurrently and that can communicate via queued task entries

Note: The top-level task of a partition is called the environment task.

**type**

defining characteristic of each object and expression of the language, with an associated set of values, and a set of primitive operations that implement the fundamental aspects of its semantics

Note: Types are grouped into categories. Most language-defined categories of types are also classes of types.

**view of an entity**

representation of an entity that reveals some or all of the properties of the entity

Note: A single entity can have multiple views.

## 1.3.2 Subprograms and their Properties

**function**

form of subprogram that returns a result and can be called as part of an expression

**overriding operation**

operation that replaces an inherited primitive operation

Note: Operations can be marked explicitly as overriding or not overriding.

**postcondition**

assertion that is expected to be True when a given subprogram returns normally

**precondition**

assertion that is expected to be True when a given subprogram is called

**procedure**

form of subprogram that does not return a result and can only be invoked by a statement

**subprogram**

unit of a program that can be brought into execution in various contexts, with the invocation being a subprogram call that can parameterize the effect of the subprogram through the passing of operands

Note: There are two forms of subprograms: functions, which return values, and procedures, which do not.

### 1.3.3 Other Syntactic Constructs

1/5	<p><b>aggregate</b>  construct used to define a value of a composite type by specifying the values of the components of the type</p>
2/5	<p><b>compilation unit</b>  program unit that is separately compiled</p>
3/5	<p style="padding-left: 20px;">Note: A <code>compilation_unit</code> contains either the declaration, the body, or a renaming of a program unit.</p>
4/5	<p><b>construct</b>  piece of text (explicit or implicit) that is an instance of a syntactic category defined under Syntax</p>
5/5	<p><b>container</b>  structured object that represents a collection of elements all of the same (potentially class-wide) type, such as a vector or a tree</p>
6/5	<p style="padding-left: 20px;">Note: Several predefined container types are provided by the children of package <code>Ada.Containers</code> (see A.18.1).</p>
7/5	<p><b>container aggregate</b>  construct used to define a value of a type that represents a collection of elements, by explicitly specifying the elements in the collection</p>
8/5	<p><b>core language</b>  clause or annex in which are defined language constructs or capabilities that are provided by all conforming implementations</p>
9/5	<p style="padding-left: 20px;">Note: A construct is said to be part of the core language if it is defined in a core language clause or annex.</p>
10/5	<p><b>declaration</b>  language construct that associates a name with (a view of) an entity</p>
11/5	<p style="padding-left: 20px;">Note: A declaration can appear explicitly in the program text (an explicit declaration), or can be supposed to occur at a given place in the text as a consequence of the semantics of another construct (an implicit declaration).</p>
12/5	<p><b>generic instance</b>  nongeneric unit created by the instantiation of a generic unit</p>
13/5	<p><b>generic unit</b>  template for a (nongeneric) program unit</p>
14/5	<p style="padding-left: 20px;">Note 1: The template can be parameterized by objects, types, subprograms, and packages.</p>
15/5	<p style="padding-left: 20px;">Note 2: Generic units can be used to perform the role that macros sometimes play in other languages.</p>
16/5	<p><b>iterator</b>  construct that is used to loop over the elements of an array or container</p>
17/5	<p style="padding-left: 20px;">Note: Iterators can be user defined, and can perform arbitrary computations to access elements from a container.</p>
18/5	<p><b>iterator filter</b>  construct that is used to restrict the elements produced by an iteration to those for which a boolean condition evaluates to True</p>
19/5	<p><b>library unit</b>  separately compiled program unit, which is a package, a subprogram, or a generic unit</p>
20/5	<p style="padding-left: 20px;">Note: Library units can have other (logically nested) library units as children, and can have other program units physically nested within them. A root library unit, together with its children and grandchildren and so on, form a subsystem.</p>

<b>master construct</b>	21/5
one of certain executable constructs for which there can be objects or tasks whose lifetime ends when the construct completes	
Note: Execution of a master construct is a master, with which objects and tasks are associated for the purposes of waiting and finalization.	22/5
<b>needed compilation unit</b>	23/5
compilation unit that is necessary to produce an executable partition, because some entity declared or defined within the unit is used elsewhere in the partition	
<b>package</b>	24/5
program unit that defines the interface to a group of logically related entities, along with their implementation	
Note: Typically, a package contains the declaration of a type (often a private type or private extension) along with the declarations of primitive subprograms of the type, which can be called from outside the package, while their inner workings remain hidden from outside users.	25/5
<b>parallel construct</b>	26/5
executable construct that defines multiple activities of a single task that can proceed in parallel, via the execution of multiple logical threads of control	
<b>partition</b>	27/5
part of a program, which consists of a set of interdependent library units	
Note: Each partition can run in a separate address space, possibly on a separate computer. A program can contain just one partition, or it can be distributed across multiple partitions, which can execute concurrently.	28/5
<b>pragma</b>	29/5
compiler directive to provide control over and above that provided by the other syntactic constructs of the language	
Note: There are language-defined pragmas that give instructions for optimization, listing control, etc. An implementation can support additional (implementation-defined) pragmas.	30/5
<b>program</b>	31/5
set of partitions, each of which can execute in a separate address space, possibly on a separate computer	
<b>program unit</b>	32/5
language construct that is a package, a task unit, a protected unit, a protected entry, a generic unit, or an explicitly declared subprogram other than an enumeration literal	
Note: Certain kinds of program units can be separately compiled. Alternatively, they can appear physically nested within other program units.	33/5
<b>reduction expression</b>	34/5
expression that defines how to map or transform a collection of values into a new set of values, and then summarize the values by applying an operation to reduce the set to a single value	
<b>renaming</b>	35/5
declaration that does not define a new entity, but instead defines a new view of an existing entity	
<b>specialized needs annex</b>	36/5
annex in which are defined language constructs or capabilities that are not necessarily provided by all conforming implementations	
<b>subunit</b>	37/5
body of a program unit that can be compiled separately from its enclosing program unit	

## 1.3.4 Runtime Actions

- 1/5 **assertion**  
boolean expression that is expected to be True at run time at certain specified places
- 2/5       Note: Certain pragmas and aspects define various kinds of assertions.
- 3/5 **elaboration**  
process by which a declaration achieves its run-time effect
- 4/5       Note: Elaboration is one of the forms of execution.
- 5/5 **evaluation**  
process by which an expression achieves its run-time effect
- 6/5       Note: Evaluation is one of the forms of execution.
- 7/5 **execution**  
process by which a construct achieves its run-time effect
- 8/5       Note: Execution of a declaration is also called elaboration. Execution of an expression is also called evaluation.
- 9/5 **logical thread of control**  
activity within the execution of a program that can proceed in parallel with other activities of the same task, or of separate tasks
- 10/5 **master**  
execution of a master construct
- 11/5       Note: Each object and task is associated with a master. When a master is left, associated tasks are awaited and associated objects are finalized.

## 1.3.5 Exceptional Situations

- 1/5 **check**  
test made during execution to determine whether a language rule has been violated
- 2/5 **exception**  
kind of exceptional situation
- 3/5 **exception occurrence**  
run-time occurrence of an exceptional situation
- 4/5 **handle an exception**  
perform some actions in response to the arising of an exception
- 5/5 **raise an exception**  
abandon normal program execution so as to draw attention to the fact that the corresponding situation has arisen
- 6/5 **suppress a check**  
assert that the check cannot fail, and request that the compiler optimize by disabling the check
- 7/5       Note: The compiler is not required to honor this request. Suppressing checks that can fail can cause a program to behave in arbitrary ways.

## 2 Lexical Elements

The text of a program consists of the texts of one or more **compilations**. The text of a **compilation** is a sequence of lexical elements, each composed of characters; the rules of composition are given in this clause. **Pragmas**, which provide certain information for the compiler, are also described in this clause. 1/3

### 2.1 Character Set

The character repertoire for the text of an Ada program consists of the entire coding space described by the ISO/IEC 10646:2020 Universal Coded Character Set. This coding space is organized in *planes*, each plane comprising 65536 characters. 1/5

#### *Syntax*

*Paragraphs 2 and 3 were deleted.*

A **character** is defined by this Reference Manual for each cell in the coding space described by ISO/IEC 10646:2020, regardless of whether or not ISO/IEC 10646:2020 allocates a character to that cell. 3.1/5

#### *Static Semantics*

The coded representation for characters is implementation defined (it can be a representation that is not defined within ISO/IEC 10646:2020). A character whose relative code point in its plane is 16#FFFE# or 16#FFFF# is not allowed anywhere in the text of a program. The only characters allowed outside of comments are those in categories **other\_format**, **format\_effector**, and **graphic\_character**. 4/5

The semantics of an Ada program whose text is not in Normalization Form C (as defined by Clause 22 of ISO/IEC 10646:2020) is implementation defined. 4.1/5

The description of the language definition in this document uses the character properties **General Category**, **Simple Uppercase Mapping**, **Uppercase Mapping**, and **Special Case Condition** of the documents referenced by Clause 2 of ISO/IEC 10646:2020. The actual set of **graphic symbols** used by an implementation for the visual representation of the text of an Ada program is not specified. 5/5

Characters are categorized as follows: 6/3

*This paragraph was deleted.* 7/2

**letter\_uppercase** Any character whose **General Category** is defined to be “Letter, Uppercase”. 8/2

**letter\_lowercase** Any character whose **General Category** is defined to be “Letter, Lowercase”. 9/2

**letter\_titlecase** Any character whose **General Category** is defined to be “Letter, Titlecase”. 9.1/2

**letter\_modifier** Any character whose **General Category** is defined to be “Letter, Modifier”. 9.2/2

**letter\_other** Any character whose **General Category** is defined to be “Letter, Other”. 9.3/2

**mark\_non\_spacing** Any character whose **General Category** is defined to be “Mark, Non-Spacing”. 9.4/2

- 9.5/2 **mark\_spacing\_combining**  
Any character whose General Category is defined to be “Mark, Spacing Combining”.
- 10/2 **number\_decimal**  
Any character whose General Category is defined to be “Number, Decimal”.
- 10.1/2 **number\_letter**  
Any character whose General Category is defined to be “Number, Letter”.
- 10.2/2 **punctuation\_connector**  
Any character whose General Category is defined to be “Punctuation, Connector”.
- 10.3/2 **other\_format**  
Any character whose General Category is defined to be “Other, Format”.
- 11/2 **separator\_space**  
Any character whose General Category is defined to be “Separator, Space”.
- 12/2 **separator\_line**  
Any character whose General Category is defined to be “Separator, Line”.
- 12.1/2 **separator\_paragraph**  
Any character whose General Category is defined to be “Separator, Paragraph”.
- 13/3 **format\_effector**  
The characters whose code points are 16#09# (CHARACTER TABULATION), 16#0A# (LINE FEED), 16#0B# (LINE TABULATION), 16#0C# (FORM FEED), 16#0D# (CARRIAGE RETURN), 16#85# (NEXT LINE), and the characters in categories `separator_line` and `separator_paragraph`.
- 13.1/2 **other\_control**  
Any character whose General Category is defined to be “Other, Control”, and which is not defined to be a `format_effector`.
- 13.2/2 **other\_private\_use**  
Any character whose General Category is defined to be “Other, Private Use”.
- 13.3/2 **other\_surrogate**  
Any character whose General Category is defined to be “Other, Surrogate”.
- 14/3 **graphic\_character**  
Any character that is not in the categories `other_control`, `other_private_use`, `other_surrogate`, `format_effector`, and whose relative code point in its plane is neither 16#FFFE# nor 16#FFFF#.



The following names are used when referring to certain characters (the first name is that given in ISO/IEC 10646:2020): 15/5

graphic symbol	name	graphic symbol	name
"	quotation mark	:	colon
#	number sign	;	semicolon
&	ampersand	<	less-than sign
'	apostrophe, tick	=	equals sign
(	left parenthesis	>	greater-than sign
)	right parenthesis	_	low line, underline
*	asterisk, multiply		vertical line
+	plus sign	/	solidus, divide
,	comma	!	exclamation point
-	hyphen-minus, minus	%	percent sign
.	full stop, dot, point	[	left square bracket
@	commercial at, at sign	]	right square bracket

#### Implementation Requirements

An Ada implementation shall accept Ada source code in UTF-8 encoding, with or without a BOM (see A.4.11), where every character is represented by its code point. The character pair CARRIAGE RETURN/LINE FEED (code points 16#0D# 16#0A#) signifies a single end of line (see 2.2); every other occurrence of a `format_effector` other than the character whose code point position is 16#09# (CHARACTER TABULATION) also signifies a single end of line. 16/3

#### Implementation Permissions

The categories defined above, as well as case mapping and folding, may be based on an implementation-defined version of ISO/IEC 10646 (2003 edition or later). 17/3

NOTE The characters in categories `other_control`, `other_private_use`, and `other_surrogate` are only allowed in comments. 18/2

## 2.2 Lexical Elements, Separators, and Delimiters

#### Static Semantics

The text of a program consists of the texts of one or more compilations. The text of each compilation is a sequence of separate *lexical elements*. Each lexical element is formed from a sequence of characters, and is either a delimiter, an identifier, a reserved word, a `numeric_literal`, a `character_literal`, a `string_literal`, or a comment. The meaning of a program depends only on the particular sequences of lexical elements that form its compilations, excluding comments. 1

The text of a compilation is divided into *lines*. In general, the representation for an end of line is implementation defined. However, a sequence of one or more `format_effectors` other than the character whose code point is 16#09# (CHARACTER TABULATION) signifies at least one end of line. 2/3

In some cases an explicit *separator* is required to separate adjacent lexical elements. A separator is any of a `separator_space`, a `format_effector`, or the end of a line, as follows: 3/2

- A `separator_space` is a separator except within a comment, a `string_literal`, or a `character_literal`. 4/2

- 5/3 • The character whose code point is 16#09# (CHARACTER TABULATION) is a separator except within a comment.
- 6 • The end of a line is always a separator.
- 7 One or more separators are allowed between any two adjacent lexical elements, before the first of each compilation, or after the last. At least one separator is required between an identifier, a reserved word, or a numeric\_literal and an adjacent identifier, reserved word, or numeric\_literal.
- 7.1/3 One or more other\_format characters are allowed anywhere that a separator is; any such characters have no effect on the meaning of an Ada program.
- 8/2 A *delimiter* is either one of the following characters:
- 9/5 & ' ( ) \* + , - . / : ; < = > @ [ ] |
- 10 or one of the following *compound delimiters* each composed of two adjacent special characters
- 11 => .. \*\* := /= >= <= << >> <>
- 12 Each of the special characters listed for single character delimiters is a single delimiter except if this character is used as a character of a compound delimiter, or as a character of a comment, string\_literal, character\_literal, or numeric\_literal.
- 13 The following names are used when referring to compound delimiters:

delimiter	name
=>	arrow
..	double dot
**	double star, exponentiate
:=	assignment (pronounced: “becomes”)
/=	inequality (pronounced: “not equal”)
>=	greater than or equal
<=	less than or equal
<<	left label bracket
>>	right label bracket
<>	box

#### *Implementation Requirements*

- 14 An implementation shall support lines of at least 200 characters in length, not counting any characters used to signify the end of a line. An implementation shall support lexical elements of at least 200 characters in length. The maximum supported line length and lexical element length are implementation defined.

## 2.3 Identifiers

Identifiers are used as names.

1

### *Syntax*

```
identifier ::=
  identifier_start {identifier_start | identifier_extend}
```

2/2

```
identifier_start ::=
  letter_uppercase
  | letter_lowercase
  | letter_titlecase
  | letter_modifier
  | letter_other
  | number_letter
```

3/2

```
identifier_extend ::=
  mark_non_spacing
  | mark_spacing_combining
  | number_decimal
  | punctuation_connector
```

3.1/3

An identifier shall not contain two consecutive characters in category `punctuation_connector`, or end with a character in that category.

4/3

### *Legality Rules*

An identifier shall only contain characters that may be present in Normalization Form KC as defined by Clause 22 of ISO/IEC 10646:2020.

4.1/5

### *Static Semantics*

Two identifiers are considered the same if they consist of the same sequence of characters after applying locale-independent simple case folding, as defined by documents referenced in Clause 2 of ISO/IEC 10646:2020.

5/5

After applying simple case folding, an identifier shall not be identical to a reserved word.

5.3/3

### *Implementation Permissions*

In a nonstandard mode, an implementation may support other upper/lower case equivalence rules for identifiers, to accommodate local conventions.

6

NOTE Identifiers differing only in the use of corresponding upper and lower case letters are considered the same.

6.1/2

### *Examples*

*Examples of identifiers:*

7

```
Count      X      Get_Symbol   Ethelyn   Marion
Snobol_4   X1     Page_Count   Store_Next_Item
Πλάτων    -- Plato
Чайковский -- Tchaikovsky
θ φ       -- Angles
```

8/2

## 2.4 Numeric Literals

1 There are two kinds of `numeric_literals`, *real literals* and *integer literals*. A real literal is a `numeric_literal` that includes a point; an integer literal is a `numeric_literal` without a point.

*Syntax*

2 `numeric_literal ::= decimal_literal | based_literal`

3 NOTE The type of an integer literal is *universal\_integer*. The type of a real literal is *universal\_real*.

### 2.4.1 Decimal Literals

1 A `decimal_literal` is a `numeric_literal` in the conventional decimal notation (that is, the base is ten).

*Syntax*

2 `decimal_literal ::= numeral [ .numeral ] [ exponent ]`

3 `numeral ::= digit { [underline] digit }`

4 `exponent ::= E [ + ] numeral | E - numeral`

4.1/2 `digit ::= 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9`

5 An exponent for an integer literal shall not have a minus sign.

*Static Semantics*

6 An underline character in a `numeric_literal` does not affect its meaning. The letter E of an exponent can be written either in lower case or in upper case, with the same meaning.

7 An exponent indicates the power of ten by which the value of the `decimal_literal` without the exponent is to be multiplied to obtain the value of the `decimal_literal` with the exponent.

*Examples*

8 *Examples of decimal literals:*

9 `12            0            1E6        123_456        -- integer literals`

`12.0          0.0          0.456    3.14159_26 -- real literals`

### 2.4.2 Based Literals

1 A `based_literal` is a `numeric_literal` expressed in a form that specifies the base explicitly.

*Syntax*

2 `based_literal ::=`  
`base # based_numeral [ .based_numeral ] # [ exponent ]`

3 `base ::= numeral`

4 `based_numeral ::=`  
`extended_digit { [underline] extended_digit }`

5 `extended_digit ::= digit | A | B | C | D | E | F`

*Legality Rules*

The *base* (the numeric value of the decimal numeral preceding the first #) shall be at least two and at most sixteen. The *extended\_digits* A through F represent the digits ten through fifteen, respectively. The value of each *extended\_digit* of a *based\_literal* shall be less than the base. 6

*Static Semantics*

The conventional meaning of based notation is assumed. An *exponent* indicates the power of the base by which the value of the *based\_literal* without the *exponent* is to be multiplied to obtain the value of the *based\_literal* with the *exponent*. The *base* and the *exponent*, if any, are in decimal notation. 7

The *extended\_digits* A through F can be written either in lower case or in upper case, with the same meaning. 8

*Examples*

*Examples of based literals:* 9

```
2#1111_1111# 16#FF#      016#0ff#  -- integer literals of value 255
16#E#E1      2#1110_0000#  -- integer literals of value 224
16#F.FF#E+2  2#1.1111_1111_1110#E11 -- real literals of value 4095.0
```

 10

## 2.5 Character Literals

A *character\_literal* is formed by enclosing a graphic character between two apostrophe characters. 1

*Syntax*

```
character_literal ::= 'graphic_character'
```

 2

NOTE A *character\_literal* is an enumeration literal of a character type. See 3.5.2. 3

*Examples*

*Examples of character literals:* 4

```
'A'      '*'      '!'      ' '      5/2
'L'      'll'     'Δ'      -- Various els.
'∞'      '∞'     -- Big numbers - infinity and aleph.
```

## 2.6 String Literals

A *string\_literal* is formed by a sequence of graphic characters (possibly none) enclosed between two quotation marks used as string brackets. They are used to represent *operator\_symbols* (see 6.1), values of a string type (see 4.2), and array subaggregates (see 4.3.3). 1

*Syntax*

```
string_literal ::= "{string_element}" 2
```

```
string_element ::= "" | non_quotation_mark_graphic_character 3
```

A *string\_element* is either a pair of quotation marks (""), or a single *graphic\_character* other than a quotation mark. 4

*Static Semantics*

The *sequence of characters* of a *string\_literal* is formed from the sequence of *string\_elements* between the bracketing quotation marks, in the given order, with a *string\_element* that is "" becoming a single 5

quotation mark in the sequence of characters, and any other `string_element` being reproduced in the sequence.

6 A *null string literal* is a `string_literal` with no `string_elements` between the quotation marks.

7 NOTE 1 An end of line cannot appear in a `string_literal`.

7.1/2 NOTE 2 No transformation is performed on the sequence of characters of a `string_literal`.

#### *Examples*

8 *Examples of string literals:*

```
9/2 "Message of the day:"
    "" -- a null string literal
    " " "A" "" -- three string literals of length 1

    "Characters such as $, %, and } are allowed in string literals"
    "Archimedes said "Εὐρηκα""
    "Volume of cylinder ( $\pi r^2 h$ ) = "
```

## 2.7 Comments

1 A comment starts with two adjacent hyphens and extends up to the end of the line.

#### *Syntax*

2 `comment ::= --{non_end_of_line_character}`

3 A comment may appear on any line of a program.

#### *Static Semantics*

4 The presence or absence of comments has no influence on whether a program is legal or illegal. Furthermore, comments do not influence the meaning of a program; their sole purpose is the enlightenment of the human reader.

#### *Examples*

5 *Examples of comments:*

```
6/5 -- the last sentence above echoes the Algol 68 report

    end; -- processing of Line is complete

    -- a long comment can be split onto
    -- two or more consecutive lines

    ----- the first two hyphens start the comment
```

## 2.8 Pragmas

A pragma is a compiler directive. There are language-defined pragmas that give instructions for optimization, listing control, etc. An implementation may support additional (implementation-defined) pragmas. 1

### Syntax

```
pragma ::= 2
  pragma identifier [(pragma_argument_association {, pragma_argument_association})];

pragma_argument_association ::= 3/3
  [pragma_argument_identifier =>] name
  | [pragma_argument_identifier =>] expression
  | pragma_argument_aspect_mark => name
  | pragma_argument_aspect_mark => expression
```

In a pragma, any `pragma_argument_associations` without a `pragma_argument_identifier` or `pragma_argument_aspect_mark` shall precede any associations with a `pragma_argument_identifier` or `pragma_argument_aspect_mark`. 4/3

Pragmas are only allowed at the following places in a program: 5

- After a semicolon delimiter, but not within a `formal_part`, `discriminant_part`, or `declare_expression`. 6/5
- At any place where the syntax rules allow a construct defined by a syntactic category whose name ends with “`declaration`”, “`item`”, “`statement`”, “`clause`”, or “`alternative`”, or one of the syntactic categories `variant` or `exception_handler`; but not in place of such a construct if the construct is required, or is part of a list that is required to have at least one such construct. 7/3
- In place of a `statement` in a `sequence_of_statements`. 7.1/3
- At any place where a `compilation_unit` is allowed. 7.2/3

Additional syntax rules and placement restrictions exist for specific pragmas. 8

The *name* of a pragma is the identifier following the reserved word **pragma**. The name or expression of a `pragma_argument_association` is a *pragma argument*. 9

An *identifier specific to a pragma* is an identifier or reserved word that is used in a pragma argument with special meaning for that pragma. 10/3

### Static Semantics

If an implementation does not recognize the name of a **pragma**, then it has no effect on the semantics of the program. Inside such a **pragma**, the only rules that apply are the Syntax Rules. 11

### Dynamic Semantics

Any **pragma** that appears at the place of an executable construct is executed. Unless otherwise specified for a particular pragma, this execution consists of the evaluation of each evaluable pragma argument in an arbitrary order. 12

### Implementation Requirements

The implementation shall give a warning message for an unrecognized pragma name. 13

*Implementation Permissions*

- 14 An implementation may provide implementation-defined pragmas; the name of an implementation-defined pragma shall differ from those of the language-defined pragmas.
- 15 An implementation may ignore an unrecognized pragma even if it violates some of the Syntax Rules, if detecting the syntax error is too complex.

*Implementation Advice*

- 16/3 Normally, implementation-defined pragmas should have no semantic effect for error-free programs; that is, if the implementation-defined pragmas in a working program are replaced with unrecognized pragmas, the program should still be legal, and should still have the same semantics.
- 17 Normally, an implementation should not define pragmas that can make an illegal program legal, except as follows:
- 18/3 • A pragma used to complete a declaration;
  - 19 • A pragma used to configure the environment by adding, removing, or replacing `library_items`.

*Syntax*

20 The forms of List, Page, and Optimize pragmas are as follows:

- 21 **pragma** List(identifier);
- 22 **pragma** Page;
- 23 **pragma** Optimize(identifier);

24 Other pragmas are defined throughout this Reference Manual, and are summarized in Annex L.

*Static Semantics*

- 25 A `pragma List` takes one of the identifiers `On` or `Off` as the single argument. This pragma is allowed anywhere a `pragma` is allowed. It specifies that listing of the compilation is to be continued or suspended until a `List pragma` with the opposite argument is given within the same compilation. The `pragma` itself is always listed if the compiler is producing a listing.
- 26 A `pragma Page` is allowed anywhere a `pragma` is allowed. It specifies that the program text which follows the `pragma` should start on a new page (if the compiler is currently producing a listing).
- 27 A `pragma Optimize` takes one of the identifiers `Time`, `Space`, or `Off` as the single argument. This `pragma` is allowed anywhere a `pragma` is allowed, and it applies until the end of the immediately enclosing declarative region, or for a `pragma` at the place of a `compilation_unit`, to the end of the compilation. It gives advice to the implementation as to whether time or space is the primary optimization criterion, or that optional optimizations should be turned off. It is implementation defined how this advice is followed.

*Examples*

28 *Examples of pragmas:*

- 29/5 **pragma** List(Off); -- turn off listing generation  
**pragma** Optimize(Off); -- turn off optional optimizations  
**pragma** Assertion\_Policy(Check); -- check assertions  
**pragma** Assert(Exists(File\_Name),  
Message => "Nonexistent file"); -- assert file exists



## 2.9 Reserved Words

*Syntax*

*This paragraph was deleted.*

1/1

The following are the *reserved words*. Within a program, some or all of the letters of a reserved word may be in upper case.

2/3

<b>abort</b>	<b>else</b>	<b>new</b>	<b>return</b>
<b>abs</b>	<b>elsif</b>	<b>not</b>	<b>reverse</b>
<b>abstract</b>	<b>end</b>	<b>null</b>	<b>select</b>
<b>accept</b>	<b>entry</b>	<b>of</b>	<b>separate</b>
<b>access</b>	<b>exception</b>	<b>or</b>	<b>some</b>
<b>aliased</b>	<b>exit</b>	<b>others</b>	<b>subtype</b>
<b>all</b>	<b>for</b>	<b>out</b>	<b>synchronized</b>
<b>and</b>	<b>function</b>	<b>overriding</b>	<b>tagged</b>
<b>array</b>	<b>generic</b>	<b>package</b>	<b>task</b>
<b>at</b>	<b>goto</b>	<b>parallel</b>	<b>terminate</b>
<b>begin</b>	<b>if</b>	<b>pragma</b>	<b>then</b>
<b>body</b>	<b>in</b>	<b>private</b>	<b>type</b>
<b>case</b>	<b>interface</b>	<b>procedure</b>	<b>until</b>
<b>constant</b>	<b>is</b>	<b>protected</b>	<b>use</b>
<b>declare</b>	<b>limited</b>	<b>raise</b>	<b>when</b>
<b>delay</b>	<b>loop</b>	<b>range</b>	<b>while</b>
<b>delta</b>	<b>mod</b>	<b>record</b>	<b>with</b>
<b>digits</b>		<b>rem</b>	
<b>do</b>		<b>renames</b>	<b>xor</b>
		<b>requeue</b>	

NOTE The reserved words appear in **lower case boldface** in this document, except when used in the designator of an attribute (see 4.1.4). Lower case boldface is also used for a reserved word in a `string_literal` used as an `operator_symbol`. This is merely a convention — programs can be written in whatever typeface is desired and available.

3/5



## 3 Declarations and Types

This clause describes the types in the language and the rules for declaring constants, variables, and named numbers. 1/3

### 3.1 Declarations

The language defines several kinds of named *entities* that are declared by declarations. The entity's *name* is defined by the declaration, usually by a `defining_identifier`, but sometimes by a `defining_character_literal` or `defining_operator_symbol`. There are also entities that are not directly declared; some of these are elements of other entities, or are allocated dynamically. Such entities can be denoted using `indexed_component`, `selected_component`, or dereference names (see 4.1). 1/5

There are several forms of declaration. A `basic_declaration` is a form of declaration defined as follows. 2

#### *Syntax*

```
basic_declaration ::=
    type_declaration           | subtype_declaration           3/3
  | object_declaration         | number_declaration
  | subprogram_declaration     | abstract_subprogram_declaration
  | null_procedure_declaration | expression_function_declaration
  | package_declaration       | renaming_declaration
  | exception_declaration     | generic_declaration
  | generic_instantiation

defining_identifier ::= identifier 4
```

#### *Static Semantics*

A *declaration* is a language construct that associates a name with (a view of) an entity. A declaration may appear explicitly in the program text (an *explicit* declaration), or may be supposed to occur at a given place in the text as a consequence of the semantics of another construct (an *implicit* declaration). 5

Each of the following is defined to be a declaration: any `basic_declaration`; an `enumeration_literal_specification`; a `discriminant_specification`; a `component_declaration`; a `defining_identifier` of an `iterated_component_association`; a `loop_parameter_specification`; a `defining_identifier` of a `chunk_specification`; an `iterator_specification`; a `defining_identifier` of an `iterator_parameter_specification`; a `parameter_specification`; a `subprogram_body`; an `extended_return_object_declaration`; an `entry_declaration`; an `entry_index_specification`; a `choice_parameter_specification`; a `generic_formal_parameter_declaration`. 6/5

All declarations contain a *definition* for a *view* of an entity. A view consists of an identification of the entity (the entity *of* the view), plus view-specific characteristics that affect the use of the entity through that view (such as mode of access to an object, formal parameter names and defaults for a subprogram, or visibility to components of a type). In most cases, a declaration also contains the definition for the entity itself (a `renaming_declaration` is an example of a declaration that does not define a new entity, but instead defines a view of an existing entity (see 8.5)). 7

When it is clear from context, the term *object* is used in place of *view of an object*. Similarly, the terms *type* and *subtype* are used in place of *view of a type* and *view of a subtype*, respectively. 7.1/3

- 8 For each declaration, the language rules define a certain region of text called the *scope* of the declaration (see 8.2). Most declarations associate an *identifier* with a declared entity. Within its scope, and only there, there are places where it is possible to use the *identifier* to refer to the declaration, the view it defines, and the associated entity; these places are defined by the visibility rules (see 8.3). At such places the *identifier* is said to be a *name* of the entity (the *direct\_name* or *selector\_name*); the name is said to *denote* the declaration, the view, and the associated entity (see 8.6). The declaration is said to *declare* the name, the view, and in most cases, the entity itself.
- 9 As an alternative to an *identifier*, an enumeration literal can be declared with a *character\_literal* as its name (see 3.5.1), and a function can be declared with an *operator\_symbol* as its name (see 6.1).
- 10 The syntax rules use the terms *defining\_identifier*, *defining\_character\_literal*, and *defining\_operator\_symbol* for the defining occurrence of a name; these are collectively called *defining names*. The terms *direct\_name* and *selector\_name* are used for usage occurrences of *identifiers*, *character\_literals*, and *operator\_symbols*. These are collectively called *usage names*.

#### *Dynamic Semantics*

- 11 The process by which a construct achieves its run-time effect is called *execution*. This process is also called *elaboration* for declarations and *evaluation* for expressions. One of the terms execution, elaboration, or evaluation is defined by this Reference Manual for each construct that has a run-time effect.
- 12 NOTE At compile time, the declaration of an entity *declares* the entity. At run time, the elaboration of the declaration *creates* the entity.

## 3.2 Types and Subtypes

#### *Static Semantics*

- 1 A *type* is characterized by a set of values, and a set of *primitive operations* which implement the fundamental aspects of its semantics. An *object* of a given type is a run-time entity that contains (has) a value of the type.
- 2/5 Types are grouped into *categories* of types. There exist several *language-defined categories* of types (summarized in the NOTE below), reflecting the similarity of their values and primitive operations. Most categories of types form *classes* of types. *Elementary* types are those whose values are logically indivisible; *composite* types are those whose values are composed of *component* values.
- 3 The elementary types are the *scalar* types (*discrete* and *real*) and the *access* types (whose values provide access to objects or subprograms). Discrete types are either *integer* types or are defined by enumeration of their values (*enumeration* types). Real types are either *floating point* types or *fixed point* types.
- 4/2 The composite types are the *record* types, *record extensions*, *array* types, *interface* types, *task* types, and *protected* types.
- 4.1/2 There can be multiple views of a type with varying sets of operations. An *incomplete* type represents an incomplete view (see 3.10.1) of a type with a very restricted usage, providing support for recursive data structures. A *private* type or *private extension* represents a partial view (see 7.3) of a type, providing support for data abstraction. The full view (see 3.2.1) of a type represents its complete definition. An incomplete or partial view is considered a composite type, even if the full view is not.

Certain composite types (and views thereof) have special components called *discriminants* whose values affect the presence, constraints, or initialization of other components. Discriminants can be thought of as parameters of the type. 5/2

The term *subcomponent* is used in this Reference Manual in place of the term component to indicate either a component, or a component of another subcomponent. Where other subcomponents are excluded, the term component is used instead. Similarly, a *part* of an object or value is used to mean the whole object or value, or any set of its subcomponents. The terms component, subcomponent, and part are also applied to a type meaning the component, subcomponent, or part of objects and values of the type. 6/2

The set of possible values for an object of a given type can be subjected to a condition that is called a *constraint* (the case of a *null constraint* that specifies no restriction is also included); the rules for which values satisfy a given kind of constraint are given in 3.5 for *range constraints*, 3.6.1 for *index constraints*, and 3.7.1 for *discriminant constraints*. The set of possible values for an object of an access type can also be subjected to a condition that excludes the null value (see 3.10). 7/2

A *subtype* of a given type is a combination of the type, a constraint on values of the type, and certain attributes specific to the subtype. The given type is called the *type of the subtype*. Similarly, the associated constraint is called the *constraint of the subtype*. The set of values of a subtype consists of the values of its type that satisfy its constraint and any exclusion of the null value. Such values *belong* to the subtype. The other values of the type are *outside* the subtype. 8/5

A subtype is called an *unconstrained* subtype if its type has unknown discriminants, or if its type allows range, index, or discriminant constraints, but the subtype does not impose such a constraint; otherwise, the subtype is called a *constrained* subtype (since it has no unconstrained characteristics). 9

NOTE Any set of types can be called a “category” of types, and any set of types that is closed under derivation (see 3.4) can be called a “class” of types. However, only certain categories and classes are used in the description of the rules of the language — generally those that have their own particular set of primitive operations (see 3.2.3), or that correspond to a set of types that are matched by a given kind of generic formal type (see 12.5). The following are examples of “interesting” *language-defined classes*: elementary, scalar, discrete, enumeration, character, boolean, integer, signed integer, modular, real, floating point, fixed point, ordinary fixed point, decimal fixed point, numeric, access, access-to-object, access-to-subprogram, composite, array, string, (untagged) record, tagged, task, protected, nonlimited. Special syntax is provided to define types in each of these classes. In addition to these classes, the following are examples of “interesting” *language-defined categories*: abstract, incomplete, interface, limited, private, record. 10/2

These language-defined categories are organized like this: 11/2

```

all types
  elementary
    scalar
      discrete
        enumeration
          character
          boolean
          other enumeration
        integer
          signed integer
          modular integer
      real
        floating point
        fixed point
          ordinary fixed point
          decimal fixed point
    access
      access-to-object
      access-to-subprogram
  composite

```

12/2

```

untagged
  array
    string
    other array
  record
  task
  protected
tagged (including interfaces)
  nonlimited tagged record
  limited tagged
    limited tagged record
  synchronized tagged
    tagged task
    tagged protected

```

13/2 There are other categories, such as “numeric” and “discriminated”, which represent other categorization dimensions, but do not fit into the above strictly hierarchical picture.

### 3.2.1 Type Declarations

1 A `type_declaration` declares a type and its first subtype.

*Syntax*

```

2  type_declaration ::= full_type_declaration
   | incomplete_type_declaration
   | private_type_declaration
   | private_extension_declaration

```

```

3/3 full_type_declaration ::=
   type defining_identifier [known_discriminant_part] is type_definition
   [aspect_specification];
   | task_type_declaration
   | protected_type_declaration

```

```

4/2 type_definition ::=
   enumeration_type_definition | integer_type_definition
   | real_type_definition      | array_type_definition
   | record_type_definition    | access_type_definition
   | derived_type_definition   | interface_type_definition

```

*Legality Rules*

5 A given type shall not have a subcomponent whose type is the given type itself.

*Static Semantics*

6/5 The `defining_identifier` of a `type_declaration` denotes the *first subtype* of the type. The `known_discriminant_part`, if any, defines the discriminants of the type (see 3.7). The remainder of the `type_declaration` defines the remaining characteristics of (the view of) the type.

7/2 A type defined by a `type_declaration` is a *named* type; such a type has one or more nameable subtypes. Certain other forms of declaration also include type definitions as part of the declaration for an object. The type defined by such a declaration is *anonymous* — it has no nameable subtypes. For explanatory purposes, this document sometimes refers to an anonymous type by a pseudo-name, written in italics, and

uses such pseudo-names at places where the syntax normally requires an identifier. For a named type whose first subtype is T, this document sometimes refers to the type of T as simply “the type T”.

A named type that is declared by a `full_type_declaration`, or an anonymous type that is defined by an `access_definition` or as part of declaring an object of the type, is called a *full type*. The declaration of a full type also declares the *full view* of the type. The `type_definition`, `task_definition`, `protected_definition`, or `access_definition` that defines a full type is called a *full type definition*. Types declared by other forms of `type_declaration` are not separate types; they are partial or incomplete views of some full type. 8/2

The definition of a type implicitly declares certain *predefined operators* that operate on the type, according to what classes the type belongs, as specified in 4.5. 9/5

The *predefined types* (for example the types `Boolean`, `Wide_Character`, `Integer`, `root_integer`, and `universal_integer`) are the types that are defined in a predefined library package called `Standard`; this package also includes the (implicit) declarations of their predefined operators. The package `Standard` is described in A.1. 10

#### *Dynamic Semantics*

The elaboration of a `full_type_declaration` consists of the elaboration of the full type definition. Each elaboration of a full type definition creates a distinct type and its first subtype. 11

#### *Examples*

*Examples of type definitions:* 12

```
(White, Red, Yellow, Green, Blue, Brown, Black)
range 1 .. 72
array(1 .. 10) of Integer
```

*Examples of type declarations:* 14

```
type Color is (White, Red, Yellow, Green, Blue, Brown, Black);
type Column is range 1 .. 72;
type Table is array(1 .. 10) of Integer;
```

NOTE Each of the above examples declares a named type. The identifier given denotes the first subtype of the type. Other named subtypes of the type can be declared with `subtype_declarations` (see 3.2.2). Although names do not directly denote types, a phrase like “the type `Column`” is sometimes used in this document to refer to the type of `Column`, where `Column` denotes the first subtype of the type. For an example of the definition of an anonymous type, see the declaration of the array `Color_Table` in 3.3.1; its type is anonymous — it has no nameable subtypes. 16

## 3.2.2 Subtype Declarations

A `subtype_declaration` declares a subtype of some previously declared type, as defined by a `subtype_indication`. 1

#### *Syntax*

```
subtype_declaration ::=
  subtype defining_identifier is subtype_indication
  [aspect_specification];
```

```
subtype_indication ::= [null_exclusion] subtype_mark [constraint] 3/2
```

```
subtype_mark ::= subtype_name 4
```

```
constraint ::= scalar_constraint | composite_constraint 5
```

```
scalar_constraint ::= 6
```

range\_constraint | digits\_constraint | delta\_constraint

7 composite\_constraint ::=  
index\_constraint | discriminant\_constraint

#### Name Resolution Rules

8 A `subtype_mark` shall resolve to denote a subtype. The type *determined* by a `subtype_mark` is the type of the subtype denoted by the `subtype_mark`.

#### Dynamic Semantics

9 The elaboration of a `subtype_declaration` consists of the elaboration of the `subtype_indication`. The elaboration of a `subtype_indication` creates a new subtype. If the `subtype_indication` does not include a constraint, the new subtype has the same (possibly null) constraint as that denoted by the `subtype_mark`. The elaboration of a `subtype_indication` that includes a constraint proceeds as follows:

- 10 • The constraint is first elaborated.
- 11 • A check is then made that the constraint is *compatible* with the subtype denoted by the `subtype_mark`.

12 The condition imposed by a constraint is the condition obtained after elaboration of the constraint. The rules defining compatibility are given for each form of constraint in the appropriate subclause. These rules are such that if a constraint is *compatible* with a subtype, then the condition imposed by the constraint cannot contradict any condition already imposed by the subtype on its values. The exception `Constraint_Error` is raised if any check of compatibility fails.

13/5 NOTE A `scalar_constraint` can be applied to a subtype of an appropriate scalar type (see 3.5, 3.5.9, and J.3), even if the subtype is already constrained. On the other hand, a `composite_constraint` can be applied to a composite subtype (or an access-to-composite subtype) only if the composite subtype is unconstrained (see 3.6.1 and 3.7.1).

#### Examples

14 *Examples of subtype declarations:*

```
15/2  subtype Rainbow is Color range Red .. Blue;           -- see 3.2.1
      subtype Red_Blue is Rainbow;
      subtype Int is Integer;
      subtype Small_Int is Integer range -10 .. 10;
      subtype Up_To_K is Column range 1 .. K;             -- see 3.2.1
      subtype Square is Matrix(1 .. 10, 1 .. 10);        -- see 3.6
      subtype Male is Person(Sex => M);                  -- see 3.10.1
      subtype Binop_Ref is not null Binop_Ptr;           -- see 3.10
```

## 3.2.3 Classification of Operations

#### Static Semantics

1/2 An operation *operates on a type T* if it yields a value of type *T*, if it has an operand whose expected type (see 8.6) is *T*, or if it has an access parameter or access result type (see 6.1) designating *T*. A predefined operator, or other language-defined operation such as assignment or a membership test, that operates on a type, is called a *predefined operation* of the type. The *primitive operations* of a type are the predefined operations of the type, plus any user-defined primitive subprograms.

2 The *primitive subprograms* of a specific type are defined as follows:

- 3 • The predefined operators of the type (see 4.5);
- 4 • For a derived type, the inherited (see 3.4) user-defined subprograms;



- For an enumeration type, the enumeration literals (which are considered parameterless functions — see 3.5.1); 5
  - For a specific type declared immediately within a `package_specification`, any subprograms (in addition to the enumeration literals) that are explicitly declared immediately within the same `package_specification` and that operate on the type; 6
  - For a specific type with an explicitly declared primitive "=" operator whose result type is Boolean, the corresponding "/=" operator (see 6.6); 6.1/3
  - For a nonformal type, any subprograms not covered above that are explicitly declared immediately within the same declarative region as the type and that override (see 8.3) other implicitly declared primitive subprograms of the type. 7/2
- A primitive subprogram whose designator is an `operator_symbol` is called a *primitive operator*. 8

### 3.2.4 Subtype Predicates

The language-defined *predicate aspects* `Static_Predicate` and `Dynamic_Predicate` may be used to define properties of subtypes. A *predicate specification* is an `aspect_specification` for one of the two predicate aspects. General rules for aspects and `aspect_specifications` are found in Clause 13 (13.1 and 13.1.1 respectively). The predicate aspects are assertion aspects (see 11.4.2). The predicate aspects are not inherited, but their effects are additive, as defined below. 1/5

#### *Name Resolution Rules*

The expected type for a predicate aspect `expression` is any boolean type. 2/3

#### *Static Semantics*

A predicate specification may be given on a `type_declaration` or a `subtype_declaration`, and applies to the declared subtype. In addition, predicate specifications apply to certain other subtypes: 3/3

- For a (first) subtype defined by a type declaration, any predicates of parent or progenitor subtypes apply. 4/4
- For a subtype created by a `subtype_indication`, the predicate of the subtype denoted by the `subtype_mark` applies. 5/3

*This paragraph was deleted.* 6/4

Predicate checks are defined to be *enabled* or *disabled* for a given subtype as follows: 7/3

- If a subtype is declared by a `type_declaration` or `subtype_declaration` that includes a predicate specification, then: 8/3
  - if performing checks is required by the `Static_Predicate` assertion policy (see 11.4.2) and the declaration includes a `Static_Predicate` specification, then predicate checks are enabled for the subtype; 9/3
  - if performing checks is required by the `Dynamic_Predicate` assertion policy (see 11.4.2) and the declaration includes a `Dynamic_Predicate` specification, then predicate checks are enabled for the subtype; 10/3
  - otherwise, predicate checks are disabled for the subtype, regardless of whether predicate checking is enabled for any other subtypes mentioned in the declaration; 11/3
- If a subtype is defined by a type declaration that does not include a predicate specification, then predicate checks are enabled for the subtype if and only if any predicate checks are enabled for parent or progenitor subtypes; 12/4

- 13/3 • If a subtype is created by a `subtype_indication` other than in one of the previous cases, then predicate checks are enabled for the subtype if and only if predicate checks are enabled for the subtype denoted by the `subtype_mark`;
- 14/3 • Otherwise, predicate checks are disabled for the given subtype.
- 14.1/4 For a subtype with a directly-specified predicate aspect, the following additional language-defined aspect may be specified with an `aspect_specification` (see 13.1.1):
- 14.2/4 `Predicate_Failure`  
 This aspect shall be specified by an `expression`, which determines the action to be performed when a predicate check fails because a directly-specified predicate aspect of the subtype evaluates to `False`, as explained below.
- Name Resolution Rules*
- 14.3/4 The expected type for the `Predicate_Failure` `expression` is `String`.
- Legality Rules*
- 5/3 The `expression` of a `Static_Predicate` specification shall be *predicate-static*; that is, one of the following:
- 16/3 • a static `expression`;
- 17/4 • a membership test whose `tested_simple_expression` is the current instance, and whose `membership_choice_list` meets the requirements for a static membership test (see 4.9);
- 18/3 • a `case_expression` whose `selecting_expression` is the current instance, and whose `dependent_expressions` are static `expressions`;
- 19/3 • a call to a predefined equality or ordering operator, where one operand is the current instance, and the other is a static `expression`;
- 20/4 • a call to a predefined boolean operator **and**, **or**, **xor**, or **not**, where each operand is *predicate-static*;
- 21/3 • a short-circuit control form where both operands are *predicate-static*; or
- 22/3 • a parenthesized *predicate-static* `expression`.
- 23/3 A predicate shall not be specified for an incomplete subtype.
- 24/3 If a predicate applies to a subtype, then that predicate shall not mention any other subtype to which the same predicate applies.
- 25/3 An index subtype, `discrete_range` of an `index_constraint` or `slice`, or a `discrete_subtype_definition` of a `constrained_array_definition`, `entry_declaration`, or `entry_index_specification` shall not denote a subtype to which predicate specifications apply.
- 26/3 The prefix of an `attribute_reference` whose `attribute_designator` is `First`, `Last`, or `Range` shall not denote a scalar subtype to which predicate specifications apply.
- 27/3 The `discrete_subtype_definition` of a `loop_parameter_specification` shall not denote a nonstatic subtype to which predicate specifications apply or any subtype to which `Dynamic_Predicate` specifications apply.
- 28/3 The `discrete_choice` of a `named_array_aggregate` shall not denote a nonstatic subtype to which predicate specifications apply.
- 29/3 In addition to the places where Legality Rules normally apply (see 12.3), these rules apply also in the private part of an instance of a generic unit.

*Dynamic Semantics*

If any of the above Legality Rules is violated in an instance of a generic unit, `Program_Error` is raised at the point of the violation. 29.1/4

To determine whether a value *satisfies the predicates* of a subtype *S*, the following tests are performed in the following order, until one of the tests fails, in which case the predicates are not satisfied and no further tests are performed, or all of the tests succeed, in which case the predicates are satisfied: 29.2/4

- the value is first tested to determine whether it satisfies any constraints or any null exclusion of *S*; 29.3/4
- then: 29.4/4
  - if *S* is a first subtype, the value is tested to determine whether it satisfies the predicates of the parent and progenitor subtypes (if any) of *S* (in an arbitrary order), after a (view) conversion of the value to the corresponding parent or progenitor type; 29.5/5
  - if *S* is defined by a `subtype_indication`, the value is tested to determine whether it satisfies the predicates of the subtype denoted by the `subtype_mark` of the `subtype_indication`; 29.6/4
- finally, if *S* is defined by a declaration to which one or more predicate specifications apply, the predicates are evaluated (in an arbitrary order) to test that all of them yield `True` for the given value. 29.7/4

If predicate checks are enabled for a given subtype, then: 30/3

On a subtype conversion, a check is performed that the operand satisfies the predicates of the target subtype, except for certain view conversions (see 4.6). In addition, after normal completion and leaving of a subprogram, for each **in out** or **out** parameter that is passed by reference, a check is performed that the value of the parameter satisfies the predicates of the subtype of the actual. For an object created by an `object_declaration` with no explicit initialization expression, or by an uninitialized `allocator`, if the types of any parts have specified `Default_Value` or `Default_Component_Value` aspects, or any subcomponents have `default_expressions`, a check is performed that the value of the created object satisfies the predicates of the nominal subtype. 31/5

If any of the predicate checks fail, `Assertion_Error` is raised, unless the subtype whose directly-specified predicate aspect evaluated to `False` also has a directly-specified `Predicate_Failure` aspect. In that case, the specified `Predicate_Failure` expression is evaluated; if the evaluation of the `Predicate_Failure` expression propagates an exception occurrence, then this occurrence is propagated for the failure of the predicate check; otherwise, `Assertion_Error` is raised, with an associated message string defined by the value of the `Predicate_Failure` expression. In the absence of such a `Predicate_Failure` aspect, an implementation-defined message string is associated with the `Assertion_Error` exception. 31.1/4

*Paragraphs 32 and 33 were moved above*

NOTE 1 A predicate specification does not cause a subtype to be considered constrained. 34/3

NOTE 2 A `Static_Predicate`, like a constraint, always remains `True` for all objects of the subtype, except in the case of uninitialized variables and other invalid values. A `Dynamic_Predicate`, on the other hand, is checked as specified above, but can become `False` at other times. For example, the predicate of a record subtype is not checked when a subcomponent is modified. 35/3

36/4 NOTE 3 No predicates apply to the base subtype of a scalar type; every value of a scalar type  $T$  is considered to satisfy the predicates of  $T$ Base.

37/4 NOTE 4 Predicate\_Failure expressions are never evaluated during the evaluation of a membership test (see 4.5.2) or Valid attribute (see 13.9.2).

38/4 NOTE 5 A Predicate\_Failure expression can be a raise\_expression (see 11.3).

#### Examples

39/5 *Examples of predicates applied to scalar types:*

```
40/4 subtype Basic_Letter is Character -- See A.3.2 for "basic letter".
    with Static_Predicate => Basic_Letter in 'A'..'Z' | 'a'..'z' | 'Æ' |
    'æ' | 'Ð' | 'ð' | 'Ð' | 'ð' | 'ß';
```

```
41/4 subtype Even_Integer is Integer
    with Dynamic_Predicate => Even_Integer mod 2 = 0,
    Predicate_Failure => "Even_Integer must be a multiple of 2";
```

42/4 *Text\_IO (see A.10.1) could have used predicates to describe some common exceptional conditions as follows:*

```
43/4 with Ada.IO_Exceptions;
package Ada.Text_IO is
44/4     type File_Type is limited private;
45/4     subtype Open_File_Type is File_Type
        with Dynamic_Predicate => Is_Open (Open_File_Type),
        Predicate_Failure => raise Status_Error with "File not open";
    subtype Input_File_Type is Open_File_Type
        with Dynamic_Predicate => Mode (Input_File_Type) = In_File,
        Predicate_Failure => raise Mode_Error
            with "Cannot read file: " & Name (Input_File_Type);
    subtype Output_File_Type is Open_File_Type
        with Dynamic_Predicate => Mode (Output_File_Type) /= In_File,
        Predicate_Failure => raise Mode_Error
            with "Cannot write file: " & Name (Output_File_Type);
46/4     ...
47/4     function Mode (File : in Open_File_Type) return File_Mode;
    function Name (File : in Open_File_Type) return String;
    function Form (File : in Open_File_Type) return String;
48/4     ...
49/4     procedure Get (File : in Input_File_Type; Item : out Character);
50/4     procedure Put (File : in Output_File_Type; Item : in Character);
51/4     ...
52/4     -- Similarly for all of the other input and output subprograms.
```

## 3.3 Objects and Named Numbers

1 Objects are created at run time and contain a value of a given type. An object can be created and initialized as part of elaborating a declaration, evaluating an allocator, aggregate, or function\_call, or passing a parameter by copy. Prior to reclaiming the storage for an object, it is finalized if necessary (see 7.6.1).

#### Static Semantics

2 All of the following are objects:

- 3 • the entity declared by an object\_declaration;
- 4 • a formal parameter of a subprogram, entry, or generic subprogram;
- 5 • a generic formal object;

• a loop parameter;	6
• the index parameter of an <code>iterated_component_association</code> ;	6.1/5
• the chunk parameter of a <code>chunk_specification</code> ;	6.2/5
• a choice parameter of an <code>exception_handler</code> ;	7
• an entry index of an <code>entry_body</code> ;	8
• the result of dereferencing an access-to-object value (see 4.1);	9
• the return object of a function;	10/3
• the result of evaluating an <code>aggregate</code> ;	11
• a value conversion or <code>qualified_expression</code> whose operand denotes an object;	11.1/5
• a component, slice, or view conversion of another object.	12
An object is either a <i>constant</i> object or a <i>variable</i> object. Similarly, a view of an object is either a <i>constant</i> or a <i>variable</i> . All views of a constant elementary object are constant. All views of a constant composite object are constant, except for parts that are of controlled or immutably limited types; variable views of those parts and their subcomponents may exist. In this sense, objects of controlled and immutably limited types are <i>inherently mutable</i> . A constant view of an object cannot be used to modify its value. The terms constant and variable by themselves refer to constant and variable views of objects.	13/3
A constant object is <i>known to have no variable views</i> if it does not have a part that is immutably limited, or of a controlled type, private type, or private extension.	13.1/5
The value of an object is <i>read</i> when the value of any part of the object is evaluated, or when the value of an enclosing object is evaluated. The value of a variable is <i>updated</i> when an assignment is performed to any part of the variable, or when an assignment is performed to an enclosing object.	14
Whether a view of an object is constant or variable is determined by the definition of the view. The following (and no others) represent variables:	15/5
• an object declared by an <code>object_declaration</code> without the reserved word <b>constant</b> ;	16/5
• a formal parameter of mode <b>in out</b> or <b>out</b> ;	17/5
• a generic formal object of mode <b>in out</b> ;	17.1/5
• a non-discriminant component of a variable;	18/5
• a <i>slice</i> of a variable;	18.1/5
• a loop parameter that is specified to be a variable for a generalized loop (see 5.5.2);	18.2/5
• a view conversion of a variable;	19/5
• a dereference of an access-to-variable value;	20/5
• the return object declared by an <code>extended_return_statement</code> without the reserved word <b>constant</b> ;	20.1/5
• the current instance of a type other than a protected type, if the current instance is an object and not a value (see 8.6);	21/5
• <i>This paragraph was deleted.</i>	21.1/5
• the current instance of a protected unit except within the body of a protected function of that protected unit, or within a function declared immediately within the body of the protected unit;	21.2/5

- 22/5 • an `attribute_reference` where the attribute is defined to denote a variable (for example, the `Storage_Pool` attribute – see 13.11).
- 23/5 At the place where a view of an object is defined, a *nominal subtype* is associated with the view. The *nominal type* of a view is the type of the nominal subtype of the view. The object's *actual subtype* (that is, its subtype) can be more restrictive than the nominal subtype of the view; it always is more restrictive if the nominal subtype is an *indefinite subtype*. A subtype is an indefinite subtype if it is an unconstrained array subtype, or if it has unknown discriminants or unconstrained discriminants without defaults (see 3.7); otherwise, the subtype is a *definite* subtype (all elementary subtypes are definite subtypes). A class-wide subtype is defined to have unknown discriminants, and is therefore an indefinite subtype. An indefinite subtype does not by itself provide enough information to create an object; an additional constraint or explicit initialization expression is necessary (see 3.3.1). A component cannot have an indefinite nominal subtype.
- 23.1/3 A view of a composite object is *known to be constrained* if:
- 23.2/5 • its nominal subtype is constrained and not an untagged partial view, and it is neither a value conversion nor a `qualified_expression`; or
- 23.3/3 • its nominal subtype is indefinite; or
- 23.4/3 • its type is immutably limited (see 7.5); or
- 23.5/3 • it is part of a stand-alone constant (including a generic formal object of mode **in**); or
- 23.6/3 • it is part of a formal parameter of mode **in**; or
- 23.7/3 • it is part of the object denoted by a `function_call` or `aggregate`; or
- 23.8/5 • it is a value conversion or `qualified_expression` where the operand denotes a view of a composite object that is known to be constrained; or
- 23.9/5 • it is part of a constant return object of an `extended_return_statement`; or
- 23.10/5 • it is a dereference of a pool-specific access type, and there is no ancestor of its type that has a constrained partial view.
- 23.11/5 For the purposes of determining within a generic body whether an object is known to be constrained:
- 23.12/5 • if a subtype is a descendant of an untagged generic formal private or derived type, and the subtype is not an unconstrained array subtype, it is not considered indefinite and is considered to have a constrained partial view;
- 23.13/5 • if a subtype is a descendant of a formal access type, it is not considered pool-specific.
- 24 A *named number* provides a name for a numeric value known at compile time. It is declared by a `number_declaration`.
- 25 NOTE 1 A constant cannot be the target of an assignment operation, nor be passed as an **in out** or **out** parameter, between its initialization and finalization, if any.
- 25.1/3 NOTE 2 The value of a constant object cannot be changed after its initialization, except in some cases where the object has a controlled or immutably limited part (see 7.5, 7.6, and 13.9.1).
- 26/3 NOTE 3 The nominal and actual subtypes of an elementary object are always the same. For a discriminated or array object, if the nominal subtype is constrained, then so is the actual subtype.

### 3.3.1 Object Declarations

An `object_declaration` declares a *stand-alone* object with a given nominal subtype and, optionally, an explicit initial value given by an initialization expression. For an array, access, task, or protected object, the `object_declaration` may include the definition of the (anonymous) type of the object. 1/3

#### Syntax

```
object_declaration ::=
    defining_identifier_list : [aliased] [constant] subtype_indication [:= expression]
    [aspect_specification];
| defining_identifier_list : [aliased] [constant] access_definition [:= expression]
    [aspect_specification];
| defining_identifier_list : [aliased] [constant] array_type_definition [:= expression]
    [aspect_specification];
| single_task_declaration
| single_protected_declaration
defining_identifier_list ::=
    defining_identifier {, defining_identifier} 3
```

#### Name Resolution Rules

For an `object_declaration` with an expression following the compound delimiter `:=`, the type expected for the expression is that of the object. This expression is called the *initialization expression*. 4

#### Legality Rules

An `object_declaration` without the reserved word **constant** declares a variable object. If it has a `subtype_indication` or an `array_type_definition` that defines an indefinite subtype, then there shall be an initialization expression. 5/2

#### Static Semantics

An `object_declaration` with the reserved word **constant** declares a constant object. If it has an initialization expression, then it is called a *full constant declaration*. Otherwise, it is called a *deferred constant declaration*. The rules for deferred constant declarations are given in 7.4. The rules for full constant declarations are given in this subclause. 6/5

Any declaration that includes a `defining_identifier_list` with more than one `defining_identifier` is equivalent to a series of declarations each containing one `defining_identifier` from the list, with the rest of the text of the declaration copied for each declaration in the series, in the same order as the list. The remainder of this Reference Manual relies on this equivalence; explanations are given for declarations with a single `defining_identifier`. 7

The `subtype_indication`, `access_definition`, or full type definition of an `object_declaration` defines the nominal subtype of the object. The `object_declaration` declares an object of the type of the nominal subtype. 8/2

A component of an object is said to *require late initialization* if:

- it has an access discriminant value constrained by a per-object expression; or 8.1/5
- it has an initialization expression that includes a name denoting an access discriminant; or 8.2/5

8.3/5

- 8.4/5
- it has an initialization expression that includes a reference to the current instance of the type either by name or implicitly as the target object of a call.

*Dynamic Semantics*

- 9/2 If a composite object declared by an `object_declaration` has an unconstrained nominal subtype, then if this subtype is indefinite or the object is constant the actual subtype of this object is constrained. The constraint is determined by the bounds or discriminants (if any) of its initial value; the object is said to be *constrained by its initial value*. When not constrained by its initial value, the actual and nominal subtypes of the object are the same. If its actual subtype is constrained, the object is called a *constrained object*.
- 10 For an `object_declaration` without an initialization expression, any initial values for the object or its subcomponents are determined by the *implicit initial values* defined for its nominal subtype, as follows:
- 11
- The implicit initial value for an access subtype is the null value of the access type.
- 11.1/5
- The implicit initial value for a scalar subtype that has the `Default_Value` aspect specified is the value of that aspect converted to the nominal subtype (which can raise `Constraint_Error` — see 4.6, “Type Conversions”);
- 12
- The implicit initial (and only) value for each discriminant of a constrained discriminated subtype is defined by the subtype.
- 13/5
- For a (definite) composite subtype, the implicit initial value of each component with a `default_expression` is obtained by evaluation of this expression and conversion to the component's nominal subtype (which can raise `Constraint_Error`), unless the component is a discriminant of a constrained subtype (the previous case), or is in an excluded variant (see 3.8.1). For each component that does not have a `default_expression`, if the composite subtype has the `Default_Component_Value` aspect specified, the implicit initial value is the value of that aspect converted to the component's nominal subtype; otherwise, any implicit initial values are those determined by the component's nominal subtype.
- 14
- For a protected or task subtype, there is an implicit component (an entry queue) corresponding to each entry, with its implicit initial value being an empty queue.
- 15 The elaboration of an `object_declaration` proceeds in the following sequence of steps:
- 16/2
1. The `subtype_indication`, `access_definition`, `array_type_definition`, `single_task_declaration`, or `single_protected_declaration` is first elaborated. This creates the nominal subtype (and the anonymous type in the last four cases).
- 17/5
2. If the `object_declaration` includes an initialization expression, the (explicit) initial value is obtained by evaluating the expression and converting it to the nominal subtype (which can raise `Constraint_Error` — see 4.6).
- 18/2
3. The object is created, and, if there is not an initialization expression, the object is *initialized by default*. When an object is initialized by default, any per-object constraints (see 3.8) are elaborated and any implicit initial values for the object or for its subcomponents are obtained as determined by the nominal subtype. Any initial values (whether explicit or implicit) are assigned to the object or to the corresponding subcomponents. As described in 5.2 and 7.6, `Initialize` and `Adjust` procedures can be called.
- 19/2 *This paragraph was deleted.*
- 20/2 For the third step above, evaluations and assignments are performed in an arbitrary order subject to the following restrictions:
- 20.1/2
- Assignment to any part of the object is preceded by the evaluation of the value that is to be assigned.



- The evaluation of a `default_expression` that includes the name of a discriminant is preceded by the assignment to that discriminant. 20.2/2
- The evaluation of the `default_expression` for any component that depends on a discriminant is preceded by the assignment to that discriminant. 20.3/2
- The assignments to any components, including implicit components, not requiring late initialization precede the initial value evaluations for any components requiring late initialization; if two components both require late initialization, then assignments to parts of the component occurring earlier in the order of the component declarations precede the initial value evaluations of the component occurring later. 20.4/3

There is no implicit initial value defined for a scalar subtype unless the `Default_Value` aspect has been specified for the type. In the absence of an explicit initialization or the specification of the `Default_Value` aspect, a newly created scalar object can have a value that does not belong to its subtype (see 13.9.1 and H.1). 21/5

NOTE 1 Implicit initial values are not defined for an indefinite subtype, because if an object's nominal subtype is indefinite, an explicit initial value is required. 22

NOTE 2 As indicated above, a stand-alone object is an object declared by an `object_declaration`. Similar definitions apply to “stand-alone constant” and “stand-alone variable”. A subcomponent of an object is not a stand-alone object, nor is an object that is created by an allocator. An object declared by a `loop_parameter_specification`, `iterator_specification`, `iterated_component_association`, `chunk_specification`, `parameter_specification`, `entry_index_specification`, `choice_parameter_specification`, `extended_return_statement`, or a `formal_object_declaration` of mode **in out** is not considered a stand-alone object. 23/5

NOTE 3 The type of a stand-alone object cannot be abstract (see 3.9.3). 24

#### *Examples*

*Example of a multiple object declaration:* 25

```
-- the multiple object declaration 26
John, Paul : not null Person_Name := new Person(Sex => M); -- see 3.10.1 27/2
-- is equivalent to the two single object declarations in the order given 28
John : not null Person_Name := new Person(Sex => M); 29/2
Paul : not null Person_Name := new Person(Sex => M);
```

*Examples of variable declarations:* 30

```
Count, Sum : Integer; 31/5
Size : Integer range 0 .. 10_000 := 0;
Sorted : Boolean := False;
Color_Table : array(1 .. Max) of Color;
Option : Bit_Vector(1 .. 10) := (others => True); -- see 3.6
Hello : aliased String := "Hi, world.";
θ, φ : Float range -π .. +π;
```

*Examples of constant declarations:* 32

```
Limit : constant Integer := 10_000; 33/5
Low_Limit : constant Integer := Limit/10;
Tolerance : constant Real := Dispersion(1.15);
A_String : constant String := "A";
Hello_Msg : constant access String := Hello'Access; -- see 3.10.2
```

### 3.3.2 Number Declarations

1 A `number_declaration` declares a named number.

*Syntax*

```
2   number_declaration ::=
      defining_identifier_list : constant := static_expression;
```

*Name Resolution Rules*

3 The *static\_expression* given for a `number_declaration` is expected to be of any numeric type.

3.1/5 A name that denotes a `number_declaration` is interpreted as a value of a universal type, unless the expected type for the name is a non-numeric type with an `Integer_Literal` or `Real_Literal` aspect, in which case it is interpreted to be of its expected type.

*Legality Rules*

4/5 The *static\_expression* given for a number declaration shall be a static expression, as defined by 4.9.

*Static Semantics*

5 The named number denotes a value of type *universal\_integer* if the type of the *static\_expression* is an integer type. The named number denotes a value of type *universal\_real* if the type of the *static\_expression* is a real type.

6 The value denoted by the named number is the value of the *static\_expression*, converted to the corresponding universal type.

*Dynamic Semantics*

7 The elaboration of a `number_declaration` has no effect.

*Examples*

8 *Examples of number declarations:*

```
9   Two_Pi      : constant := 2.0*Ada.Numerics.Pi;
                                     -- a real number (see A.5)
10/2  Max       : constant := 500;      -- an integer number
      Max_Line_Size : constant := Max/6; -- the integer 83
      Power_16   : constant := 2**16;  -- the integer 65_536
      One, Ün, Eins : constant := 1;   -- three different names for 1
```

## 3.4 Derived Types and Classes

1/2 A `derived_type_definition` defines a *derived type* (and its first subtype) whose characteristics are *derived* from those of a parent type, and possibly from progenitor types.

1.1/2 A *class of types* is a set of types that is closed under derivation; that is, if the parent or a progenitor type of a derived type belongs to a class, then so does the derived type. By saying that a particular group of types forms a class, we are saying that all derivatives of a type in the set inherit the characteristics that define that set. The more general term *category of types* is used for a set of types whose defining characteristics are not necessarily inherited by derivatives; for example, limited, abstract, and interface are all categories of types, but not classes of types.

## Syntax

derived\_type\_definition ::= 2/2  
 [abstract] [limited] new parent\_subtype\_indication [[and interface\_list] record\_extension\_part]

## Legality Rules

The *parent\_subtype\_indication* defines the *parent subtype*; its type is the *parent type*. The *interface\_list* 3/2  
 defines the progenitor types (see 3.9.4). A derived type has one parent type and zero or more progenitor types.

A type shall be completely defined (see 3.11.1) prior to being specified as the parent type in a 4  
 derived\_type\_definition — the full\_type\_declarations for the parent type and any of its subcomponents have to precede the derived\_type\_definition.

If there is a record\_extension\_part, the derived type is called a *record extension* of the parent type. A 5/2  
 record\_extension\_part shall be provided if and only if the parent type is a tagged type. An interface\_list shall be provided only if the parent type is a tagged type.

If the reserved word **limited** appears in a derived\_type\_definition, the parent type shall be a limited type. 5.1/3  
 If the parent type is a tagged formal type, then in addition to the places where Legality Rules normally apply (see 12.3), this rule applies also in the private part of an instance of a generic unit.

## Static Semantics

The first subtype of the derived type is unconstrained if a known\_discriminant\_part is provided in the 6  
 declaration of the derived type, or if the parent subtype is unconstrained. Otherwise, the constraint of the first subtype *corresponds* to that of the parent subtype in the following sense: it is the same as that of the parent subtype except that for a range constraint (implicit or explicit), the value of each bound of its range is replaced by the corresponding value of the derived type.

The first subtype of the derived type excludes null (see 3.10) if and only if the parent subtype excludes 6.1/2  
 null.

The *characteristics* and implicitly declared primitive subprograms of the derived type are defined as 7/3  
 follows:

- If the parent type or a progenitor type belongs to a class of types, then the derived type also 8/2  
 belongs to that class. The following sets of types, as well as any higher-level sets composed from them, are classes in this sense, and hence the characteristics defining these classes are inherited by derived types from their parent or progenitor types: signed integer, modular integer, ordinary fixed, decimal fixed, floating point, enumeration, boolean, character, access-to-constant, general access-to-variable, pool-specific access-to-variable, access-to-subprogram, array, string, non-array composite, nonlimited, untagged record, tagged, task, protected, and synchronized tagged.
- If the parent type is an elementary type or an array type, then the set of possible values of the 9  
 derived type is a copy of the set of possible values of the parent type. For a scalar type, the base range of the derived type is the same as that of the parent type.
- If the parent type is a composite type other than an array type, then the components, protected 10  
 subprograms, and entries that are declared for the derived type are as follows:
  - The discriminants specified by a new known\_discriminant\_part, if there is one; otherwise, 11  
 each discriminant of the parent type (implicitly declared in the same order with the same specifications) — in the latter case, the discriminants are said to be *inherited*, or if unknown in the parent, are also unknown in the derived type;

- 12       • Each nondiscriminant component, entry, and protected subprogram of the parent type, implicitly declared in the same order with the same declarations; these components, entries, and protected subprograms are said to be *inherited*;
  - 13       • Each component declared in a `record_extension_part`, if any.
- 14       Declarations of components, protected subprograms, and entries, whether implicit or explicit, occur immediately within the declarative region of the type, in the order indicated above, following the parent `subtype_indication`.
- 15/2     • *This paragraph was deleted.*
  - 16     • For each predefined operator of the parent type, there is a corresponding predefined operator of the derived type.
  - 17/2     • For each user-defined primitive subprogram (other than a user-defined equality operator — see below) of the parent type or of a progenitor type that already exists at the place of the `derived_type_definition`, there exists a corresponding *inherited* primitive subprogram of the derived type with the same defining name. Primitive user-defined equality operators of the parent type and any progenitor types are also inherited by the derived type, except when the derived type is a nonlimited record extension, and the inherited operator would have a profile that is type conformant with the profile of the corresponding predefined equality operator; in this case, the user-defined equality operator is not inherited, but is rather incorporated into the implementation of the predefined equality operator of the record extension (see 4.5.2).
- 18/3     The profile of an inherited subprogram (including an inherited enumeration literal) is obtained from the profile of the corresponding (user-defined) primitive subprogram of the parent or progenitor type, after systematic replacement of each subtype of its profile (see 6.1) that is of the parent or progenitor type, other than those subtypes found in the designated profile of an `access_definition`, with a *corresponding subtype* of the derived type. For a given subtype of the parent or progenitor type, the corresponding subtype of the derived type is defined as follows:
- 19       • If the declaration of the derived type has neither a `known_discriminant_part` nor a `record_extension_part`, then the corresponding subtype has a constraint that corresponds (as defined above for the first subtype of the derived type) to that of the given subtype.
  - 20       • If the derived type is a record extension, then the corresponding subtype is the first subtype of the derived type.
  - 21       • If the derived type has a new `known_discriminant_part` but is not a record extension, then the corresponding subtype is constrained to those values that when converted to the parent type belong to the given subtype (see 4.6).
- 22/2     The same formal parameters have `default_expressions` in the profile of the inherited subprogram. Any type mismatch due to the systematic replacement of the parent or progenitor type by the derived type is handled as part of the normal type conversion associated with parameter passing — see 6.4.1.
- 23/2     If a primitive subprogram of the parent or progenitor type is visible at the place of the `derived_type_definition`, then the corresponding inherited subprogram is implicitly declared immediately after the `derived_type_definition`. Otherwise, the inherited subprogram is implicitly declared later or not at all, as explained in 7.3.1.
- 24     A derived type can also be defined by a `private_extension_declaration` (see 7.3) or a `formal_derived_type_definition` (see 12.5.1). Such a derived type is a partial view of the corresponding full or actual type.
- 25     All numeric types are derived types, in that they are implicitly derived from a corresponding root numeric type (see 3.5.4 and 3.5.6).

*Dynamic Semantics*

The elaboration of a `derived_type_definition` creates the derived type and its first subtype, and consists of the elaboration of the `subtype_indication` and the `record_extension_part`, if any. If the `subtype_indication` depends on a discriminant, then only those expressions that do not depend on a discriminant are evaluated. 26

For the execution of a call on an inherited subprogram, a call on the corresponding primitive subprogram of the parent or progenitor type is performed; the normal conversion of each actual parameter to the subtype of the corresponding formal parameter (see 6.4.1) performs any necessary type conversion as well. If the result type of the inherited subprogram is the derived type, the result of calling the subprogram of the parent or progenitor is converted to the derived type, or in the case of a null extension, extended to the derived type using the equivalent of an `extension_aggregate` with the original result as the `ancestor_part` and `null record` as the `record_component_association_list`. 27/2

NOTE 1 Classes are closed under derivation — any class that contains a type also contains its derivatives. Operations available for a given class of types are available for the derived types in that class. 28

NOTE 2 Evaluating an inherited enumeration literal is equivalent to evaluating the corresponding enumeration literal of the parent type, and then converting the result to the derived type. This follows from their equivalence to parameterless functions. 29

NOTE 3 A generic subprogram is not a subprogram, and hence cannot be a primitive subprogram and cannot be inherited by a derived type. On the other hand, an instance of a generic subprogram can be a primitive subprogram, and hence can be inherited. 30

NOTE 4 If the parent type is an access type, then the parent and the derived type share the same storage pool; there is a `null` access value for the derived type and it is the implicit initial value for the type. See 3.10. 31

NOTE 5 If the parent type is a boolean type, the predefined relational operators of the derived type deliver a result of the predefined type `Boolean` (see 4.5.2). If the parent type is an integer type, the right operand of the predefined exponentiation operator is of the predefined type `Integer` (see 4.5.6). 32

NOTE 6 Any discriminants of the parent type are either all inherited, or completely replaced with a new set of discriminants. 33

NOTE 7 For an inherited subprogram, the subtype of a formal parameter of the derived type can be such that it has no value in common with the first subtype of the derived type. 34/5

NOTE 8 If the reserved word `abstract` is given in the declaration of a type, the type is abstract (see 3.9.3). 35

NOTE 9 An interface type that has a progenitor type “is derived from” that type. A `derived_type_definition`, however, never defines an interface type. 35.1/2

NOTE 10 It is illegal for the parent type of a `derived_type_definition` to be a synchronized tagged type. 35.2/2

*Examples*

*Examples of derived type declarations:* 36

```

type Local_Coordinate is new Coordinate; -- two different types 37
type Midweek is new Day range Tue .. Thu; -- see 3.5.1
type Counter is new Positive; -- same range as Positive
type Special_Key is new Key_Manager.Key; -- see 7.3.1 38
-- the inherited subprograms have the following specifications:
-- procedure Get_Key(K : out Special_Key);
-- function "<"(X,Y : Special_Key) return Boolean;

```

### 3.4.1 Derivation Classes

- 1 In addition to the various language-defined classes of types, types can be grouped into *derivation classes*.

#### Static Semantics

- 2/2 A derived type is *derived from* its parent type *directly*; it is derived *indirectly* from any type from which its parent type is derived. A derived type, interface type, type extension, task type, protected type, or formal derived type is also derived from every ancestor of each of its progenitor types, if any. The derivation class of types for a type *T* (also called the class *rooted at T*) is the set consisting of *T* (the *root type* of the class) and all types derived from *T* (directly or indirectly) plus any associated universal or class-wide types (defined below).

- 3/5 Every type is one of a *specific* type, a *class-wide* type, or a *universal* type. A specific type is one defined by a `type_declaration`, a `formal_type_declaration`, or a full type definition embedded in another construct. Class-wide and universal types are implicitly defined, to act as representatives for an entire class of types, as follows:

#### 4 Class-wide types

Class-wide types are defined for (and belong to) each derivation class rooted at a tagged type (see 3.9). Given a subtype *S* of a tagged type *T*, `S'Class` is the `subtype_mark` of a corresponding subtype of the tagged class-wide type *T'Class*. Such types are called “class-wide” because when a formal parameter is defined to be of a class-wide type *T'Class*, an actual parameter of any type in the derivation class rooted at *T* is acceptable (see 8.6).

- 5 The set of values for a class-wide type *T'Class* is the discriminated union of the set of values of each specific type in the derivation class rooted at *T* (the tag acts as the implicit discriminant — see 3.9). Class-wide types have no primitive subprograms of their own. However, as explained in 3.9.2, operands of a class-wide type *T'Class* can be used as part of a dispatching call on a primitive subprogram of the type *T*. The only components (including discriminants) of *T'Class* that are visible are those of *T*. If *S* is a first subtype, then `S'Class` is a first subtype.

#### 6/5 Universal types

Universal types are defined for (and belong to) the integer, real, fixed point, and access classes, and are referred to in this document as respectively, *universal integer*, *universal real*, *universal fixed*, and *universal access*. These are analogous to class-wide types for these language-defined elementary classes. As with class-wide types, if a formal parameter is of a universal type, then an actual parameter of any type in the corresponding class is acceptable. In addition, a value of a universal type (including an integer or real `numeric_literal`, or the literal `null`) is “universal” in that it is acceptable where some particular type in the class is expected (see 8.6).

- 7 The set of values of a universal type is the undiscriminated union of the set of values possible for any definable type in the associated class. Like class-wide types, universal types have no primitive subprograms of their own. However, their “universality” allows them to be used as operands with the primitive subprograms of any type in the corresponding class.

- 8 The integer and real numeric classes each have a specific root type in addition to their universal type, named respectively *root\_integer* and *root\_real*.

- 9/5 A class-wide or universal type is said to *cover* all of the types in its class. In addition, *universal\_integer* covers a type that has a specified `Integer_Literal` aspect, while *universal\_real* covers a type that has a specified `Real_Literal` aspect (see 4.2.1). A specific type covers only itself.

A specific type  $T2$  is defined to be a *descendant* of a type  $T1$  if  $T2$  is the same as  $T1$ , or if  $T2$  is derived (directly or indirectly) from  $T1$ . A class-wide type  $T2$ 'Class is defined to be a descendant of type  $T1$  if  $T2$  is a descendant of  $T1$ . Similarly, the numeric universal types are defined to be descendants of the root types of their classes. If a type  $T2$  is a descendant of a type  $T1$ , then  $T1$  is called an *ancestor* of  $T2$ . An *ultimate ancestor* of a type is an ancestor of that type that is not itself a descendant of any other type. Every untagged type has a unique ultimate ancestor. 10/2

An inherited component (including an inherited discriminant) of a derived type is inherited *from* a given ancestor of the type if the corresponding component was inherited by each derived type in the chain of derivations going back to the given ancestor. 11

NOTE Because operands of a universal type are acceptable to the predefined operators of any type in their class, ambiguity can result. For *universal\_integer* and *universal\_real*, this potential ambiguity is resolved by giving a preference (see 8.6) to the predefined operators of the corresponding root types (*root\_integer* and *root\_real*, respectively). Hence, in an apparently ambiguous expression like 12

$1 + 4 < 7$  13

where each of the literals is of type *universal\_integer*, the predefined operators of *root\_integer* will be preferred over those of other specific integer types, thereby resolving the ambiguity. 14

### 3.5 Scalar Types

*Scalar* types comprise enumeration types, integer types, and real types. Enumeration types and integer types are called *discrete* types; each value of a discrete type has a *position number* which is an integer value. Integer types and real types are called *numeric* types. All scalar types are ordered, that is, all relational operators are predefined for their values. 1

*Syntax*

`range_constraint ::= range range` 2

`range ::= range_attribute_reference` 3  
`| simple_expression .. simple_expression`

A *range* has a *lower bound* and an *upper bound* and specifies a subset of the values of some scalar type (the *type of the range*). A range with lower bound L and upper bound R is described by “L .. R”. If R is less than L, then the range is a *null range*, and specifies an empty set of values. Otherwise, the range specifies the values of the type from the lower bound to the upper bound, inclusive. A value *belongs* to a range if it is of the type of the range, and is in the subset of values specified by the range. A value *satisfies* a range constraint if it belongs to the associated range. One range is *included* in another if all values that belong to the first range also belong to the second. 4

*Name Resolution Rules*

For a *subtype\_indication* containing a *range\_constraint*, either directly or as part of some other *scalar\_constraint*, the type of the *range* shall resolve to that of the type determined by the *subtype\_mark* of the *subtype\_indication*. For a range of a given type, the *simple\_expressions* of the *range* (likewise, the *simple\_expressions* of the equivalent *range* for a *range\_attribute\_reference*) are expected to be of the type of the *range*. 5

*Static Semantics*

The *base range* of a scalar type is the range of finite values of the type that can be represented in every unconstrained object of the type; it is also the range supported at a minimum for intermediate values during the evaluation of expressions involving predefined operators of the type. 6

7 A constrained scalar subtype is one to which a range constraint applies. The *range* of a constrained scalar subtype is the range associated with the range constraint of the subtype. The *range* of an unconstrained scalar subtype is the base range of its type.

*Dynamic Semantics*

8 A range is *compatible* with a scalar subtype if and only if it is either a null range or each bound of the range belongs to the range of the subtype. A `range_constraint` is *compatible* with a scalar subtype if and only if its range is compatible with the subtype.

9 The elaboration of a `range_constraint` consists of the evaluation of the `range`. The evaluation of a `range` determines a lower bound and an upper bound. If `simple_expressions` are given to specify bounds, the evaluation of the `range` evaluates these `simple_expressions` in an arbitrary order, and converts them to the type of the `range`. If a `range_attribute_reference` is given, the evaluation of the `range` consists of the evaluation of the `range_attribute_reference`.

10 *Attributes*

11 For every scalar subtype S, the following attributes are defined:

12 `S'First`        `S'First` denotes the lower bound of the range of S. The value of this attribute is of the type of S.

13 `S'Last`        `S'Last` denotes the upper bound of the range of S. The value of this attribute is of the type of S.

14 `S'Range`       `S'Range` is equivalent to the `range` `S'First .. S'Last`.

15 `S'Base`        `S'Base` denotes an unconstrained subtype of the type of S. This unconstrained subtype is called the *base subtype* of the type.

16 `S'Min`        `S'Min` denotes a function with the following specification:

```
17        function S'Min(Left, Right : S'Base)
         return S'Base
```

18        The function returns the lesser of the values of the two parameters.

19 `S'Max`        `S'Max` denotes a function with the following specification:

```
20        function S'Max(Left, Right : S'Base)
         return S'Base
```

21        The function returns the greater of the values of the two parameters.

22 `S'Succ`       `S'Succ` denotes a function with the following specification:

```
23        function S'Succ(Arg : S'Base)
         return S'Base
```

24        For an enumeration type, the function returns the value whose position number is one more than that of the value of *Arg*; `Constraint_Error` is raised if there is no such value of the type. For an integer type, the function returns the result of adding one to the value of *Arg*. For a fixed point type, the function returns the result of adding *small* to the value of *Arg*. For a floating point type, the function returns the machine number (as defined in 3.5.7) immediately above the value of *Arg*; `Constraint_Error` is raised if there is no such machine number.

25 `S'Pred`       `S'Pred` denotes a function with the following specification:

```
26        function S'Pred(Arg : S'Base)
         return S'Base
```

27        For an enumeration type, the function returns the value whose position number is one less than that of the value of *Arg*; `Constraint_Error` is raised if there is no such value of the type.



For an integer type, the function returns the result of subtracting one from the value of *Arg*. For a fixed point type, the function returns the result of subtracting *small* from the value of *Arg*. For a floating point type, the function returns the machine number (as defined in 3.5.7) immediately below the value of *Arg*; *Constraint\_Error* is raised if there is no such machine number.

27.1/5

27.2/5

27.3/5

27.4/5

27.5/5

27.6/5

27.7/5

28/5

29/5

30/5

*Paragraphs 28 through 37 were moved to 4.10, “Image Attributes”.*

35/5

36/5

37/5

### S'Wide\_Wide\_Width

37.1/5

S'Wide\_Wide\_Width denotes the maximum length of a *Wide\_Wide\_String* returned by S'Wide\_Wide\_Image over all values of the subtype S, assuming a default implementation of S'Put\_Image. It denotes zero for a subtype that has a null range. Its type is *universal\_integer*.

### S'Wide\_Width

38/5

S'Wide\_Width denotes the maximum length of a *Wide\_String* returned by S'Wide\_Image over all values of the subtype S, assuming a default implementation of S'Put\_Image. It denotes zero for a subtype that has a null range. Its type is *universal\_integer*.

### S'Width

39/5

S'Width denotes the maximum length of a *String* returned by S'Image over all values of the subtype S, assuming a default implementation of S'Put\_Image. It denotes zero for a subtype that has a null range. Its type is *universal\_integer*.

### S'Wide\_Wide\_Value

39.1/2

S'Wide\_Wide\_Value denotes a function with the following specification:

```
function S'Wide_Wide_Value (Arg : Wide_Wide_String)
return S'Base
```

39.2/2

This function returns a value given an image of the value as a *Wide\_Wide\_String*, ignoring any leading or trailing spaces.

39.3/2

For the evaluation of a call on S'Wide\_Wide\_Value for an enumeration subtype S, if the sequence of characters of the parameter (ignoring leading and trailing spaces) has the syntax of an enumeration literal and if it corresponds to a literal of the type of S (or corresponds to the result of S'Wide\_Wide\_Image for a nongraphic character of the type), the result is the corresponding enumeration value; otherwise, *Constraint\_Error* is raised.

39.4/3

39.5/3 For the evaluation of a call on `S'Wide_Wide_Value` for an integer subtype `S`, if the sequence of characters of the parameter (ignoring leading and trailing spaces) has the syntax of an integer literal, with an optional leading sign character (plus or minus for a signed type; only plus for a modular type), and the corresponding numeric value belongs to the base range of the type of `S`, then that value is the result; otherwise, `Constraint_Error` is raised.

39.6/2 For the evaluation of a call on `S'Wide_Wide_Value` for a real subtype `S`, if the sequence of characters of the parameter (ignoring leading and trailing spaces) has the syntax of one of the following:

- 39.7/2 • `numeric_literal`
- 39.8/2 • `numeral.[exponent]`
- 39.9/2 • `.numeral[exponent]`
- 39.10/2 • `base#based_numeral#[exponent]`
- 39.11/2 • `base#.based_numeral#[exponent]`

39.12/3 with an optional leading sign character (plus or minus), and if the corresponding numeric value belongs to the base range of the type of `S`, then that value is the result; otherwise, `Constraint_Error` is raised. The sign of a zero value is preserved (positive if none has been specified) if `S'Signed_Zeros` is `True`.

#### 40 `S'Wide_Value`

`S'Wide_Value` denotes a function with the following specification:

```
41     function S'Wide_Value (Arg : Wide_String)
42     return S'Base
```

42 This function returns a value given an image of the value as a `Wide_String`, ignoring any leading or trailing spaces.

43/5 For the evaluation of a call on `S'Wide_Value` for an enumeration subtype `S`, if the sequence of characters of the parameter (ignoring leading and trailing spaces) has the syntax of an enumeration literal and if it corresponds to a literal of the type of `S` (or corresponds to the result of `S'Wide_Image` for a value of the type, assuming a default implementation of `S'Put_Image`), the result is the corresponding enumeration value; otherwise, `Constraint_Error` is raised. For a numeric subtype `S`, the evaluation of a call on `S'Wide_Value` with `Arg` of type `Wide_String` is equivalent to a call on `S'Wide_Wide_Value` for a corresponding `Arg` of type `Wide_Wide_String`.

*Paragraphs 44 through 51 were moved to `Wide_Wide_Value`.*

#### 52 `S'Value`

`S'Value` denotes a function with the following specification:

```
53     function S'Value (Arg : String)
54     return S'Base
```

54 This function returns a value given an image of the value as a `String`, ignoring any leading or trailing spaces.

55/5 For the evaluation of a call on `S'Value` for an enumeration subtype `S`, if the sequence of characters of the parameter (ignoring leading and trailing spaces) has the syntax of an enumeration literal and if it corresponds to a literal of the type of `S` (or corresponds to the result of `S'Image` for a value of the type, assuming a default implementation of `S'Put_Image`), the result is the corresponding enumeration value; otherwise, `Constraint_Error` is raised. For a numeric subtype `S`, the evaluation of a call on `S'Value` with `Arg` of type `String` is equivalent to a call on `S'Wide_Wide_Value` for a corresponding `Arg` of type `Wide_Wide_String`.

*Implementation Permissions*

An implementation may extend the `Wide_Wide_Value`, `Wide_Value`, `Value`, `Wide_Wide_Image`, `Wide_Image`, and `Image` attributes of a floating point type to support special values such as infinities and NaNs. 56/2

An implementation may extend the `Wide_Wide_Value`, `Wide_Value`, and `Value` attributes of a character type to accept strings of the form “Hex\_ *hhhhhhh*” (ignoring case) for any character (not just the ones for which `Wide_Wide_Image` would produce that form — see 3.5.2), as well as three-character strings of the form “*X*”, where *X* is any character, including nongraphic characters. 56.1/3

*Static Semantics*

For a scalar type, the following language-defined representation aspect may be specified with an `aspect_specification` (see 13.1.1): 56.2/3

`Default_Value` 56.3/3

This aspect shall be specified by a static expression, and that expression shall be explicit, even if the aspect has a boolean type. `Default_Value` shall be specified only on a `full_type_declaration`.

If a derived type inherits a boolean `Default_Value` aspect, the aspect may be specified to have any value for the derived type. If a derived type *T* does not inherit a `Default_Value` aspect, it shall not specify such an aspect if it inherits a primitive subprogram that has a parameter of type *T* of mode **out**. 56.4/5

*Name Resolution Rules*

The expected type for the expression specified for the `Default_Value` aspect is the type defined by the `full_type_declaration` on which it appears. 56.5/3

NOTE 1 The evaluation of `S'First` or `S'Last` never raises an exception. If a scalar subtype *S* has a nonnull range, `S'First` and `S'Last` belong to this range. These values can, for example, always be assigned to a variable of subtype *S*. 57

NOTE 2 For a subtype of a scalar type, the result delivered by the attributes `Succ`, `Pred`, and `Value` can be outside to the subtype; similarly, the actual parameters of the attributes `Succ`, `Pred`, and `Image` can also be outside the subtype. 58/5

NOTE 3 For any value *V* (including any nongraphic character) of an enumeration subtype *S* without a specified `Put_Image` (see 4.10), `S'Value(S'Image(V))` equals *V*, as do `S'Wide_Value(S'Wide_Image(V))` and `S'Wide_Wide_Value(S'Wide_Wide_Image(V))`. None of these expressions ever raise `Constraint_Error`. 59/5

*Examples*

*Examples of ranges:*

```
-10 .. 10
X .. X + 1
0.0 .. 2.0*Pi
Red .. Green    -- see 3.5.1
1 .. 0          -- a null range
Table'Range     -- a range attribute reference (see 3.6)
```

62 *Examples of range constraints:*

```
63   range -999.0 .. +999.0
   range S'First+1 .. S'Last-1
```

### 3.5.1 Enumeration Types

1 An enumeration\_type\_definition defines an enumeration type.

*Syntax*

```
2   enumeration_type_definition ::=
   (enumeration_literal_specification {, enumeration_literal_specification})
3   enumeration_literal_specification ::=
   defining_identifier | defining_character_literal
4   defining_character_literal ::= character_literal
```

*Legality Rules*

5/3 The defining\_identifiers in upper case and the defining\_character\_literals listed in an enumeration\_type\_definition shall be distinct.

*Static Semantics*

6/3 Each enumeration\_literal\_specification is the explicit declaration of the corresponding *enumeration literal*: it declares a parameterless function, whose defining name is the defining\_identifier or defining\_character\_literal, and whose result subtype is the base subtype of the enumeration type.

7 Each enumeration literal corresponds to a distinct value of the enumeration type, and to a distinct position number. The position number of the value of the first listed enumeration literal is zero; the position number of the value of each subsequent enumeration literal is one more than that of its predecessor in the list.

8 The predefined order relations between values of the enumeration type follow the order of corresponding position numbers.

9 If the same defining\_identifier or defining\_character\_literal is specified in more than one enumeration\_type\_definition, the corresponding enumeration literals are said to be *overloaded*. At any place where an overloaded enumeration literal occurs in the text of a program, the type of the enumeration literal has to be determinable from the context (see 8.6).

*Dynamic Semantics*

10 The elaboration of an enumeration\_type\_definition creates the enumeration type and its first subtype, which is constrained to the base range of the type.

11 When called, the parameterless function associated with an enumeration literal returns the corresponding value of the enumeration type.

12 NOTE If an enumeration literal occurs in a context that does not otherwise suffice to determine the type of the literal, then qualification by the name of the enumeration type is one way to resolve the ambiguity (see 4.7).

## Examples

Examples of enumeration types and subtypes:

```

type Day is (Mon, Tue, Wed, Thu, Fri, Sat, Sun);
type Month_Name is (January, February, March, April, May, June, July,
                    August, September, October, November, December);
type Suit is (Clubs, Diamonds, Hearts, Spades);
type Gender is (M, F);
type Level is (Low, Medium, Urgent);
type Color is (White, Red, Yellow, Green, Blue, Brown, Black);
type Light is (Red, Amber, Green); -- Red and Green are overloaded

type Hexa is ('A', 'B', 'C', 'D', 'E', 'F');
type Mixed is ('A', 'B', '*', B, None, '?', '%');

subtype Weekday is Day range Mon .. Fri;
subtype Major is Suit range Hearts .. Spades;
subtype Rainbow is Color range Red .. Blue;
                    -- the Color Red, not the Light

```

### 3.5.2 Character Types

#### Static Semantics

An enumeration type is said to be a *character type* if at least one of its enumeration literals is a `character_literal`. 1

The predefined type `Character` is a character type whose values correspond to the 256 code points of Row 00 (also known as Latin-1) of the ISO/IEC 10646:2020 Basic Multilingual Plane (BMP). Each of the graphic characters of Row 00 of the BMP has a corresponding `character_literal` in `Character`. Each of the nongraphic characters of Row 00 has a corresponding language-defined name, which is not usable as an enumeration literal, but which is usable with the attributes `Image`, `Wide_Image`, `Wide_Wide_Image`, `Value`, `Wide_Value`, and `Wide_Wide_Value`; these names are given in the definition of type `Character` in A.1, “The Package Standard”, but are set in *italics*. 2/5

The predefined type `Wide_Character` is a character type whose values correspond to the 65536 code points of the ISO/IEC 10646:2020 Basic Multilingual Plane (BMP). Each of the graphic characters of the BMP has a corresponding `character_literal` in `Wide_Character`. The first 256 values of `Wide_Character` have the same `character_literal` or language-defined name as defined for `Character`. Each of the `graphic_characters` has a corresponding `character_literal`. 3/5

The predefined type `Wide_Wide_Character` is a character type whose values correspond to the 2147483648 code points of the ISO/IEC 10646:2020 character set. Each of the `graphic_characters` has a corresponding `character_literal` in `Wide_Wide_Character`. The first 65536 values of `Wide_Wide_Character` have the same `character_literal` or language-defined name as defined for `Wide_Character`. 4/5

The characters whose code point is larger than `16#FF#` and which are not `graphic_characters` have language-defined names which are formed by appending to the string “Hex\_” the representation of their code point in hexadecimal as eight extended digits. As with other language-defined names, these names are usable only with the attributes `(Wide_)Wide_Image` and `(Wide_)Wide_Value`; they are not usable as enumeration literals. 5/3

*Original Paragraphs 4 and 5 were deleted.*

NOTE 1 The language-defined library package `Characters.Latin_1` (see A.3.3) includes the declaration of constants denoting control characters, lower case characters, and special characters of the predefined type `Character`. 8

9/5 NOTE 2 A conventional character set such as *EBCDIC* can be declared as a character type; the internal codes of the characters can be specified by an `enumeration_representation_clause` as explained in 13.4.

#### Examples

10 *Example of a character type:*

```
11 type Roman_Digit is ('I', 'V', 'X', 'L', 'C', 'D', 'M');
```

### 3.5.3 Boolean Types

#### Static Semantics

1 There is a predefined enumeration type named Boolean, declared in the visible part of package Standard. It has the two enumeration literals False and True ordered with the relation False < True. Any descendant of the predefined type Boolean is called a *boolean* type.

### 3.5.4 Integer Types

1 An `integer_type_definition` defines an integer type; it defines either a *signed* integer type, or a *modular* integer type. The base range of a signed integer type includes at least the values of the specified range. A modular type is an integer type with all arithmetic modulo a specified positive *modulus*; such a type corresponds to an unsigned type with wrap-around semantics.

#### Syntax

```
2 integer_type_definition ::=  
3 signed_integer_type_definition | modular_type_definition  
4 signed_integer_type_definition ::=  
5 range static_simple_expression .. static_simple_expression  
6 modular_type_definition ::= mod static_expression
```

#### Name Resolution Rules

5/5 Each `simple_expression` in a `signed_integer_type_definition` is expected to be of any integer type; they can be of different integer types. The `expression` in a `modular_type_definition` is likewise expected to be of any integer type.

#### Legality Rules

6 The `simple_expressions` of a `signed_integer_type_definition` shall be static, and their values shall be in the range System.Min\_Int .. System.Max\_Int.  
7 The `expression` of a `modular_type_definition` shall be static, and its value (the *modulus*) shall be positive, and shall be no greater than System.Max\_Binary\_Modulus if a power of 2, or no greater than System.Max\_Nonbinary\_Modulus if not.

#### Static Semantics

8 The set of values for a signed integer type is the (infinite) set of mathematical integers, though only values of the base range of the type are fully supported for run-time operations. The set of values for a modular integer type are the values from 0 to one less than the modulus, inclusive.

9 A `signed_integer_type_definition` defines an integer type whose base range includes at least the values of the `simple_expressions` and is symmetric about zero, excepting possibly an extra negative value. A

`signed_integer_type_definition` also defines a constrained first subtype of the type, with a range whose bounds are given by the values of the `simple_expressions`, converted to the type being defined.

A `modular_type_definition` defines a modular type whose base range is from zero to one less than the given modulus. A `modular_type_definition` also defines a constrained first subtype of the type with a range that is the same as the base range of the type. 10

There is a predefined signed integer subtype named `Integer`, declared in the visible part of package `Standard`. It is constrained to the base range of its type. 11

`Integer` has two predefined subtypes, declared in the visible part of package `Standard`: 12

```
subtype Natural is Integer range 0 .. Integer'Last;
subtype Positive is Integer range 1 .. Integer'Last;
```

13

A type defined by an `integer_type_definition` is implicitly derived from `root_integer`, an anonymous predefined (specific) integer type, whose base range is `System.Min_Int .. System.Max_Int`. However, the base range of the new type is not inherited from `root_integer`, but is instead determined by the range or modulus specified by the `integer_type_definition`. Integer literals are all of the type *universal integer*, the universal type (see 3.4.1) for the class rooted at `root_integer`, allowing their use with the operations of any integer type. 14

The *position number* of an integer value is equal to the value. 15

For every modular subtype `S`, the following attributes are defined: 16/2

`S'Mod` `S'Mod` denotes a function with the following specification: 16.1/2

```
function S'Mod (Arg : universal_integer)
return S'Base
```

16.2/2

This function returns `Arg mod S'Modulus`, as a value of the type of `S`. 16.3/2

`S'Modulus` `S'Modulus` yields the modulus of the type of `S`, as a value of the type *universal\_integer*. 17

#### *Dynamic Semantics*

The elaboration of an `integer_type_definition` creates the integer type and its first subtype. 18

For a modular type, if the result of the execution of a predefined operator (see 4.5) is outside the base range of the type, the result is reduced modulo the modulus of the type to a value that is within the base range of the type. 19

For a signed integer type, the exception `Constraint_Error` is raised by the execution of an operation that cannot deliver the correct result because it is outside the base range of the type. For any integer type, `Constraint_Error` is raised by the operators `"/"`, `"rem"`, and `"mod"` if the right operand is zero. 20

#### *Implementation Requirements*

In an implementation, the range of `Integer` shall include the range  $-2^{**15}+1 .. +2^{**15}-1$ . 21

If `Long_Integer` is predefined for an implementation, then its range shall include the range  $-2^{**31}+1 .. +2^{**31}-1$ . 22

`System.Max_Binary_Modulus` shall be at least  $2^{**16}$ . 23

#### *Implementation Permissions*

For the execution of a predefined operation of a signed integer type, it is optional to raise `Constraint_Error` if the result is outside the base range of the type, so long as the correct result is produced. 24/5

- 25 An implementation may provide additional predefined signed integer types, declared in the visible part of Standard, whose first subtypes have names of the form `Short_Integer`, `Long_Integer`, `Short_Short_Integer`, `Long_Long_Integer`, etc. Different predefined integer types are allowed to have the same base range. However, the range of `Integer` should be no wider than that of `Long_Integer`. Similarly, the range of `Short_Integer` (if provided) should be no wider than `Integer`. Corresponding recommendations apply to any other predefined integer types. An implementation may support base ranges for which there is no corresponding named integer type. The range of each first subtype should be the base range of its type.
- 26/5 An implementation may provide *nonstandard integer types*, descendants of `root_integer` that are declared outside of the specification of package `Standard`, which may have different characteristics than a type defined by an `integer_type_definition`. For example, a nonstandard integer type can have an asymmetric base range or it can be disallowed as an array or loop index (a very long integer). Any type descended from a nonstandard integer type is also nonstandard. An implementation may place arbitrary restrictions on the use of such types; it is implementation defined whether operators that are predefined for “any integer type” are defined for a particular nonstandard integer type. In any case, such types are not permitted as `explicit_generic_actual_parameters` for formal scalar types — see 12.5.2.
- 27 For a one's complement machine, the high bound of the base range of a modular type whose modulus is one less than a power of 2 may be equal to the modulus, rather than one less than the modulus. It is implementation defined for which powers of 2, if any, this permission is exercised.
- 27.1/1 For a one's complement machine, implementations may support nonbinary modulus values greater than `System.Max_Nonbinary_Modulus`. It is implementation defined which specific values greater than `System.Max_Nonbinary_Modulus`, if any, are supported.

#### *Implementation Advice*

- 28 An implementation should support `Long_Integer` in addition to `Integer` if the target machine supports 32-bit (or longer) arithmetic. No other named integer subtypes are recommended for package `Standard`. Instead, appropriate named integer subtypes should be provided in the library package `Interfaces` (see B.2).
- 29 An implementation for a two's complement machine should support modular types with a binary modulus up to `System.Max_Int*2+2`. An implementation should support a nonbinary modulus up to `Integer>Last`.
- 30 NOTE 1 Integer literals are of the anonymous predefined integer type *universal\_integer*. Other integer types have no literals. However, the overload resolution rules (see 8.6, “The Context of Overload Resolution”) allow expressions of the type *universal\_integer* whenever an integer type is expected.
- 31 NOTE 2 The same arithmetic operators are predefined for all signed integer types defined by a `signed_integer_type_definition` (see 4.5, “Operators and Expression Evaluation”). For modular types, these same operators are predefined, plus bit-wise logical operators (**and**, **or**, **xor**, and **not**). In addition, for the unsigned types declared in the language-defined package `Interfaces` (see B.2), functions are defined that provide bit-wise shifting and rotating.
- 32 NOTE 3 Modular types match a `generic_formal_parameter_declaration` of the form “**type** T **is mod** <>”; signed integer types match “**type** T **is range** <>” (see 12.5.2).

#### *Examples*

33 *Examples of integer types and subtypes:*

```
34     type Page_Num is range 1 .. 2_000;
      type Line_Size is range 1 .. Max_Line_Size;
35     subtype Small_Int is Integer range -10 .. 10;
      subtype Column_Ptr is Line_Size range 1 .. 10;
      subtype Buffer_Size is Integer range 0 .. Max;
36     type Byte is mod 256; -- an unsigned byte
      type Hash_Index is mod 97; -- modulus is prime
```



### 3.5.5 Operations of Discrete Types

#### Static Semantics

For every discrete subtype S, the following attributes are defined:	1
S'Pos denotes a function with the following specification:	2
<pre>function S'Pos (Arg : S'Base) return universal_integer</pre>	3
This function returns the position number of the value of <i>Arg</i> , as a value of type <i>universal_integer</i> .	4
S'Val denotes a function with the following specification:	5
<pre>function S'Val (Arg : universal_integer) return S'Base</pre>	6
This function returns a value of the type of S whose position number equals the value of <i>Arg</i> . For the evaluation of a call on S'Val, if there is no value in the base range of its type with the given position number, <i>Constraint_Error</i> is raised.	7
For every static discrete subtype S for which there exists at least one value belonging to S that satisfies the predicates of S, the following attributes are defined:	7.1/4
S'First_Valid denotes the smallest value that belongs to S and satisfies the predicates of S. The value of this attribute is of the type of S.	7.2/4
S'Last_Valid denotes the largest value that belongs to S and satisfies the predicates of S. The value of this attribute is of the type of S.	7.3/4
First_Valid and Last_Valid attribute_references are always static expressions. Any explicit predicate of S can only have been specified by a Static_Predicate aspect.	7.4/3

#### Implementation Advice

For the evaluation of a call on S'Pos for an enumeration subtype, if the value of the operand does not correspond to the internal code for any enumeration literal of its type (perhaps due to an uninitialized variable), then the implementation should raise <i>Program_Error</i> . This is particularly important for enumeration types with noncontiguous internal codes specified by an <i>enumeration_representation_clause</i> .	8
NOTE 1 Indexing and loop iteration use values of discrete types.	9
NOTE 2 The predefined operations of a discrete type include the assignment operation, qualification, the membership tests, and the relational operators; for a boolean type they include the short-circuit control forms and the logical operators; for an integer type they include type conversion to and from other numeric types, as well as the binary and unary adding operators – and +, the multiplying operators, the unary operator <b>abs</b> , and the exponentiation operator. The assignment operation is described in 5.2. The other predefined operations are described in Clause 4.	10
NOTE 3 As for all types, objects of a discrete type have <i>Size</i> and <i>Address</i> attributes (see 13.3).	11
NOTE 4 For a subtype of a discrete type, the result delivered by the attribute <i>Val</i> can be outside the subtype; similarly, the actual parameter of the attribute <i>Pos</i> can also be outside the subtype. The following relations are satisfied (in the absence of an exception) by these attributes:	12/5
$\begin{aligned} S'Val(S'Pos(X)) &= X \\ S'Pos(S'Val(N)) &= N \end{aligned}$	13

*Examples*

14 *Examples of attributes of discrete subtypes:*

```

15/5 | -- For the types and subtypes declared in 3.5.1 the following hold:
16 | -- Color'First = White, Color'Last = Black
16 | -- Rainbow'First = Red, Rainbow'Last = Blue
17 | -- Color'Succ(Blue) = Rainbow'Succ(Blue) = Brown
17 | -- Color'Pos(Blue) = Rainbow'Pos(Blue) = 4
17 | -- Color'Val(0) = Rainbow'Val(0) = White

```

**3.5.6 Real Types**

1 Real types provide approximations to the real numbers, with relative bounds on errors for floating point types, and with absolute bounds for fixed point types.

*Syntax*

```

2 | real_type_definition ::=
2 | floating_point_definition | fixed_point_definition

```

*Static Semantics*

3 A type defined by a `real_type_definition` is implicitly derived from `root_real`, an anonymous predefined (specific) real type. Hence, all real types, whether floating point or fixed point, are in the derivation class rooted at `root_real`.

4 Real literals are all of the type `universal_real`, the universal type (see 3.4.1) for the class rooted at `root_real`, allowing their use with the operations of any real type. Certain multiplying operators have a result type of `universal_fixed` (see 4.5.5), the universal type for the class of fixed point types, allowing the result of the multiplication or division to be used where any specific fixed point type is expected.

*Dynamic Semantics*

5 The elaboration of a `real_type_definition` consists of the elaboration of the `floating_point_definition` or the `fixed_point_definition`.

*Implementation Requirements*

6 An implementation shall perform the run-time evaluation of a use of a predefined operator of `root_real` with an accuracy at least as great as that of any floating point type definable by a `floating_point_definition`.

*Implementation Permissions*

7/5 | For the execution of a predefined operation of a real type, it is optional to raise `Constraint_Error` if the result is outside the base range of the type, so long as the correct result is produced, or the `Machine_Overflows` attribute of the type is `False` (see G.2.1).

8/5 | An implementation may provide *nonstandard real types*, descendants of `root_real` that are declared outside of the specification of package `Standard`, which may have different characteristics than a type defined by a `real_type_definition`. For example, a nonstandard real type can have an asymmetric or unsigned base range, or its predefined operations can wrap around or “saturate” rather than overflow (modular or saturating arithmetic), or it can have a different accuracy model than is standard (see G.2.1). Any type descended from a nonstandard real type is also nonstandard. An implementation may place arbitrary restrictions on the use of such types; it is implementation defined whether operators that are predefined for “any real type” are defined for a particular nonstandard real type. In any case, such types are not permitted as `explicit_generic_actual_parameters` for formal scalar types — see 12.5.2.

NOTE As stated, real literals are of the anonymous predefined real type *universal\_real*. Other real types have no literals. However, the overload resolution rules (see 8.6) allow expressions of the type *universal\_real* whenever a real type is expected.

### 3.5.7 Floating Point Types

For floating point types, the error bound is specified as a relative precision by giving the required minimum number of significant decimal digits.

#### Syntax

```
floating_point_definition ::=
    digits static_expression [real_range_specification]
```

```
real_range_specification ::=
    range static_simple_expression .. static_simple_expression
```

#### Name Resolution Rules

The *requested decimal precision*, which is the minimum number of significant decimal digits required for the floating point type, is specified by the value of the expression given after the reserved word **digits**. This expression is expected to be of any integer type.

Each *simple\_expression* of a *real\_range\_specification* is expected to be of any real type; the types can be different.

#### Legality Rules

The requested decimal precision shall be specified by a static expression whose value is positive and no greater than `System.Max_Base_Digits`. Each *simple\_expression* of a *real\_range\_specification* shall also be static. If the *real\_range\_specification* is omitted, the requested decimal precision shall be no greater than `System.Max_Digits`.

A *floating\_point\_definition* is illegal if the implementation does not support a floating point type that satisfies the requested decimal precision and range.

#### Static Semantics

The set of values for a floating point type is the (infinite) set of rational numbers. The *machine numbers* of a floating point type are the values of the type that can be represented exactly in every unconstrained variable of the type. The base range (see 3.5) of a floating point type is symmetric around zero, except that it can include some extra negative values in some implementations.

The *base decimal precision* of a floating point type is the number of decimal digits of precision representable in objects of the type. The *safe range* of a floating point type is that part of its base range for which the accuracy corresponding to the base decimal precision is preserved by all predefined operations.

A *floating\_point\_definition* defines a floating point type whose base decimal precision is no less than the requested decimal precision. If a *real\_range\_specification* is given, the safe range of the floating point type (and hence, also its base range) includes at least the values of the simple expressions given in the *real\_range\_specification*. If a *real\_range\_specification* is not given, the safe (and base) range of the type includes at least the values of the range  $-10.0^{*(4*D)}$  ..  $+10.0^{*(4*D)}$  where D is the requested decimal precision. The safe range can include other values as well. The attributes `Safe_First` and `Safe_Last` give the actual bounds of the safe range.

- 11 A `floating_point_definition` also defines a first subtype of the type. If a `real_range_specification` is given, then the subtype is constrained to a range whose bounds are given by a conversion of the values of the `simple_expressions` of the `real_range_specification` to the type being defined. Otherwise, the subtype is unconstrained.
- 12 There is a predefined, unconstrained, floating point subtype named `Float`, declared in the visible part of package `Standard`.

*Dynamic Semantics*

- 13 The elaboration of a `floating_point_definition` creates the floating point type and its first subtype.

*Implementation Requirements*

- 14 In an implementation that supports floating point types with 6 or more digits of precision, the requested decimal precision for `Float` shall be at least 6.
- 15 If `Long_Float` is predefined for an implementation, then its requested decimal precision shall be at least 11.

*Implementation Permissions*

- 16/5 An implementation is allowed to provide additional predefined floating point types, declared in the visible part of `Standard`, whose (unconstrained) first subtypes have names of the form `Short_Float`, `Long_Float`, `Short_Short_Float`, `Long_Long_Float`, etc. Different predefined floating point types are allowed to have the same base decimal precision. However, the precision of `Float` should be no greater than that of `Long_Float`. Similarly, the precision of `Short_Float` (if provided) should be no greater than `Float`. Corresponding recommendations apply to any other predefined floating point types. An implementation may support base decimal precisions for which there is no corresponding named floating point type.

*Implementation Advice*

- 17 An implementation should support `Long_Float` in addition to `Float` if the target machine supports 11 or more digits of precision. No other named floating point subtypes are recommended for package `Standard`. Instead, appropriate named floating point subtypes should be provided in the library package `Interfaces` (see B.2).
- 18 NOTE If a floating point subtype is unconstrained, then assignments to variables of the subtype involve only `Overflow_Checks`, never `Range_Checks`.

*Examples*

- 19 *Examples of floating point types and subtypes:*
- ```
20     type Coefficient is digits 10 range -1.0 .. 1.0;  
21     type Real is digits 8;  
21     type Mass is digits 7 range 0.0 .. 1.0E35;  
22     subtype Probability is Real range 0.0 .. 1.0;  
    -- a subtype with a smaller range
```

### 3.5.8 Operations of Floating Point Types

*Static Semantics*

- 1 The following attribute is defined for every floating point subtype S:

S'Digits S'Digits denotes the requested decimal precision for the subtype S. The value of this attribute is of the type *universal\_integer*. The requested decimal precision of the base subtype of a floating point type *T* is defined to be the largest value of *d* for which  $\text{ceiling}(d * \log(10) / \log(\text{T'Machine\_Radix})) + g \leq \text{T'Model\_Mantissa}$  where *g* is 0 if Machine\_Radix is a positive power of 10 and 1 otherwise.

NOTE 1 The predefined operations of a floating point type include the assignment operation, qualification, the membership tests, and explicit conversion to and from other numeric types. They also include the relational operators and the following predefined arithmetic operators: the binary and unary adding operators – and +, certain multiplying operators, the unary operator **abs**, and the exponentiation operator.

NOTE 2 As for all types, objects of a floating point type have Size and Address attributes (see 13.3). Other attributes of floating point types are defined in A.5.3.

### 3.5.9 Fixed Point Types

A fixed point type is either an ordinary fixed point type, or a decimal fixed point type. The error bound of a fixed point type is specified as an absolute value, called the *delta* of the fixed point type.

#### Syntax

fixed\_point\_definition ::=  
ordinary\_fixed\_point\_definition | decimal\_fixed\_point\_definition

ordinary\_fixed\_point\_definition ::=  
**delta** static\_expression real\_range\_specification

decimal\_fixed\_point\_definition ::=  
**delta** static\_expression **digits** static\_expression [real\_range\_specification]

digits\_constraint ::=  
**digits** static\_simple\_expression [range\_constraint]

#### Name Resolution Rules

For a type defined by a *fixed\_point\_definition*, the *delta* of the type is specified by the value of the expression given after the reserved word **delta**; this expression is expected to be of any real type. For a type defined by a *decimal\_fixed\_point\_definition* (a *decimal* fixed point type), the number of significant decimal digits for its first subtype (the *digits* of the first subtype) is specified by the expression given after the reserved word **digits**; this expression is expected to be of any integer type.

The *simple\_expression* of a *digits\_constraint* is expected to be of any integer type.

#### Legality Rules

In a *fixed\_point\_definition* or *digits\_constraint*, the expressions given after the reserved words **delta** and **digits** shall be static; their values shall be positive.

The set of values of a fixed point type comprise the integral multiples of a number called the *small* of the type. The *machine numbers* of a fixed point type are the values of the type that can be represented exactly in every unconstrained variable of the type. For a type defined by an *ordinary\_fixed\_point\_definition* (an *ordinary* fixed point type), the *small* may be specified by an *attribute\_definition\_clause* (see 13.3); if so specified, it shall be no greater than the *delta* of the type. If not specified, the *small* of an ordinary fixed point type is an implementation-defined power of two less than or equal to the *delta*.

- 9 For a decimal fixed point type, the *small* equals the *delta*; the *delta* shall be a power of 10. If a *real\_range\_specification* is given, both bounds of the range shall be in the range  $-(10^{**digits-1})*delta .. +(10^{**digits-1})*delta$ .
- 10 A *fixed\_point\_definition* is illegal if the implementation does not support a fixed point type with the given *small* and specified range or *digits*.
- 11 For a *subtype\_indication* with a *digits\_constraint*, the *subtype\_mark* shall denote a decimal fixed point subtype.

*Static Semantics*

- 12 The base range (see 3.5) of a fixed point type is symmetric around zero, except possibly for an extra negative value in some implementations.
- 13 An *ordinary\_fixed\_point\_definition* defines an ordinary fixed point type whose base range includes at least all multiples of *small* that are between the bounds specified in the *real\_range\_specification*. The base range of the type does not necessarily include the specified bounds themselves. An *ordinary\_fixed\_point\_definition* also defines a constrained first subtype of the type, with each bound of its range given by the closer to zero of:
- 14 • the value of the conversion to the fixed point type of the corresponding expression of the *real\_range\_specification*;
  - 15 • the corresponding bound of the base range.
- 16 A *decimal\_fixed\_point\_definition* defines a decimal fixed point type whose base range includes at least the range  $-(10^{**digits-1})*delta .. +(10^{**digits-1})*delta$ . A *decimal\_fixed\_point\_definition* also defines a constrained first subtype of the type. If a *real\_range\_specification* is given, the bounds of the first subtype are given by a conversion of the values of the expressions of the *real\_range\_specification*. Otherwise, the range of the first subtype is  $-(10^{**digits-1})*delta .. +(10^{**digits-1})*delta$ .

*Dynamic Semantics*

- 17 The elaboration of a *fixed\_point\_definition* creates the fixed point type and its first subtype.
- 18/4 For a *digits\_constraint* on a decimal fixed point subtype with a given *delta*, if it does not have a *range\_constraint*, then it specifies an implicit range  $-(10^{**D-1})*delta .. +(10^{**D-1})*delta$ , where *D* is the value of the *simple\_expression*. A *digits\_constraint* is *compatible* with a decimal fixed point subtype if the value of the *simple\_expression* is no greater than the *digits* of the subtype, and if it specifies (explicitly or implicitly) a range that is compatible with the subtype.
- 19/4 The elaboration of a *digits\_constraint* consists of the elaboration of the *range\_constraint*, if any. If a *range\_constraint* is given, a check is made that the bounds of the range are both in the range  $-(10^{**D-1})*delta .. +(10^{**D-1})*delta$ , where *D* is the value of the (static) *simple\_expression* given after the reserved word **digits**. If this check fails, *Constraint\_Error* is raised.

*Implementation Requirements*

- 20 The implementation shall support at least 24 bits of precision (including the sign bit) for fixed point types.

*Implementation Permissions*

- 21 Implementations are permitted to support only *smalls* that are a power of two. In particular, all decimal fixed point type declarations can be disallowed. Note however that conformance with the Information Systems Annex requires support for decimal *smalls*, and decimal fixed point type declarations with *digits* up to at least 18.

NOTE The specified bounds themselves can be outside the base range of an ordinary fixed point type so that the range specification can be given in a natural way, such as: | 22/5

```
type Fraction is delta 2.0**(-15) range -1.0 .. 1.0; | 23
```

With 2's complement hardware, such a type would typically have a signed 16-bit representation, using 1 bit for the sign and 15 bits for fraction, resulting in a base range of  $-1.0 .. 1.0 - 2.0^{-(15)}$ . | 24/5

#### Examples

Examples of fixed point types and subtypes: | 25

```
type Volt is delta 0.125 range 0.0 .. 255.0; | 26
```

```
-- A pure fraction which requires all the available | 27
```

```
-- space in a word can be declared as the type Fraction:
```

```
type Fraction is delta System.Fine_Delta range -1.0 .. 1.0;
```

```
-- Fraction_Last = 1.0 - System.Fine_Delta
```

```
type Money is delta 0.01 digits 15; -- decimal fixed point | 28
```

```
subtype Salary is Money digits 10;
```

```
-- Money_Last = 10.0**13 - 0.01, Salary_Last = 10.0**8 - 0.01
```

### 3.5.10 Operations of Fixed Point Types

#### Static Semantics

The following attributes are defined for every fixed point subtype S: | 1

S'Small | 2/5

S'Small denotes the *small* of the type of S. The value of this attribute is of the type *universal\_real*. Small may be specified for nonderived ordinary fixed point types via an *attribute\_definition\_clause* (see 13.3); the expression of such a clause shall be static and positive.

S'Delta | 3

S'Delta denotes the *delta* of the fixed point subtype S. The value of this attribute is of the type *universal\_real*.

S'Fore | 4

S'Fore yields the minimum number of characters needed before the decimal point for the decimal representation of any value of the subtype S, assuming that the representation does not include an exponent, but includes a one-character prefix that is either a minus sign or a space. (This minimum number does not include superfluous zeros or underlines, and is at least 2.) The value of this attribute is of the type *universal\_integer*.

S'Aft | 5

S'Aft yields the number of decimal digits needed after the decimal point to accommodate the *delta* of the subtype S, unless the *delta* of the subtype S is greater than 0.1, in which case the attribute yields the value one. (S'Aft is the smallest positive integer N for which  $(10^{**N}) * S'Delta$  is greater than or equal to one.) The value of this attribute is of the type *universal\_integer*.

The following additional attributes are defined for every decimal fixed point subtype S: | 6

S'Digits | 7

S'Digits denotes the *digits* of the decimal fixed point subtype S, which corresponds to the number of decimal digits that are representable in objects of the subtype. The value of this attribute is of the type *universal\_integer*. Its value is determined as follows:

- For a first subtype or a subtype defined by a *subtype\_indication* with a *digits\_constraint*, the digits is the value of the expression given after the reserved word **digits**; | 8
- For a subtype defined by a *subtype\_indication* without a *digits\_constraint*, the digits of the subtype is the same as that of the subtype denoted by the *subtype\_mark* in the *subtype\_indication*; | 9/5

- 10                   • The digits of a base subtype is the largest integer  $D$  such that the range  $-(10^{**D}-1)*delta .. +(10^{**D}-1)*delta$  is included in the base range of the type.
- 11 S'Scale           S'Scale denotes the *scale* of the subtype S, defined as the value N such that S'Delta =  $10.0^{**(-N)}$ . The scale indicates the position of the point relative to the rightmost significant digits of values of subtype S. The value of this attribute is of the type *universal\_integer*.
- 12 S'Round           S'Round denotes a function with the following specification:
- 13                   **function** S'Round ( $X : universal\_real$ )  
                     **return** S'Base
- 14                   The function returns the value obtained by rounding X (away from 0, if X is midway between two values of the type of S).
- 15 NOTE 1 All subtypes of a fixed point type will have the same value for the Delta attribute, in the absence of delta\_constraints (see J.3).
- 16 NOTE 2 S'Scale is not always the same as S'Aft for a decimal subtype; for example, if S'Delta = 1.0 then S'Aft is 1 while S'Scale is 0.
- 17 NOTE 3 The predefined operations of a fixed point type include the assignment operation, qualification, the membership tests, and explicit conversion to and from other numeric types. They also include the relational operators and the following predefined arithmetic operators: the binary and unary adding operators – and +, multiplying operators, and the unary operator **abs**.
- 18 NOTE 4 As for all types, objects of a fixed point type have Size and Address attributes (see 13.3). Other attributes of fixed point types are defined in A.5.4.



## 3.6 Array Types

An *array* object is a composite object consisting of components which all have the same subtype. The name for a component of an array uses one or more index values belonging to specified discrete types. The value of an array object is a composite value consisting of the values of the components.

### Syntax

```

array_type_definition ::=                                     2
    unconstrained_array_definition | constrained_array_definition

unconstrained_array_definition ::=                         3
    array(index_subtype_definition {, index_subtype_definition}) of component_definition

index_subtype_definition ::= subtype_mark range <>      4

constrained_array_definition ::=                          5
    array (discrete_subtype_definition {, discrete_subtype_definition}) of component_definition

discrete_subtype_definition ::= discrete_subtype_indication | range      6

component_definition ::=                                  7/2
    [aliased] subtype_indication
    | [aliased] access_definition

```

### Name Resolution Rules

For a *discrete\_subtype\_definition* that is a **range**, the **range** shall resolve to be of some specific discrete type; which discrete type shall be determined without using any context other than the bounds of the **range** itself (plus the preference for *root\_integer* — see 8.6).

### Legality Rules

Each *index\_subtype\_definition* or *discrete\_subtype\_definition* in an *array\_type\_definition* defines an *index subtype*; its type (the *index type*) shall be discrete.

The subtype defined by the *subtype\_indication* of a *component\_definition* (the *component subtype*) shall be a definite subtype.

*This paragraph was deleted.* 11/2

### Static Semantics

An array is characterized by the number of indices (the *dimensionality* of the array), the type and position of each index, the lower and upper bounds for each index, and the subtype of the components. The order of the indices is significant.

A one-dimensional array has a distinct component for each possible index value. A multidimensional array has a distinct component for each possible sequence of index values that can be formed by selecting one value for each index position (in the given order). The possible values for a given index are all the values between the lower and upper bounds, inclusive; this range of values is called the *index range*. The *bounds* of an array are the bounds of its index ranges. The *length* of a dimension of an array is the number of values of the index range of the dimension (zero for a null range). The *length* of a one-dimensional array is the length of its only dimension.

- 14 An `array_type_definition` defines an array type and its first subtype. For each object of this array type, the number of indices, the type and position of each index, and the subtype of the components are as in the type definition; the values of the lower and upper bounds for each index belong to the corresponding index subtype of its type, except for null arrays (see 3.6.1).
- 15/5 An `unconstrained_array_definition` defines an array type with an unconstrained first subtype. Each `index_subtype_definition` defines the corresponding index subtype to be the subtype denoted by the `subtype_mark`. The compound delimiter `<>` (called a *box*) of an `index_subtype_definition` stands for an undefined range (different objects of the type can have different bounds).
- 16 A `constrained_array_definition` defines an array type with a constrained first subtype. Each `discrete_subtype_definition` defines the corresponding index subtype, as well as the corresponding index range for the constrained first subtype. The *constraint* of the first subtype consists of the bounds of the index ranges.
- 17 The discrete subtype defined by a `discrete_subtype_definition` is either that defined by the `subtype_indication`, or a subtype determined by the `range` as follows:
- 18 • If the type of the `range` resolves to *root integer*, then the `discrete_subtype_definition` defines a subtype of the predefined type Integer with bounds given by a conversion to Integer of the bounds of the `range`;
- 19 • Otherwise, the `discrete_subtype_definition` defines a subtype of the type of the `range`, with the bounds given by the `range`.
- 20 The `component_definition` of an `array_type_definition` defines the nominal subtype of the components. If the reserved word **aliased** appears in the `component_definition`, then each component of the array is aliased (see 3.10).

#### *Dynamic Semantics*

- 21 The elaboration of an `array_type_definition` creates the array type and its first subtype, and consists of the elaboration of any `discrete_subtype_definitions` and the `component_definition`.
- 22/2 The elaboration of a `discrete_subtype_definition` that does not contain any per-object expressions creates the discrete subtype, and consists of the elaboration of the `subtype_indication` or the evaluation of the `range`. The elaboration of a `discrete_subtype_definition` that contains one or more per-object expressions is defined in 3.8. The elaboration of a `component_definition` in an `array_type_definition` consists of the elaboration of the `subtype_indication` or `access_definition`. The elaboration of any `discrete_subtype_definitions` and the elaboration of the `component_definition` are performed in an arbitrary order.

#### *Static Semantics*

- 22.1/3 For an array type with a scalar component type, the following language-defined representation aspect may be specified with an `aspect_specification` (see 13.1.1):
- 22.2/3 `Default_Component_Value`  
 This aspect shall be specified by a static expression, and that expression shall be explicit, even if the aspect has a boolean type. `Default_Component_Value` shall be specified only on a `full_type_declaration`.
- 22.3/5 If a derived type inherits a boolean `Default_Component_Value` aspect, the aspect may be specified to have any value for the derived type.

#### *Name Resolution Rules*

- 22.4/3 The expected type for the `expression` specified for the `Default_Component_Value` aspect is the component type of the array type defined by the `full_type_declaration` on which it appears.

NOTE 1 All components of an array have the same subtype. In particular, for an array of components that are one-dimensional arrays, this means that all components have the same bounds and hence the same length. 23

NOTE 2 Each elaboration of an `array_type_definition` creates a distinct array type. A consequence of this is that each object whose `object_declaration` contains an `array_type_definition` is of its own unique type. 24

#### Examples

*Examples of type declarations with unconstrained array definitions:* 25

```

type Vector      is array(Integer range <>) of Real;
type Matrix      is array(Integer range <>, Integer range <>) of Real;
type Bit_Vector  is array(Integer range <>) of Boolean;
type Roman       is array(Positive range <>) of Roman_Digit; -- see 3.5.2

```

*Examples of type declarations with constrained array definitions:* 27

```

type Table       is array(1 .. 10) of Integer;
type Schedule    is array(Day) of Boolean;
type Line        is array(1 .. Max_Line_Size) of Character;

```

*Examples of object declarations with array type definitions:* 29

```

Grid      : array(1 .. 80, 1 .. 100) of Boolean;
Mix       : array(Color range Red .. Green) of Boolean;
Msg_Table : constant array(Error_Code) of access constant String :=
  (Too_Big => new String("Result too big"), Too_Small => ...);
Page      : array(Positive range <>) of Line := -- an array of arrays
  (1 | 50 => Line'(1 | Line'Last => '+', others => '-'), -- see 4.3.3
   2 .. 49 => Line'(1 | Line'Last => '|', others => ' '));
  -- Page is constrained by its initial value to (1..50)

```

## 3.6.1 Index Constraints and Discrete Ranges

An `index_constraint` determines the range of possible values for every index of an array subtype, and thereby the corresponding array bounds. 1

#### Syntax

```
index_constraint ::= (discrete_range {, discrete_range}) 2
```

```
discrete_range ::= discrete_subtype_indication | range 3
```

#### Name Resolution Rules

The type of a `discrete_range` is the type of the subtype defined by the `subtype_indication`, or the type of the range. For an `index_constraint`, each `discrete_range` shall resolve to be of the type of the corresponding index. 4

#### Legality Rules

An `index_constraint` shall appear only in a `subtype_indication` whose `subtype_mark` denotes either an unconstrained array subtype, or an unconstrained access subtype whose designated subtype is an unconstrained array subtype; in either case, the `index_constraint` shall provide a `discrete_range` for each index of the array type. 5

#### Static Semantics

A `discrete_range` defines a range whose bounds are given by the `range`, or by the range of the subtype defined by the `subtype_indication`. 6

*Dynamic Semantics*

- 7 An `index_constraint` is *compatible* with an unconstrained array subtype if and only if the index range defined by each `discrete_range` is compatible (see 3.5) with the corresponding index subtype. If any of the `discrete_ranges` defines a null range, any array thus constrained is a *null array*, having no components. An array value *satisfies* an `index_constraint` if at each index position the array value and the `index_constraint` have the same index bounds.
- 8 The elaboration of an `index_constraint` consists of the evaluation of the `discrete_range(s)`, in an arbitrary order. The evaluation of a `discrete_range` consists of the elaboration of the `subtype_indication` or the evaluation of the `range`.
- 9 NOTE 1 The elaboration of a `subtype_indication` consisting of a `subtype_mark` followed by an `index_constraint` checks the compatibility of the `index_constraint` with the `subtype_mark` (see 3.2.2).
- 10 NOTE 2 Even if an array value does not satisfy the index constraint of an array subtype, `Constraint_Error` is not raised on conversion to the array subtype, so long as the length of each dimension of the array value and the array subtype match. See 4.6.

*Examples*

- 11 *Examples of array declarations including an index constraint:*
- ```
12/5 Board      : Matrix(1 .. 8, 1 .. 8); -- see 3.6
Rectangle : Matrix(1 .. 20, 1 .. 30);
Inverse   : Matrix(1 .. N, 1 .. N); -- N can be nonstatic
13/5 Filter    : Bit_Vector(0 .. 31); -- see 3.6
```
- 14 *Example of array declaration with a constrained array subtype:*
- ```
15 My_Schedule : Schedule; -- all arrays of type Schedule have the same bounds
```
- 16 *Example of record type with a component that is an array:*
- ```
17 type Var_Line(Length : Natural) is
  record
    Image : String(1 .. Length);
  end record;
18 Null_Line : Var_Line(0); -- Null_Line.Image is a null array
```

## 3.6.2 Operations of Array Types

*Legality Rules*

- 1 The argument `N` used in the `attribute_designators` for the `N`-th dimension of an array shall be a static expression of some integer type. The value of `N` shall be positive (nonzero) and no greater than the dimensionality of the array.

*Static Semantics*

- 2/1 The following attributes are defined for a `prefix A` that is of an array type (after any implicit dereference), or denotes a constrained array subtype:
- 3 `A'First`        `A'First` denotes the lower bound of the first index range; its type is the corresponding index type.
- 4 `A'First(N)`    `A'First(N)` denotes the lower bound of the `N`-th index range; its type is the corresponding index type.
- 5 `A'Last`         `A'Last` denotes the upper bound of the first index range; its type is the corresponding index type.

A'Last(N)	A'Last(N) denotes the upper bound of the N-th index range; its type is the corresponding index type.	6
A'Range	A'Range is equivalent to the range A'First .. A'Last, except that the prefix A is only evaluated once.	7
A'Range(N)	A'Range(N) is equivalent to the range A'First(N) .. A'Last(N), except that the prefix A is only evaluated once.	8
A'Length	A'Length denotes the number of values of the first index range (zero for a null range); its type is <i>universal_integer</i> .	9
A'Length(N)	A'Length(N) denotes the number of values of the N-th index range (zero for a null range); its type is <i>universal_integer</i> .	10

#### Implementation Advice

An implementation should normally represent multidimensional arrays in row-major order, consistent with the notation used for multidimensional array aggregates (see 4.3.3). However, if convention Fortran is specified for a multidimensional array type, then column-major order should be used instead (see B.5, “Interfacing with Fortran”).

NOTE 1 The attribute references A'First and A'First(1) denote the same value. A similar relation exists for the attribute references A'Last, A'Range, and A'Length. The following relation is satisfied (except for a null array) by the above attributes if the index type is an integer type:

$$A'Length(N) = A'Last(N) - A'First(N) + 1$$

NOTE 2 An array type is limited if its component type is limited (see 7.5).

NOTE 3 The predefined operations of an array type include the membership tests, qualification, and explicit conversion. If the array type is not limited, they also include assignment and the predefined equality operators. For a one-dimensional array type, they include the predefined concatenation operators (if nonlimited) and, if the component type is discrete, the predefined relational operators; if the component type is boolean, the predefined logical operators are also included.

NOTE 4 A component of an array can be named with an *indexed\_component*. A value of an array type can be specified with an *array\_aggregate*. For a one-dimensional array type, a slice of the array can be named; also, string literals are defined if the component type is a character type.

#### Examples

Examples (using arrays declared in the examples of 3.6.1):

```
-- Filter'First      = 0      Filter'Last      = 31      Filter'Length = 32
-- Rectangle'Last(1) = 20     Rectangle'Last(2) = 30
```

## 3.6.3 String Types

#### Static Semantics

A one-dimensional array type whose component type is a character type is called a *string type*.

There are three predefined string types, *String*, *Wide\_String*, and *Wide\_Wide\_String*, each indexed by values of the predefined subtype *Positive*; these are declared in the visible part of package *Standard*:

```
subtype Positive is Integer range 1 .. Integer'Last;
type String is array(Positive range <>) of Character;
type Wide_String is array(Positive range <>) of Wide_Character;
type Wide_Wide_String is array(Positive range <>) of Wide_Wide_Character;
```

NOTE String literals (see 2.6 and 4.2) are defined for all string types. The concatenation operator & is predefined for string types, as for all nonlimited one-dimensional array types. The ordering operators <, <=, >, and >= are predefined for

string types, as for all one-dimensional discrete array types; these ordering operators correspond to lexicographic order (see 4.5.2).

#### Examples

6 *Examples of string objects:*

```
7 Stars      : String(1 .. 120) := (1 .. 120 => '*' );
  Question  : constant String := "How many characters?";
              -- Question'First = 1, Question'Last = 20
              -- Question'Length = 20 (the number of characters)
8 Ask_Twice  : String := Question & Question; -- constrained to (1..40)
  Ninety_Six : constant Roman := "XCVI";    -- see 3.5.2 and 3.6
```

## 3.7 Discriminants

1/2 A composite type (other than an array or interface type) can have discriminants, which parameterize the type. A `known_discriminant_part` specifies the discriminants of a composite type. A discriminant of an object is a component of the object, and is either of a discrete type or an access type. An `unknown_discriminant_part` in the declaration of a view of a type specifies that the discriminants of the type are unknown for the given view; all subtypes of such a view are indefinite subtypes.

#### Syntax

```
2/2 discriminant_part ::= unknown_discriminant_part | known_discriminant_part
3 unknown_discriminant_part ::= (<>)
4 known_discriminant_part ::=
  (discriminant_specification { discriminant_specification})
5/5 discriminant_specification ::=
  defining_identifier_list : [null_exclusion] subtype_mark [:= default_expression]
  [aspect_specification]
  | defining_identifier_list : access_definition [:= default_expression]
  [aspect_specification]
6 default_expression ::= expression
```

#### Name Resolution Rules

7 The expected type for the `default_expression` of a `discriminant_specification` is that of the corresponding discriminant.

#### Legality Rules

8/2 A `discriminant_part` is only permitted in a declaration for a composite type that is not an array or interface type (this includes generic formal types). A type declared with a `known_discriminant_part` is called a *discriminated* type, as is a type that inherits (known) discriminants.

9/2 The subtype of a discriminant may be defined by an optional `null_exclusion` and a `subtype_mark`, in which case the `subtype_mark` shall denote a discrete or access subtype, or it may be defined by an `access_definition`. A discriminant that is defined by an `access_definition` is called an *access discriminant* and is of an anonymous access type.

`Default_expressions` shall be provided either for all or for none of the discriminants of a `known_discriminant_part`. No `default_expressions` are permitted in a `known_discriminant_part` in a declaration of a nonlimited tagged type or a generic formal type. 9.1/3

A `discriminant_specification` for an access discriminant may have a `default_expression` only in the declaration for an immutably limited type (see 7.5). In addition to the places where Legality Rules normally apply (see 12.3), this rule applies also in the private part of an instance of a generic unit. 10/3

*This paragraph was deleted.* 11/2

For a type defined by a `derived_type_definition`, if a `known_discriminant_part` is provided in its declaration, then: 12

- The parent subtype shall be constrained; 13
- If the parent type is not a tagged type, then each discriminant of the derived type shall be used in the constraint defining the parent subtype; 14
- If a discriminant is used in the constraint defining the parent subtype, the subtype of the discriminant shall be statically compatible (see 4.9.1) with the subtype of the corresponding parent discriminant. 15

*This paragraph was deleted.* 16/3

#### *Static Semantics*

A `discriminant_specification` declares a discriminant; the `subtype_mark` denotes its subtype unless it is an access discriminant, in which case the discriminant's subtype is the anonymous access-to-variable subtype defined by the `access_definition`. 17

For a type defined by a `derived_type_definition`, each discriminant of the parent type is either inherited, constrained to equal some new discriminant of the derived type, or constrained to the value of an expression. When inherited or constrained to equal some new discriminant, the parent discriminant and the discriminant of the derived type are said to *correspond*. Two discriminants also correspond if there is some common discriminant to which they both correspond. A discriminant corresponds to itself as well. If a discriminant of a parent type is constrained to a specific value by a `derived_type_definition`, then that discriminant is said to be *specified* by that `derived_type_definition`. 18

A constraint that appears within the definition of a discriminated type *depends on a discriminant* of the type if it names the discriminant as a bound or discriminant value. A `component_definition` depends on a discriminant if its constraint depends on the discriminant, or on a discriminant that corresponds to it. 19

A component *depends on a discriminant* if: 20

- Its `component_definition` depends on the discriminant; or 21
- It is declared in a `variant_part` that is governed by the discriminant; or 22
- It is a component inherited as part of a `derived_type_definition`, and the constraint of the `parent_subtype_indication` depends on the discriminant; or 23
- It is a subcomponent of a component that depends on the discriminant. 24

Each value of a discriminated type includes a value for each component of the type that does not depend on a discriminant; this includes the discriminants themselves. The values of discriminants determine which other component values are present in the value of the discriminated type. 25

A type declared with a `known_discriminant_part` is said to have *known discriminants*; its first subtype is unconstrained. A type declared with an `unknown_discriminant_part` is said to have *unknown* 26

*discriminants*. A type declared without a `discriminant_part` has no discriminants, unless it is a derived type; if derived, such a type has the same sort of discriminants (known, unknown, or none) as its parent (or ancestor) type. A tagged class-wide type also has unknown discriminants. Any subtype of a type with unknown discriminants is an unconstrained and indefinite subtype (see 3.2 and 3.3).

*Dynamic Semantics*

27/2 For an access discriminant, its `access_definition` is elaborated when the value of the access discriminant is defined: by evaluation of its `default_expression`, by elaboration of a `discriminant_constraint`, or by an assignment that initializes the enclosing object.

28 NOTE 1 If a discriminated type has `default_expressions` for its discriminants, then unconstrained variables of the type are permitted, and the values of the discriminants can be changed by an assignment to such a variable. If defaults are not provided for the discriminants, then all variables of the type are constrained, either by explicit constraint or by their initial value; the values of the discriminants of such a variable cannot be changed after initialization.

29 NOTE 2 The `default_expression` for a discriminant of a type is evaluated when an object of an unconstrained subtype of the type is created.

30 NOTE 3 Assignment to a discriminant of an object (after its initialization) is not allowed, since the name of a discriminant is a constant; neither `assignment_statements` nor assignments inherent in passing as an `in out` or `out` parameter are allowed. Note however that the value of a discriminant can be changed by assigning to the enclosing object, presuming it is an unconstrained variable.

31 NOTE 4 A discriminant that is of a named access type is not called an access discriminant; that term is used only for discriminants defined by an `access_definition`.

*Examples*

32 *Examples of discriminated types:*

```

33     type Buffer(Size : Buffer_Size := 100) is           -- see 3.5.4
        record
            Pos      : Buffer_Size := 0;
            Value    : String(1 .. Size);
        end record;
34     type Matrix_Rec(Rows, Columns : Integer) is
        record
            Mat : Matrix(1 .. Rows, 1 .. Columns);      -- see 3.6
        end record;
35     type Square(Side : Integer) is new
        Matrix_Rec(Rows => Side, Columns => Side);
36     type Double_Square(Number : Integer) is
        record
            Left  : Square(Number);
            Right : Square(Number);
        end record;
37/3     task type Worker(Prio : System.Priority; Buf : access Buffer)
        with Priority => Prio is -- see D.1
        -- discriminants used to parameterize the task type (see 9.1)
        entry Fill;
        entry Drain;
        end Worker;
```



### 3.7.1 Discriminant Constraints

A `discriminant_constraint` specifies the values of the discriminants for a given discriminated type. 1

#### Syntax

```
discriminant_constraint ::=
  (discriminant_association {, discriminant_association}) 2
```

```
discriminant_association ::=
  [discriminant_selector_name {'|' discriminant_selector_name} =>] expression 3/5
```

A `discriminant_association` is said to be *named* if it has one or more `discriminant_selector_names`; it is otherwise said to be *positional*. In a `discriminant_constraint`, any positional associations shall precede any named associations. 4

#### Name Resolution Rules

Each `selector_name` of a named `discriminant_association` shall resolve to denote a discriminant of the subtype being constrained; the discriminants so named are the *associated discriminants* of the named association. For a positional association, the *associated discriminant* is the one whose `discriminant_specification` occurred in the corresponding position in the `known_discriminant_part` that defined the discriminants of the subtype being constrained. 5

The expected type for the `expression` in a `discriminant_association` is that of the associated discriminant(s). 6

#### Legality Rules

A `discriminant_constraint` is only allowed in a `subtype_indication` whose `subtype_mark` denotes either an unconstrained discriminated subtype, or an unconstrained access subtype whose designated subtype is an unconstrained discriminated subtype. However, in the case of an access subtype, a `discriminant_constraint` is legal only if any dereference of a value of the access type is known to be constrained (see 3.3). In addition to the places where Legality Rules normally apply (see 12.3), these rules apply also in the private part of an instance of a generic unit. 7/3

A named `discriminant_association` with more than one `selector_name` is allowed only if the named discriminants are all of the same type. A `discriminant_constraint` shall provide exactly one value for each discriminant of the subtype being constrained. 8

*This paragraph was deleted.* 9/3

#### Dynamic Semantics

A `discriminant_constraint` is *compatible* with an unconstrained discriminated subtype if each discriminant value belongs to the subtype of the corresponding discriminant. 10

A composite value *satisfies* a discriminant constraint if and only if each discriminant of the composite value has the value imposed by the discriminant constraint. 11

For the elaboration of a `discriminant_constraint`, the `expressions` in the `discriminant_associations` are evaluated in an arbitrary order and converted to the type of the associated discriminant (which can raise `Constraint_Error` — see 4.6); the `expression` of a named association is evaluated (and converted) once for each associated discriminant. The result of each evaluation and conversion is the value imposed by the constraint for the associated discriminant. 12/5

- 13 NOTE The rules of the language ensure that a discriminant of an object always has a value, either from explicit or implicit initialization.

*Examples*

14/5 | *Examples (using types declared above in 3.7):*

```

15   Large   : Buffer(200);  -- constrained, always 200 characters
      Message : Buffer;      -- (explicit discriminant value)
      Message : Buffer;      -- unconstrained, initially 100 characters
      Message : Buffer;      -- (default discriminant value)
      Basis   : Square(5);  -- constrained, always 5 by 5
      Illegal : Square;     -- illegal, a Square has to be constrained

```

### 3.7.2 Operations of Discriminated Types

- 1 If a discriminated type has `default_expressions` for its discriminants, then unconstrained variables of the type are permitted, and the discriminants of such a variable can be changed by assignment to the variable. For a formal parameter of such a type, an attribute is provided to determine whether the corresponding actual parameter is constrained or unconstrained.

*Static Semantics*

- 2 For a prefix `A` that is of a discriminated type (after any implicit dereference), the following attribute is defined:

3/5 | `A'Constrained`

Yields the value `True` if `A` denotes a constant, a value, a tagged object, or a constrained variable, and `False` otherwise. The value of this attribute is of the predefined type `Boolean`.

*Erroneous Execution*

- 4 The execution of a construct is erroneous if the construct has a constituent that is a `name` denoting a subcomponent that depends on discriminants, and the value of any of these discriminants is changed by this execution between evaluating the `name` and the last use (within this execution) of the subcomponent denoted by the `name`.

### 3.8 Record Types

A record object is a composite object consisting of named components. The value of a record object is a composite value consisting of the values of the components. 1

#### Syntax

```

record_type_definition ::= [[abstract] tagged] [limited] record_definition 2
record_definition ::= 3/5
    record
        component_list
    end record [record_identifier]
| null record
component_list ::= 4
    component_item {component_item}
| {component_item} variant_part
| null;
component_item ::= component_declaration | aspect_clause 5/1
component_declaration ::= 6/3
    defining_identifier_list : component_definition [:= default_expression]
    [aspect_specification];

```

If a *record\_identifier* appears at the end of the *record\_definition*, it shall repeat the *defining\_identifier* of the enclosing *full\_type\_declaration*. 6.1/5

#### Name Resolution Rules

The expected type for the *default\_expression*, if any, in a *component\_declaration* is the type of the component. 7

#### Legality Rules

*This paragraph was deleted.* 8/2

Each *component\_declaration* declares a component of the record type. Besides components declared by *component\_declarations*, the components of a record type include any components declared by *discriminant\_specifications* of the record type declaration. The identifiers of all components of a record type shall be distinct. 9/2

Within a *type\_declaration*, a name that denotes a component, protected subprogram, or entry of the type is allowed only in the following cases: 10

- A name that denotes any component, protected subprogram, or entry is allowed within an *aspect\_specification*, an operational item, or a representation item that occurs within the declaration of the composite type. 11/3
- A name that denotes a noninherited discriminant is allowed within the declaration of the type, but not within the *discriminant\_part*. If the discriminant is used to define the constraint of a component, the bounds of an entry family, or the constraint of the parent subtype in a *derived\_type\_definition*, then its name shall appear alone as a *direct\_name* (not as part of a larger expression or expanded name). A discriminant shall not be used to define the constraint of a scalar component. 12/3

- 13 If the name of the current instance of a type (see 8.6) is used to define the constraint of a component, then it shall appear as a `direct_name` that is the prefix of an `attribute_reference` whose result is of an access type, and the `attribute_reference` shall appear alone.

*Static Semantics*

- 13.1/3 If a `record_type_definition` includes the reserved word **limited**, the type is called an *explicitly limited record* type.
- 14 The `component_definition` of a `component_declaration` defines the (nominal) subtype of the component. If the reserved word **aliased** appears in the `component_definition`, then the component is aliased (see 3.10).
- 15 If the `component_list` of a record type is defined by the reserved word **null** and there are no discriminants, then the record type has no components and all records of the type are *null records*. A `record_definition` of **null record** is equivalent to **record null; end record**.

*Dynamic Semantics*

- 16 The elaboration of a `record_type_definition` creates the record type and its first subtype, and consists of the elaboration of the `record_definition`. The elaboration of a `record_definition` consists of the elaboration of its `component_list`, if any.
- 17 The elaboration of a `component_list` consists of the elaboration of the `component_items` and `variant_part`, if any, in the order in which they appear. The elaboration of a `component_declaration` consists of the elaboration of the `component_definition`.
- 18/2 Within the definition of a composite type, if a `component_definition` or `discrete_subtype_definition` (see 9.5.2) includes a name that denotes a discriminant of the type, or that is an `attribute_reference` whose prefix denotes the current instance of the type, the expression containing the name is called a *per-object expression*, and the constraint or range being defined is called a *per-object constraint*. For the elaboration of a `component_definition` of a `component_declaration` or the `discrete_subtype_definition` of an `entry_declaration` for an entry family (see 9.5.2), if the component subtype is defined by an `access_definition` or if the constraint or range of the `subtype_indication` or `discrete_subtype_definition` is not a per-object constraint, then the `access_definition`, `subtype_indication`, or `discrete_subtype_definition` is elaborated. On the other hand, if the constraint or range is a per-object constraint, then the elaboration consists of the evaluation of any included expression that is not part of a per-object expression. Each such expression is evaluated once unless it is part of a named association in a discriminant constraint, in which case it is evaluated once for each associated discriminant.
- 18.1/1 When a per-object constraint is elaborated (as part of creating an object), each per-object expression of the constraint is evaluated. For other expressions, the values determined during the elaboration of the `component_definition` or `entry_declaration` are used. Any checks associated with the enclosing `subtype_indication` or `discrete_subtype_definition` are performed, including the subtype compatibility check (see 3.2.2), and the associated subtype is created.
- 19 NOTE 1 A `component_declaration` with several identifiers is equivalent to a sequence of single `component_declarations`, as explained in 3.3.1.
- 20 NOTE 2 The `default_expression` of a record component is only evaluated upon the creation of a default-initialized object of the record type (presuming the object has the component, if it is in a `variant_part` — see 3.3.1).
- 21 NOTE 3 The subtype defined by a `component_definition` (see 3.6) has to be a definite subtype.
- 22 NOTE 4 If a record type does not have a `variant_part`, then the same components are present in all values of the type.

NOTE 5 A record type is limited if it has the reserved word **limited** in its definition, or if any of its components are limited (see 7.5). 23

NOTE 6 The predefined operations of a record type include membership tests, qualification, and explicit conversion. If the record type is nonlimited, they also include assignment and the predefined equality operators. 24

NOTE 7 A component of a record can be named with a `selected_component`. A value of a record can be specified with a `record_aggregate`. 25/2

#### Examples

Examples of record type declarations: 26

```

type Date is
  record
    Day   : Integer range 1 .. 31;
    Month : Month_Name;
    Year  : Integer range 0 .. 4000;
  end record;
type Complex is
  record
    Re : Real := 0.0;
    Im : Real := 0.0;
  end record Complex;

```

-- see 3.5.1

27/5

28/5

Examples of record variables: 29

```

Tomorrow, Yesterday : Date;
A, B, C : Complex;
-- both components of A, B, and C are implicitly initialized to zero

```

30

31

### 3.8.1 Variant Parts and Discrete Choices

A record type with a `variant_part` specifies alternative lists of components. Each `variant` defines the components for the value or values of the discriminant covered by its `discrete_choice_list`. 1

#### Syntax

```

variant_part ::=
  case discriminant_direct_name is
    variant
    {variant}
  end case;
variant ::=
  when discrete_choice_list =>
    component_list
discrete_choice_list ::= discrete_choice {'|' discrete_choice}
discrete_choice ::=
  choice_expression | discrete_subtype_indication | range | others

```

2

3

4/5

5/3

#### Name Resolution Rules

The `discriminant_direct_name` shall resolve to denote a discriminant (called the *discriminant of the variant\_part*) specified in the `known_discriminant_part` of the `full_type_declaration` that contains the `variant_part`. The expected type for each `discrete_choice` in a `variant` is the type of the discriminant of the `variant_part`. 6

*Legality Rules*

- 7 The discriminant of the `variant_part` shall be of a discrete type.
- 8/3 The `choice_expressions`, `subtype_indications`, and `ranges` given as `discrete_choices` in a `variant_part` shall be static. The `discrete_choice others` shall appear alone in a `discrete_choice_list`, and such a `discrete_choice_list`, if it appears, shall be the last one in the enclosing construct.
- 9 A `discrete_choice` is defined to *cover a value* in the following cases:
- 10/3 • A `discrete_choice` that is a `choice_expression` covers a value if the value equals the value of the `choice_expression` converted to the expected type.
  - 10.1/4 • A `discrete_choice` that is a `subtype_indication` covers all values (possibly none) that belong to the subtype and that satisfy the static predicates of the subtype (see 3.2.4).
  - 11/3 • A `discrete_choice` that is a `range` covers all values (possibly none) that belong to the range.
  - 12 • The `discrete_choice others` covers all values of its expected type that are not covered by previous `discrete_choice_lists` of the same construct.
- 13 A `discrete_choice_list` covers a value if one of its `discrete_choices` covers the value.
- 14 The possible values of the discriminant of a `variant_part` shall be covered as follows:
- 15/4 • If the discriminant is of a static constrained scalar subtype then, except within an instance of a generic unit, each non-**others** `discrete_choice` shall cover only values in that subtype that satisfy its predicates, and each value of that subtype that satisfies its predicates shall be covered by some `discrete_choice` (either explicitly or by **others**);
  - 16/3 • If the type of the discriminant is a descendant of a generic formal scalar type, then the `variant_part` shall have an **others** `discrete_choice`;
  - 17 • Otherwise, each value of the base range of the type of the discriminant shall be covered (either explicitly or by **others**).
- 18 Two distinct `discrete_choices` of a `variant_part` shall not cover the same value.

*Static Semantics*

- 19 If the `component_list` of a `variant` is specified by **null**, the `variant` has no components.
- 20 The discriminant of a `variant_part` is said to *govern* the `variant_part` and its `variants`. In addition, the discriminant of a derived type governs a `variant_part` and its `variants` if it corresponds (see 3.7) to the discriminant of the `variant_part`.

*Dynamic Semantics*

- 21 A record value contains the values of the components of a particular `variant` only if the value of the discriminant governing the `variant` is covered by the `discrete_choice_list` of the `variant`. This rule applies in turn to any further `variant` that is, itself, included in the `component_list` of the given `variant`.
- 21.1/3 When an object of a discriminated type  $T$  is initialized by default, `Constraint_Error` is raised if no `discrete_choice_list` of any `variant` of a `variant_part` of  $T$  covers the value of the discriminant that governs the `variant_part`. When a `variant_part` appears in the `component_list` of another `variant`  $V$ , this test is only applied if the value of the discriminant governing  $V$  is covered by the `discrete_choice_list` of  $V$ .
- 22 The elaboration of a `variant_part` consists of the elaboration of the `component_list` of each `variant` in the order in which they appear.

## Examples

Example of record type with a variant part:

```

type Device is (Printer, Disk, Drum);
type State is (Open, Closed);

type Peripheral(Unit : Device := Disk) is
  record
    Status : State;
    case Unit is
      when Printer =>
        Line_Count : Integer range 1 .. Page_Size;
      when others =>
        Cylinder   : Cylinder_Index;
        Track      : Track_Number;
    end case;
  end record;

```

Examples of record subtypes:

```

subtype Drum_Unit is Peripheral(Drum);
subtype Disk_Unit is Peripheral(Disk);

```

Examples of constrained record variables:

```

Writer   : Peripheral(Unit => Printer);
Archive  : Disk_Unit;

```

### 3.9 Tagged Types and Type Extensions

Tagged types and type extensions support object-oriented programming, based on inheritance with extension and run-time polymorphism via *dispatching operations*.

#### Static Semantics

A record type or private type that has the reserved word **tagged** in its declaration is called a *tagged* type. In addition, an interface type is a tagged type, as is a task or protected type derived from an interface (see 3.9.4). When deriving from a tagged type, as for any derived type, additional primitive subprograms may be defined, and inherited primitive subprograms may be overridden. The derived type is called an *extension* of its ancestor types, or simply a *type extension*.

Every type extension is also a tagged type, and is a *record extension* or a *private extension* of some other tagged type, or a noninterface synchronized tagged type (see 3.9.4). A record extension is defined by a *derived\_type\_definition* with a *record\_extension\_part* (see 3.9.1), which may include the definition of additional components. A private extension, which is a partial view of a record extension or of a synchronized tagged type, can be declared in the visible part of a package (see 7.3) or in a generic formal part (see 12.5.1).

An object of a tagged type has an associated (run-time) *tag* that identifies the specific tagged type used to create the object originally. The tag of an operand of a class-wide tagged type *T*Class controls which subprogram body is to be executed when a primitive subprogram of type *T* is applied to the operand (see 3.9.2); using a tag to control which body to execute is called *dispatching*.

The tag of a specific tagged type identifies the *full\_type\_declaration* of the type, and for a type extension, is sufficient to uniquely identify the type among all descendants of the same ancestor. If a declaration for a tagged type occurs within a *generic\_package\_declaration*, then the corresponding type declarations in distinct instances of the generic package are associated with distinct tags. For a tagged type that is local to a generic package body and with all of its ancestors (if any) also local to the generic body, the language does not specify whether repeated instantiations of the generic body result in distinct tags.

5 The following language-defined library package exists:

```

6/5 package Ada.Tags
    with Preelaborate, Nonblocking, Global => in out synchronized is
    type Tag is private
      with Preelaborable_Initialization;
6.1/2 No_Tag : constant Tag;
7/2 function Expanded_Name(T : Tag) return String;
    function Wide_Expanded_Name(T : Tag) return Wide_String;
    function Wide_Wide_Expanded_Name(T : Tag) return Wide_Wide_String;
    function External_Tag(T : Tag) return String;
    function Internal_Tag(External : String) return Tag;
7.1/2 function Descendant_Tag(External : String;
    Ancestor : Tag) return Tag;
    function Is_Descendant_At_Same_Level(Descendant, Ancestor : Tag)
      return Boolean;
7.2/2 function Parent_Tag (T : Tag) return Tag;
7.3/2 type Tag_Array is array (Positive range <>) of Tag;
7.4/2 function Interface_Ancestor_Tags (T : Tag) return Tag_Array;
7.5/3 function Is_Abstract (T : Tag) return Boolean;
8 Tag_Error : exception;
9 private
    ... -- not specified by the language
end Ada.Tags;
```

9.1/2 No\_Tag is the default initial value of type Tag.

10/2 The function Wide\_Wide\_Expanded\_Name returns the full expanded name of the first subtype of the specific type identified by the tag, in upper case, starting with a root library unit. The result is implementation defined if the type is declared within an unnamed block\_statement.

10.1/2 The function Expanded\_Name (respectively, Wide\_Expanded\_Name) returns the same sequence of graphic characters as that defined for Wide\_Wide\_Expanded\_Name, if all the graphic characters are defined in Character (respectively, Wide\_Character); otherwise, the sequence of characters is implementation defined, but no shorter than that returned by Wide\_Wide\_Expanded\_Name for the same value of the argument.

11 The function External\_Tag returns a string to be used in an external representation for the given tag. The call External\_Tag(S'Tag) is equivalent to the attribute\_reference S'External\_Tag (see 13.3).

11.1/2 The string returned by the functions Expanded\_Name, Wide\_Expanded\_Name, Wide\_Wide\_Expanded\_Name, and External\_Tag has lower bound 1.

12/2 The function Internal\_Tag returns a tag that corresponds to the given external tag, or raises Tag\_Error if the given string is not the external tag for any specific type of the partition. Tag\_Error is also raised if the specific type identified is a library-level type whose tag has not yet been created (see 13.14).

12.1/3 The function Descendant\_Tag returns the (internal) tag for the type that corresponds to the given external tag and is both a descendant of the type identified by the Ancestor tag and has the same accessibility level as the identified ancestor. Tag\_Error is raised if External is not the external tag for such a type. Tag\_Error is also raised if the specific type identified is a library-level type whose tag has not yet been created, or if the given external tag identifies more than one type that has the appropriate Ancestor and accessibility level.



The function `Is_Descendant_At_Same_Level` returns `True` if the `Descendant` tag identifies a type that is both a descendant of the type identified by `Ancestor` and at the same accessibility level. If not, it returns `False`. 12.2/2

For the purposes of the dynamic semantics of functions `Descendant_Tag` and `Is_Descendant_At_Same_Level`, a tagged type `T2` is a *descendant* of a type `T1` if it is the same as `T1`, or if its parent type or one of its progenitor types is a descendant of type `T1` by this rule, even if at the point of the declaration of `T2`, one of the derivations in the chain is not visible. 12.3/3

The function `Parent_Tag` returns the tag of the parent type of the type whose tag is `T`. If the type does not have a parent type (that is, it was not defined by a `derived_type_definition`), then `No_Tag` is returned. 12.4/4

The function `Interface_Ancestor_Tags` returns an array containing the tag of each interface ancestor type of the type whose tag is `T`, other than `T` itself. The lower bound of the returned array is 1, and the order of the returned tags is unspecified. Each tag appears in the result exactly once. If the type whose tag is `T` has no interface ancestors, a null array is returned. 12.5/3

The function `Is_Abstract` returns `True` if the type whose tag is `T` is abstract, and `False` otherwise. 12.6/3

For every subtype `S` of a tagged type `T` (specific or class-wide), the following attributes are defined: 13

`S'Class`      `S'Class` denotes a subtype of the class-wide type (called `T'Class` in this document) for the class rooted at `T` (or if `S` already denotes a class-wide subtype, then `S'Class` is the same as `S`). 14

`S'Class` is unconstrained. However, if `S` is constrained, then the values of `S'Class` are only those that when converted to the type `T` belong to `S`. 15

`S'Tag`      `S'Tag` denotes the tag of the type `T` (or if `T` is class-wide, the tag of the root type of the corresponding class). The value of this attribute is of type `Tag`. 16

Given a prefix `X` that is of a class-wide tagged type (after any implicit dereference), the following attribute is defined: 17

`X'Tag`      `X'Tag` denotes the tag of `X`. The value of this attribute is of type `Tag`. 18

The following language-defined generic function exists: 18.1/2

```

generic
  type T (<>) is abstract tagged limited private;
  type Parameters (<>) is limited private;
  with function Constructor (Params : not null access Parameters)
    return T is abstract;
function Ada.Tags.Generic_Dispatching_Constructor
  (The_Tag : Tag;
   Params : not null access Parameters) return T'Class
  with Preelaborate, Convention => Intrinsic,
       Nonblocking, Global => in out synchronized;

```

 18.2/5

`Ada.Tags.Generic_Dispatching_Constructor` provides a mechanism to create an object of an appropriate type from just a tag value. The function `Constructor` is expected to create the object given a reference to an object of type `Parameters`. 18.3/2

#### *Dynamic Semantics*

The tag associated with an object of a tagged type is determined as follows: 19

- The tag of a stand-alone object, a component, or an aggregate of a specific tagged type `T` identifies `T`. 20

- 21/5 | • The tag of an object created by an allocator for an access type with a specific designated tagged type *T* identifies *T*.
- 22 | • The tag of an object of a class-wide tagged type is that of its initialization expression.
- 23 | • The tag of the result returned by a function whose result type is a specific tagged type *T* identifies *T*.
- 24/2 | • The tag of the result returned by a function with a class-wide result type is that of the return object.
- 25 | The tag is preserved by type conversion and by parameter passing. The tag of a value is the tag of the associated object (see 6.2).
- 25.1/3 | Tag\_Error is raised by a call of Descendant\_Tag, Expanded\_Name, External\_Tag, Interface\_Ancessor\_-, Tags, Is\_Abstract, Is\_Descendant\_At\_Same\_Level, Parent\_Tag, Wide\_Expanded\_Name, or Wide\_Wide\_Expanded\_Name if any tag passed is No\_Tag.
- 25.2/2 | An instance of Tags.Generic\_Dispatching\_Constructor raises Tag\_Error if The\_Tag does not represent a concrete descendant of T or if the innermost master (see 7.6.1) of this descendant is not also a master of the instance. Otherwise, it dispatches to the primitive function denoted by the formal Constructor for the type identified by The\_Tag, passing Params, and returns the result. Any exception raised by the function is propagated.

*Erroneous Execution*

- 25.3/2 | If an internal tag provided to an instance of Tags.Generic\_Dispatching\_Constructor or to any subprogram declared in package Tags identifies either a type that is not library-level and whose tag has not been created (see 13.14), or a type that does not exist in the partition at the time of the call, then execution is erroneous.

*Implementation Permissions*

- 26/2 | The implementation of Internal\_Tag and Descendant\_Tag may raise Tag\_Error if no specific type corresponding to the string External passed as a parameter exists in the partition at the time the function is called, or if there is no such type whose innermost master is a master of the point of the function call.

*Implementation Advice*

- 26.1/3 | Internal\_Tag should return the tag of a type, if one exists, whose innermost master is a master of the point of the function call.
- 27/5 | NOTE 1 A type declared with the reserved word **tagged** is normally declared in a package\_specification, so that new primitive subprograms can be declared for it.
- 28 | NOTE 2 Once an object has been created, its tag never changes.
- 29/5 | NOTE 3 Class-wide types are defined to have unknown discriminants (see 3.7). This means that, by the rules in 3.7 for objects with unknown discriminants, objects of a class-wide type are illegal unless they are explicitly initialized (whether created by an object\_declaration or an allocator), and that aggregates are illegal unless they are explicitly qualified with a specific type when their expected type is class-wide.
- 30/2 | NOTE 4 The capability provided by Tags.Generic\_Dispatching\_Constructor is sometimes known as a *factory*.

*Examples*

31 | *Examples of tagged record types:*

```
32 |     type Point is tagged
      |         record
      |             X, Y : Real := 0.0;
      |         end record;
```

```

type Expression is tagged null record;
  -- Components will be added by each extension

```

33

### 3.9.1 Type Extensions

Every type extension is a tagged type, and is a *record extension* or a *private extension* of some other tagged type, or a noninterface synchronized tagged type.

1/2

#### *Syntax*

```

record_extension_part ::= with record_definition

```

2

#### *Legality Rules*

The parent type of a record extension shall not be a class-wide type nor shall it be a synchronized tagged type (see 3.9.4). If the parent type or any progenitor is nonlimited, then each of the components of the `record_extension_part` shall be nonlimited. In addition to the places where Legality Rules normally apply (see 12.3), these rules apply also in the private part of an instance of a generic unit.

3/2

Within the body of a generic unit, or the body of any of its descendant library units, a tagged type shall not be declared as a descendant of a formal type declared within the formal part of the generic unit.

4/2

#### *Static Semantics*

A record extension is a *null extension* if its declaration has no `known_discriminant_part` and its `record_extension_part` includes no `component_declarations`.

4.1/2

In the case where the (compile-time) view of an object  $X$  is of a tagged type  $T1$  or  $T1$ 'Class and the (run-time) tag of  $X$  is  $T2$ 'Tag, only the components (if any) of  $X$  that are components of  $T1$  (or that are discriminants which correspond to a discriminant of  $T1$ ) are said to be *components of the nominal type* of  $X$ . Similarly, only parts (respectively, subcomponents) of  $T1$  are parts (respectively, subcomponents) of the nominal type of  $X$ .

4.2/5

#### *Dynamic Semantics*

The elaboration of a `record_extension_part` consists of the elaboration of the `record_definition`.

5

NOTE 1 The term “type extension” refers to a type as a whole. The term “extension part” refers to the piece of text that defines the additional components (if any) the type extension has relative to its specified ancestor type.

6

NOTE 2 When an extension is declared immediately within a body, primitive subprograms are inherited and are overridable, but new primitive subprograms cannot be added.

7/2

NOTE 3 By the rules given in 3.8, a name that denotes a component (including a discriminant) of the parent type is illegal within the `record_extension_part`. Similarly, a name that denotes a component defined within the `record_extension_part` is illegal within the `record_extension_part`. A name that denotes a discriminant of the record extension is legal, providing that it refers to a discriminant defined in a new `known_discriminant_part` in the enclosing type declaration.

8/5

NOTE 4 By the rules given in 8.3, each visible component of a record extension will have a unique name, whether the component is (visibly) inherited from the parent type or declared in the `record_extension_part`.

9/5

#### *Examples*

*Examples of record extensions (of types defined above in 3.9):*

10

```

type Painted_Point is new Point with
  record
    Paint : Color := White;
  end record;
  -- Components X and Y are inherited

```

11

```

12   Origin : constant Painted_Point := (X | Y => 0.0, Paint => Black);
13   type Literal is new Expression with
      record
          Value : Real;
        end record;
14/5  type Expr_Ptr is access all Expression'Class;
      -- see 3.9
15   type Binary_Operation is new Expression with
      record
          Left, Right : Expr_Ptr;
        end record;
16   type Addition is new Binary_Operation with null record;
      type Subtraction is new Binary_Operation with null record;
      -- No additional components needed for these extensions
17   Tree : Expr_Ptr :=          -- A tree representation of "5.0 + (13.0-7.0)"
      new Addition'(
        Left => new Literal'(Value => 5.0),
        Right => new Subtraction'(
          Left => new Literal'(Value => 13.0),
          Right => new Literal'(Value => 7.0));

```

### 3.9.2 Dispatching Operations of Tagged Types

1/5 The primitive subprograms of a tagged type, the subprograms declared by `formal_abstract_subprogram_` declarations, the `Put_Image` attribute (see 4.10) of a specific tagged type, and the stream attributes of a specific tagged type that are available (see 13.13.2) at the end of the declaration list where the type is declared are called *dispatching operations*. A dispatching operation can be called using a statically determined *controlling tag*, in which case the body to be executed is determined at compile time. Alternatively, the controlling tag can be dynamically determined, in which case the call *dispatches* to a body that is determined at run time; such a call is termed a *dispatching call*. As explained below, the properties of the operands and the context of a particular call on a dispatching operation determine how the controlling tag is determined, and hence whether or not the call is a dispatching call. Run-time polymorphism is achieved when a dispatching operation is called by a dispatching call.

#### Static Semantics

2/3 A call on a dispatching operation is a call whose name or prefix denotes the declaration of a dispatching operation. A *controlling operand* in a call on a dispatching operation of a tagged type *T* is one whose corresponding formal parameter is of type *T* or is of an anonymous access type with designated type *T*; the corresponding formal parameter is called a *controlling formal parameter*. If the controlling formal parameter is an access parameter, the controlling operand is the object designated by the actual parameter, rather than the actual parameter itself. If the call is to a (primitive) function with result type *T* (a *function with a controlling result*), then the call has a *controlling result* — the context of the call can control the dispatching. Similarly, if the call is to a function with an access result type designating *T* (a *function with a controlling access result*), then the call has a *controlling access result*, and the context can similarly control dispatching.

3/5 A name or expression of a tagged type is either *statically* tagged, *dynamically* tagged, or *tag indeterminate*, according to whether, when used as a controlling operand, the tag that controls dispatching is determined statically by the operand's (specific) type, dynamically by its tag at run time, or from context. A `qualified_expression` or `parenthesized expression` is statically, dynamically, or indeterminately tagged according to its operand. A `conditional_expression` is statically, dynamically, or indeterminately tagged according to rules given in 4.5.7. A `declare_expression` is statically, dynamically, or

indeterminately tagged according to its *body\_expression*. For other kinds of names and expressions, this is determined as follows:

- The name or expression is *statically tagged* if it is of a specific tagged type and, if it is a call with a controlling result or controlling access result, it has at least one statically tagged controlling operand; 4/2
- The name or expression is *dynamically tagged* if it is of a class-wide type, or it is a call with a controlling result or controlling access result and at least one dynamically tagged controlling operand; 5/2
- The name or expression is *tag indeterminate* if it is a call with a controlling result or controlling access result, all of whose controlling operands (if any) are tag indeterminate. 6/2

A *type\_conversion* is statically or dynamically tagged according to whether the type determined by the *subtype\_mark* is specific or class-wide, respectively. For an object that is designated by an expression whose expected type is an anonymous access-to-specific tagged type, the object is dynamically tagged if the expression, ignoring enclosing parentheses, is of the form *X'Access*, where *X* is of a class-wide type, or is of the form **new** *T*(...), where *T* denotes a class-wide subtype. Otherwise, the object is statically or dynamically tagged according to whether the designated type of the type of the expression is specific or class-wide, respectively. 7/1

#### *Legality Rules*

A call on a dispatching operation shall not have both dynamically tagged and statically tagged controlling operands. 8

If the expected type for an expression or name is some specific tagged type, then the expression or name shall not be dynamically tagged unless it is a controlling operand in a call on a dispatching operation. Similarly, if the expected type for an expression is an anonymous access-to-specific tagged type, then the object designated by the expression shall not be dynamically tagged unless it is a controlling operand in a call on a dispatching operation. 9/1

In the declaration of a dispatching operation of a tagged type, everywhere a subtype of the tagged type appears as a subtype of the profile (see 6.1), it shall statically match the first subtype of the tagged type. If the dispatching operation overrides an inherited subprogram, it shall be subtype conformant with the inherited subprogram. The convention of an inherited dispatching operation is the convention of the corresponding primitive operation of the parent or progenitor type. The default convention of a dispatching operation that overrides an inherited primitive operation is the convention of the inherited operation; if the operation overrides multiple inherited operations, then they shall all have the same convention. An explicitly declared dispatching operation shall not be of convention *Intrinsic*. 10/2

The *default\_expression* for a controlling formal parameter of a dispatching operation shall be tag indeterminate. 11/2

If a dispatching operation is defined by a *subprogram\_renaming\_declaration* or the instantiation of a generic subprogram, any access parameter of the renamed subprogram or the generic subprogram that corresponds to a controlling access parameter of the dispatching operation, shall have a subtype that excludes null. 11.1/2

A given subprogram shall not be a dispatching operation of two or more distinct tagged types. 12

The explicit declaration of a primitive subprogram of a tagged type shall occur before the type is frozen (see 13.14). For example, new dispatching operations cannot be added after objects or values of the type exist, nor after deriving a record extension from it, nor after a body. 13

14 For the execution of a call on a dispatching operation of a type *T*, the *controlling tag value* determines which subprogram body is executed. The controlling tag value is defined as follows:

- 15 • If one or more controlling operands are statically tagged, then the controlling tag value is *statically determined* to be the tag of *T*.
- 16 • If one or more controlling operands are dynamically tagged, then the controlling tag value is not statically determined, but is rather determined by the tags of the controlling operands. If there is more than one dynamically tagged controlling operand, a check is made that they all have the same tag. If this check fails, `Constraint_Error` is raised unless the call is a `function_call` whose `name` denotes the declaration of an equality operator (predefined or user defined) that returns Boolean, in which case the result of the call is defined to indicate inequality, and no `subprogram_body` is executed. This check is performed prior to evaluating any tag-indeterminate controlling operands.
- 17/2 • If all of the controlling operands (if any) are tag-indeterminate, then:
  - 18/2 • If the call has a controlling result or controlling access result and is itself, or designates, a (possibly parenthesized or qualified) controlling operand of an enclosing call on a dispatching operation of a descendant of type *T*, then its controlling tag value is determined by the controlling tag value of this enclosing call;
  - 18.1/2 • If the call has a controlling result or controlling access result and (possibly parenthesized, qualified, or dereferenced) is the expression of an `assignment_statement` whose target is of a class-wide type, then its controlling tag value is determined by the target;
  - 19 • Otherwise, the controlling tag value is statically determined to be the tag of type *T*.

20/3 For the execution of a call on a dispatching operation, the action performed is determined by the properties of the corresponding dispatching operation of the specific type identified by the controlling tag value:

- 20.1/3 • if the corresponding operation is explicitly declared for this type, even if the declaration occurs in a private part, then the action comprises an invocation of the explicit body for the operation;
- 20.2/3 • if the corresponding operation is implicitly declared for this type and is implemented by an entry or protected subprogram (see 9.1 and 9.4), then the action comprises a call on this entry or protected subprogram, with the target object being given by the first actual parameter of the call, and the actual parameters of the entry or protected subprogram being given by the remaining actual parameters of the call, if any;
- 20.3/3 • if the corresponding operation is a predefined operator then the action comprises an invocation of that operator;
- 20.4/3 • otherwise, the action is the same as the action for the corresponding operation of the parent type or progenitor type from which the operation was inherited except that additional invariant checks (see 7.3.2) and class-wide postcondition checks (see 6.1.1) may apply. If there is more than one such corresponding operation, the action is that for the operation that is not a null procedure, if any; otherwise, the action is that of an arbitrary one of the operations.

21 NOTE 1 The body to be executed for a call on a dispatching operation is determined by the tag; it does not matter whether that tag is determined statically or dynamically, and it does not matter whether the subprogram's declaration is visible at the place of the call.

22/2 NOTE 2 This subclause covers calls on dispatching subprograms of a tagged type. Rules for tagged type membership tests are described in 4.5.2. Controlling tag determination for an `assignment_statement` is described in 5.2.

23 NOTE 3 A dispatching call can dispatch to a body whose declaration is not visible at the place of the call.

24 NOTE 4 A call through an access-to-subprogram value is never a dispatching call, even if the access value designates a dispatching operation. Similarly a call whose `prefix` denotes a `subprogram_renaming_declaration` cannot be a dispatching call unless the renaming itself is the declaration of a primitive subprogram.

### 3.9.3 Abstract Types and Subprograms

An *abstract type* is a tagged type intended for use as an ancestor of other types, but which is not allowed to have objects of its own. An *abstract subprogram* is a subprogram that has no body, but is intended to be overridden at some point when inherited. Because objects of an abstract type cannot be created, a dispatching call to an abstract subprogram always dispatches to some overriding body.

#### Syntax

```
abstract_subprogram_declaration ::=
  [overriding_indicator]
  subprogram_specification is abstract
  [aspect_specification];
```

#### Static Semantics

Interface types (see 3.9.4) are abstract types. In addition, a tagged type that has the reserved word **abstract** in its declaration is an abstract type. The class-wide type (see 3.4.1) rooted at an abstract type is not itself an abstract type.

#### Legality Rules

Only a tagged type shall have the reserved word **abstract** in its declaration. 2/2

A subprogram declared by an `abstract_subprogram_declaration` or a `formal_abstract_subprogram_declaration` (see 12.6) is an *abstract subprogram*. If it is a primitive subprogram of a tagged type, then the tagged type shall be abstract. 3/2

If a type has an implicitly declared primitive subprogram that is inherited or is a predefined operator, and the corresponding primitive subprogram of the parent or ancestor type is abstract or is a function with a controlling access result, or if a type other than a nonabstract null extension inherits a function with a controlling result, then: 4/3

- If the type is abstract or untagged, the implicitly declared subprogram is *abstract*. 5/2
- Otherwise, the subprogram shall be overridden with a nonabstract subprogram or, in the case of a private extension inheriting a nonabstract function with a controlling result, have a full type that is a null extension; for a type declared in the visible part of a package, the overriding may be either in the visible or the private part. Such a subprogram is said to *require overriding*. However, if the type is a generic formal type, the subprogram is allowed to be inherited as is, without being overridden for the formal type itself; a nonabstract version will necessarily be provided by the actual type. 6/5

A call on an abstract subprogram shall be a dispatching call; nondispatching calls to an abstract subprogram are not allowed. In addition to the places where Legality Rules normally apply (see 12.3), these rules also apply in the private part of an instance of a generic unit. 7/5

If the name or prefix given in an `iterator_procedure_call` (see 5.5.3) denotes an abstract subprogram, the subprogram shall be a dispatching subprogram. 7.1/5

The type of an *aggregate*, of an object created by an `object_declaration` or an `allocator`, or of a generic formal object of mode **in**, shall not be abstract. The type of the target of an assignment operation (see 5.2) shall not be abstract. The type of a component shall not be abstract. If the result type of a function is abstract, then the function shall be abstract. If a function has an access result type designating an abstract type, then the function shall be abstract. The type denoted by a `return_subtype_indication` (see 6.5) shall 8/5

not be abstract. A generic function shall not have an abstract result type or an access result type designating an abstract type.

- 9 If a partial view is not abstract, the corresponding full view shall not be abstract. If a generic formal type is abstract, then for each primitive subprogram of the formal that is not abstract, the corresponding primitive subprogram of the actual shall not be abstract.
- 10/3 For an abstract type declared in a visible part, an abstract primitive subprogram shall not be declared in the private part, unless it is overriding an abstract subprogram implicitly declared in the visible part. For a tagged type declared in a visible part, a primitive function with a controlling result or a controlling access result shall not be declared in the private part, unless it is overriding a function implicitly declared in the visible part.
- 11/2 A generic actual subprogram shall not be an abstract subprogram unless the generic formal subprogram is declared by a `formal_abstract_subprogram_declaration`. The prefix of an `attribute_reference` for the `Access`, `Unchecked_Access`, or `Address` attributes shall not denote an abstract subprogram.

#### *Dynamic Semantics*

- 11.1/2 The elaboration of an `abstract_subprogram_declaration` has no effect.
- 12/5 NOTE 1 Abstractness is not inherited; a type is abstract only if the reserved word **abstract** is used in the declaration of the type extension.
- 13 NOTE 2 A class-wide type is never abstract. Even if a class is rooted at an abstract type, the class-wide type for the class is not abstract, and an object of the class-wide type can be created; the tag of such an object will identify some nonabstract type in the class.

#### *Examples*

14 *Example of an abstract type representing a set of natural numbers:*

```
15 package Sets is
    subtype Element_Type is Natural;
    type Set is abstract tagged null record;
    function Empty return Set is abstract;
    function Union(Left, Right : Set) return Set is abstract;
    function Intersection(Left, Right : Set) return Set is abstract;
    function Unit_Set(Element : Element_Type) return Set is abstract;
    procedure Take(Element : out Element_Type;
                  From : in out Set) is abstract;
end Sets;
```

- 16/5 Given the above abstract type, one can derive various (nonabstract) extensions of the type, representing alternative implementations of a set. One possibility is to use a bit vector, but impose an upper bound on the largest element representable, while another possible implementation is a hash table, trading off space for flexibility.

17/5 NOTE 3

## 3.9.4 Interface Types

- 1/2 An interface type is an abstract tagged type that provides a restricted form of multiple inheritance. A tagged type, task type, or protected type may have one or more interface types as ancestors.

#### *Syntax*

```
2/2 interface_type_definition ::=
    [limited | task | protected | synchronized] interface [and interface_list]
```



`interface_list ::= interface_subtype_mark {and interface_subtype_mark}` 3/2

*Static Semantics*

An interface type (also called an *interface*) is a specific abstract tagged type that is defined by an `interface_type_definition`. 4/2

An interface with the reserved word **limited**, **task**, **protected**, or **synchronized** in its definition is termed, respectively, a *limited interface*, a *task interface*, a *protected interface*, or a *synchronized interface*. In addition, all task and protected interfaces are synchronized interfaces, and all synchronized interfaces are limited interfaces. 5/2

A task or protected type derived from an interface is a tagged type. Such a tagged type is called a *synchronized* tagged type, as are synchronized interfaces and private extensions whose declaration includes the reserved word **synchronized**. 6/2

A task interface is an abstract task type. A protected interface is an abstract protected type. 7/2

An interface type has no components. 8/2

An `interface_subtype_mark` in an `interface_list` names a *progenitor subtype*; its type is the *progenitor type*. An interface type inherits user-defined primitive subprograms from each progenitor type in the same way that a derived type inherits user-defined primitive subprograms from its progenitor types (see 3.4). 9/2

*Legality Rules*

All user-defined primitive subprograms of an interface type shall be abstract subprograms or null procedures. 10/2

The type of a subtype named in an `interface_list` shall be an interface type. 11/2

A type derived from a nonlimited interface shall be nonlimited. 12/2

An interface derived from a task interface shall include the reserved word **task** in its definition; any other type derived from a task interface shall be a private extension or a task type declared by a task declaration (see 9.1). 13/2

An interface derived from a protected interface shall include the reserved word **protected** in its definition; any other type derived from a protected interface shall be a private extension or a protected type declared by a protected declaration (see 9.4). 14/2

An interface derived from a synchronized interface shall include one of the reserved words **task**, **protected**, or **synchronized** in its definition; any other type derived from a synchronized interface shall be a private extension, a task type declared by a task declaration, or a protected type declared by a protected declaration. 15/2

No type shall be derived from both a task interface and a protected interface. 16/2

In addition to the places where Legality Rules normally apply (see 12.3), these rules apply also in the private part of an instance of a generic unit. 17/2

*Dynamic Semantics*

The elaboration of an `interface_type_definition` creates the interface type and its first subtype. 18/3

NOTE Nonlimited interface types have predefined nonabstract equality operators. These can be overridden with user-defined abstract equality operators. Such operators will then require an explicit overriding for any nonabstract descendant of the interface. 19/5

## Examples

20/2 *Example of a limited interface and a synchronized interface extending it:*

```

21/2  type Queue is limited interface;
      procedure Append(Q : in out Queue; Person : in Person_Name) is abstract;
      procedure Remove_First(Q : in out Queue;
                             Person : out Person_Name) is abstract;
      function Cur_Count(Q : in Queue) return Natural is abstract;
      function Max_Count(Q : in Queue) return Natural is abstract;
      -- See 3.10.1 for Person_Name.

22/3  Queue_Error : exception;
      -- Append raises Queue_Error if Cur_Count(Q) = Max_Count(Q)
      -- Remove_First raises Queue_Error if Cur_Count(Q) = 0

23/2  type Synchronized_Queue is
      synchronized interface and Queue; -- see 9.11
      procedure Append_Wait(Q : in out Synchronized_Queue;
                           Person : in Person_Name) is abstract;
      procedure Remove_First_Wait(Q : in out Synchronized_Queue;
                                  Person : out Person_Name) is abstract;

24/2  ...

25/2  procedure Transfer(From : in out Queue'Class;
                       To : in out Queue'Class;
                       Number : in Natural := 1) is
      Person : Person_Name;
  begin
      for I in 1..Number loop
          Remove_First(From, Person);
          Append(To, Person);
      end loop;
  end Transfer;

```

26/5 This defines a Queue interface defining a queue of people. (A similar design is possible to define any kind of queue simply by replacing Person\_Name by an appropriate type.) The Queue interface has four dispatching operations, Append, Remove\_First, Cur\_Count, and Max\_Count. The body of a class-wide operation, Transfer is also shown. Every nonabstract extension of Queue will provide implementations for at least its four dispatching operations, as they are abstract. Any object of a type derived from Queue can be passed to Transfer as either the From or the To operand. The two operands can be of different types in a given call.

27/5 The Synchronized\_Queue interface inherits the four dispatching operations from Queue and adds two additional dispatching operations, which wait if necessary rather than raising the Queue\_Error exception. This synchronized interface can only be implemented by a task or protected type, and as such ensures safe concurrent access.

28/2 *Example use of the interface:*

```

29/3  type Fast_Food_Queue is new Queue with record ...;
      procedure Append(Q : in out Fast_Food_Queue; Person : in Person_Name);
      procedure Remove_First(Q : in out Fast_Food_Queue;
                             Person : out Person_Name);
      function Cur_Count(Q : in Fast_Food_Queue) return Natural;
      function Max_Count(Q : in Fast_Food_Queue) return Natural;

30/2  ...

31/2  Cashier, Counter : Fast_Food_Queue;

32/5  ...
      -- Add Casey (see 3.10.1) to the cashier's queue:
      Append (Cashier, Casey);
      -- After payment, move Casey to the sandwich counter queue:
      Transfer (Cashier, Counter);
      ...

```

An interface such as `Queue` can be used directly as the parent of a new type (as shown here), or can be used as a progenitor when a type is derived. In either case, the primitive operations of the interface are inherited. For `Queue`, the implementation of the four inherited routines will necessarily be provided. Inside the call of `Transfer`, calls will dispatch to the implementations of `Append` and `Remove_First` for type `Fast_Food_Queue`. 33/5

*Example of a task interface:* 34/2

```
type Serial_Device is task interface; -- see 9.1 35/2
procedure Read (Dev : in Serial_Device; C : out Character) is abstract;
procedure Write (Dev : in Serial_Device; C : in Character) is abstract;
```

The `Serial_Device` interface has two dispatching operations which are intended to be implemented by task entries (see 9.1). 36/2

### 3.10 Access Types

A value of an access type (an *access value*) provides indirect access to the object or subprogram it *designates*. Depending on its type, an access value can designate either subprograms, objects created by allocators (see 4.8), or more generally *aliased* objects of an appropriate type. 1

*Syntax*

```
access_type_definition ::= 2/2
  [null_exclusion] access_to_object_definition
  | [null_exclusion] access_to_subprogram_definition
```

```
access_to_object_definition ::= 3
  access [general_access_modifier] subtype_indication
```

```
general_access_modifier ::= all | constant 4
```

```
access_to_subprogram_definition ::= 5
  access [protected] procedure parameter_profile
  | access [protected] function parameter_and_result_profile
```

```
null_exclusion ::= not null 5.1/2
```

```
access_definition ::= 6/2
  [null_exclusion] access [constant] subtype_mark
  | [null_exclusion] access [protected] procedure parameter_profile
  | [null_exclusion] access [protected] function parameter_and_result_profile
```

*Static Semantics*

There are two kinds of access types, *access-to-object* types, whose values designate objects, and *access-to-subprogram* types, whose values designate subprograms. Associated with an access-to-object type is a *storage pool*; several access types may share the same storage pool. All descendants of an access type share the same storage pool. A storage pool is an area of storage used to hold dynamically allocated objects (called *pool elements*) created by allocators; storage pools are described further in 13.11, “Storage Management”. 7/1

Access-to-object types are further subdivided into *pool-specific* access types, whose values can designate only the elements of their associated storage pool, and *general* access types, whose values can designate 8

the elements of any storage pool, as well as aliased objects created by declarations rather than allocators, and aliased subcomponents of other objects.

- 9/5 A view of an object is defined to be *aliased* if it is defined by an `object_declaration`, `component_definition`, `parameter_specification`, or `extended_return_object_declaration` with the reserved word **aliased**, or by a renaming of an aliased view. In addition, the dereference of an access-to-object value denotes an aliased view, as does a view conversion (see 4.6) of an aliased view. A `qualified_expression` denotes an aliased view when the operand denotes an aliased view. The current instance of an immutably limited type (see 7.5) is defined to be aliased. Finally, a formal parameter or generic formal object of a tagged type is defined to be aliased. Aliased views are the ones that can be designated by an access value.
- 10 An `access_to_object_definition` defines an access-to-object type and its first subtype; the `subtype_indication` defines the *designated subtype* of the access type. If a `general_access_modifier` appears, then the access type is a general access type. If the modifier is the reserved word **constant**, then the type is an *access-to-constant type*; a designated object cannot be updated through a value of such a type. If the modifier is the reserved word **all**, then the type is an *access-to-variable type*; a designated object can be both read and updated through a value of such a type. If no `general_access_modifier` appears in the `access_to_object_definition`, the access type is a pool-specific access-to-variable type.
- 11 An `access_to_subprogram_definition` defines an access-to-subprogram type and its first subtype; the `parameter_profile` or `parameter_and_result_profile` defines the *designated profile* of the access type. There is a *calling convention* associated with the designated profile; only subprograms with this calling convention can be designated by values of the access type. By default, the calling convention is “*protected*” if the reserved word **protected** appears, and “Ada” otherwise. See Annex B for how to override this default.
- 12/3 An `access_definition` defines an anonymous general access type or an anonymous access-to-subprogram type. For a general access type, the `subtype_mark` denotes its *designated subtype*; if the `general_access_modifier` **constant** appears, the type is an access-to-constant type; otherwise, it is an access-to-variable type. For an access-to-subprogram type, the `parameter_profile` or `parameter_and_result_profile` denotes its *designated profile*.
- 13/2 For each access type, there is a null access value designating no entity at all, which can be obtained by (implicitly) converting the literal **null** to the access type. The null value of an access type is the default initial value of the type. Nonnull values of an access-to-object type are obtained by evaluating an `allocator`, which returns an access value designating a newly created object (see 3.10.2), or in the case of a general access-to-object type, evaluating an `attribute_reference` for the `Access` or `Unchecked_Access` attribute of an aliased view of an object. Nonnull values of an access-to-subprogram type are obtained by evaluating an `attribute_reference` for the `Access` attribute of a nonintrinsic subprogram.
- 13.1/2 A `null_exclusion` in a construct specifies that the null value does not belong to the access subtype defined by the construct, that is, the access subtype *excludes null*. In addition, the anonymous access subtype defined by the `access_definition` for a controlling access parameter (see 3.9.2) excludes null. Finally, for a `subtype_indication` without a `null_exclusion`, the subtype denoted by the `subtype_indication` excludes null if and only if the subtype denoted by the `subtype_mark` in the `subtype_indication` excludes null.
- 14/3 All subtypes of an access-to-subprogram type are constrained. The first subtype of a type defined by an `access_definition` or an `access_to_object_definition` is unconstrained if the designated subtype is an unconstrained array or discriminated subtype; otherwise, it is constrained.

*Legality Rules*

If a `subtype_indication`, `discriminant_specification`, `parameter_specification`, `parameter_and_result_profile`, `object_renaming_declaration`, or `formal_object_declaration` has a `null_exclusion`, the `subtype_mark` in that construct shall denote an access subtype that does not exclude null. 14.1/2

*Dynamic Semantics*

A `composite_constraint` is *compatible* with an unconstrained access subtype if it is compatible with the designated subtype. A `null_exclusion` is compatible with any access subtype that does not exclude null. An access value *satisfies* a `composite_constraint` of an access subtype if it equals the null value of its type or if it designates an object whose value satisfies the constraint. An access value satisfies an exclusion of the null value if it does not equal the null value of its type. 15/2

The elaboration of an `access_type_definition` creates the access type and its first subtype. For an access-to-object type, this elaboration includes the elaboration of the `subtype_indication`, which creates the designated subtype. 16

The elaboration of an `access_definition` creates an anonymous access type. 17/2

NOTE 1 Access values are called “pointers” or “references” in some other languages. 18

NOTE 2 Each access-to-object type has an associated storage pool; several access types can share the same pool. An object can be created in the storage pool of an access type by an `allocator` (see 4.8) for the access type. A storage pool (roughly) corresponds to what some other languages call a “heap”. See 13.11 for a discussion of pools. 19

NOTE 3 Only `index_constraints` and `discriminant_constraints` can be applied to access types (see 3.6.1 and 3.7.1). 20

*Examples*

*Examples of access-to-object types:* 21

```

type Frame is access Matrix; -- see 3.6
type Peripheral_Ref is not null access Peripheral; -- see 3.8.1
type Binop_Ptr is access all Binary_Operation'Class;
-- general access-to-class-wide, see 3.9.1

```

22/4

*Example of an access subtype:* 23

```

subtype Drum_Ref is Peripheral_Ref(Drum); -- see 3.8.1

```

24

*Example of an access-to-subprogram type:* 25

```

type Message_Procedure is access procedure (M : in String := "Error!");
procedure Default_Message_Procedure(M : in String);
Give_Message : Message_Procedure := Default_Message_Procedure'Access;
...
procedure Other_Procedure(M : in String);
...
Give_Message := Other_Procedure'Access;
...
Give_Message("File not found.");
-- call with parameter (all is optional)
Give_Message.all; -- call with no parameters

```

26

### 3.10.1 Incomplete Type Declarations

- 1 There are no particular limitations on the designated type of an access type. In particular, the type of a component of the designated type can be another access type, or even the same access type. This permits mutually dependent and recursive access types. An `incomplete_type_declaration` can be used to introduce a type to be used as a designated type, while deferring its full definition to a subsequent `full_type_declaration`.

*Syntax*

2/2 `incomplete_type_declaration ::=`  
`type_defining_identifier [discriminant_part] [is tagged];`

*Static Semantics*

- 2.1/4 An `incomplete_type_declaration` declares an *incomplete view* of a type and its first subtype; the first subtype is unconstrained if a `discriminant_part` appears. If the `incomplete_type_declaration` includes the reserved word **tagged**, it declares a *tagged incomplete view*. If  $T$  denotes a tagged incomplete view, then  $T$ Class denotes a tagged incomplete view. An incomplete view of a type is a limited view of the type (see 7.5).
- 2.2/2 Given an access type  $A$  whose designated type  $T$  is an incomplete view, a dereference of a value of type  $A$  also has this incomplete view except when:
- 2.3/2 • it occurs within the immediate scope of the completion of  $T$ , or
- 2.4/3 • it occurs within the scope of a `nonlimited_with_clause` that mentions a library package in whose visible part the completion of  $T$  is declared, or
- 2.5/3 • it occurs within the scope of the completion of  $T$  and  $T$  is an incomplete view declared by an `incomplete_type_declaration`.
- 2.6/3 In these cases, the dereference has the view of  $T$  visible at the point of the dereference.
- 2.7/3 Similarly, if a `subtype_mark` denotes a `subtype_declaration` defining a subtype of an incomplete view  $T$ , the `subtype_mark` denotes an incomplete view except under the same three circumstances given above, in which case it denotes the view of  $T$  visible at the point of the `subtype_mark`.

*Legality Rules*

- 3/3 An `incomplete_type_declaration` requires a completion, which shall be a `type_declaration` other than an `incomplete_type_declaration`. If the `incomplete_type_declaration` occurs immediately within either the visible part of a `package_specification` or a `declarative_part`, then the `type_declaration` shall occur later and immediately within this visible part or `declarative_part`. If the `incomplete_type_declaration` occurs immediately within the private part of a given `package_specification`, then the `type_declaration` shall occur later and immediately within either the private part itself, or the `declarative_part` of the corresponding `package_body`.
- 4/3 If an `incomplete_type_declaration` includes the reserved word **tagged**, then a `type_declaration` that completes it shall declare a tagged type. If an `incomplete_type_declaration` has a `known_discriminant_part`, then a `type_declaration` that completes it shall have a fully conforming (explicit) `known_discriminant_part` (see 6.3.1). If an `incomplete_type_declaration` has no `discriminant_part` (or an `unknown_discriminant_part`), then a corresponding `type_declaration` is nevertheless allowed to have discriminants, either explicitly, or inherited via derivation.

A name that denotes an incomplete view of a type may be used as follows:	5/2
<ul style="list-style-type: none"> <li>• as the <code>subtype_mark</code> in the <code>subtype_indication</code> of an <code>access_to_object_definition</code>; the only form of constraint allowed in this <code>subtype_indication</code> is a <code>discriminant_constraint</code> (a <code>null_exclusion</code> is not allowed);</li> <li>• as the <code>subtype_mark</code> in the <code>subtype_indication</code> of a <code>subtype_declaration</code>; the <code>subtype_indication</code> shall not have a <code>null_exclusion</code> or a constraint;</li> <li>• as the <code>subtype_mark</code> in an <code>access_definition</code> for an access-to-object type;</li> <li>• as the <code>subtype_mark</code> defining the subtype of a parameter or result in a profile occurring within a <code>basic_declaration</code>;</li> <li>• as a generic actual parameter whose corresponding generic formal parameter is a formal incomplete type (see 12.5.1).</li> </ul>	6/3 7/2 8/3 8.1/3 8.2/3
If such a name denotes a tagged incomplete view, it may also be used:	8.3/2
<ul style="list-style-type: none"> <li>• as the <code>subtype_mark</code> defining the subtype of a parameter in the profile for a <code>subprogram_body</code>, <code>entry_body</code>, or <code>accept_statement</code>;</li> <li>• as the prefix of an <code>attribute_reference</code> whose <code>attribute_designator</code> is <code>Class</code>; such an <code>attribute_reference</code> is restricted to the uses allowed here; it denotes a tagged incomplete view.</li> </ul>	8.4/3 9/2
<i>This paragraph was deleted.</i>	9.1/3
<ul style="list-style-type: none"> <li>• <i>This paragraph was deleted.</i></li> </ul>	9.2/3
If any of the above uses occurs as part of the declaration of a primitive subprogram of the incomplete view, and the declaration occurs immediately within the private part of a package, then the completion of the incomplete view shall also occur immediately within the private part; it shall not be deferred to the package body.	9.3/2
No other uses of a name that denotes an incomplete view of a type are allowed.	9.4/2
A prefix that denotes an object shall not be of an incomplete view. An actual parameter in a call shall not be of an untagged incomplete view. The result object of a function call shall not be of an incomplete view. A prefix shall not denote a subprogram having a formal parameter of an untagged incomplete view, nor a return type that is an incomplete view.	10/3
The controlling operand or controlling result of a dispatching call shall not be of an incomplete view if the operand or result is dynamically tagged.	10.1/5
<i>Paragraph 11 was deleted.</i>	

#### *Dynamic Semantics*

The elaboration of an <code>incomplete_type_declaration</code> has no effect.	12
NOTE 1 Within a <code>declarative_part</code> , an <code>incomplete_type_declaration</code> and a corresponding <code>full_type_declaration</code> cannot be separated by an intervening body. This is because, by the rules given in 13.14, a type is illegal if it is not completely defined before it is frozen, and a body freezes all types declared prior to it in the same <code>declarative_part</code> .	13/5
NOTE 2 A name that denotes an object of an incomplete view is defined to be of a limited type. Hence, the target of an assignment statement cannot be of an incomplete view.	13.1/3

#### *Examples*

<i>Example of a recursive type:</i>	14
<pre> <b>type</b> Cell;  -- incomplete type declaration <b>type</b> Link <b>is access</b> Cell; </pre>	15

```

16     type Cell is
        record
            Value : Integer;
            Succ  : Link;
            Pred  : Link;
        end record;
17     Head   : Link := new Cell'(0, null, null);
        Next  : Link := Head.Succ;
18     Examples of mutually dependent access types:
19/2     type Person(<>);      -- incomplete type declaration
        type Car is tagged; -- incomplete type declaration
20/2     type Person_Name is access Person;
        type Car_Name   is access all Car'Class;
21/2     type Car is tagged
        record
            Number : Integer;
            Owner  : Person_Name;
        end record;
22     type Person(Sex : Gender) is
        record
            Name      : String(1 .. 20);
            Birth     : Date;
            Age       : Integer range 0 .. 130;
            Vehicle   : Car_Name;
            case Sex is
                when M => Wife           : Person_Name(Sex => F);
                when F => Husband        : Person_Name(Sex => M);
            end case;
        end record;
23/5     My_Car, Your_Car, Next_Car : Car_Name := new Car;  -- see 4.8
        Casey : Person_Name := new Person(M);
        ...
        Casey.Vehicle := Your_Car;

```

### 3.10.2 Operations of Access Types

- 1 The attribute `Access` is used to create access values designating aliased objects and nonintrinsic subprograms. The “accessibility” rules prevent dangling references (in the absence of uses of certain unchecked features — see Clause 13).

#### *Name Resolution Rules*

- 2/2 For an `attribute_reference` with `attribute_designator` `Access` (or `Unchecked_Access` — see 13.10), the expected type shall be a single access type  $A$  such that:
- 2.1/2 •  $A$  is an access-to-object type with designated type  $D$  and the type of the prefix is  $D$ 'Class or is covered by  $D$ , or
  - 2.2/2 •  $A$  is an access-to-subprogram type whose designated profile is type conformant with that of the prefix.
- 2.3/2 The prefix of such an `attribute_reference` is never interpreted as an `implicit_dereference` or a `parameterless_function_call` (see 4.1.4). The designated type or profile of the expected type of the `attribute_reference` is the expected type or profile for the prefix.

#### *Static Semantics*

- 3/5 The accessibility rules, which prevent dangling references, are written in terms of *accessibility levels*, which reflect the run-time nesting of *masters*. As explained in 7.6.1, a master is the execution of a certain



construct (called a *master construct*), such as a `subprogram_body`. An accessibility level is *deeper than* another if it is more deeply nested at run time. For example, an object declared local to a called subprogram has a deeper accessibility level than an object declared local to the calling subprogram. The accessibility rules for access types require that the accessibility level of an object designated by an access value be no deeper than that of the access type. This ensures that the object will live at least as long as the access type, which in turn ensures that the access value cannot later designate an object that no longer exists. The `Unchecked_Access` attribute may be used to circumvent the accessibility rules.

A given accessibility level is said to be *statically deeper* than another if the given level is known at compile time (as defined below) to be deeper than the other for all possible executions. In most cases, accessibility is enforced at compile time by Legality Rules. Run-time accessibility checks are also used, since the Legality Rules do not cover certain cases involving access parameters and generic packages.

Each master, and each entity and view created by it, has an accessibility level; when two levels are defined to be the same, the accessibility levels of the two associated entities are said to be *tied* to each other. Accessibility levels are defined as follows:

- The accessibility level of a given master is deeper than that of each dynamically enclosing master, and deeper than that of each master upon which the task executing the given master directly depends (see 9.3). 6
- An entity or view defined by a declaration and created as part of its elaboration has the same accessibility level as the innermost master of the declaration except in the cases of renaming and derived access types described below. A formal parameter of a callable entity has the same accessibility level as the master representing the invocation of the entity. 7/5
- The accessibility level of a view of an object or subprogram defined by a `renaming_declaration` is the same as that of the renamed view, unless the renaming is of a formal subprogram, in which case the accessibility level is that of the instance. 8/5
- The accessibility level of a view conversion, `qualified_expression`, or parenthesized expression, is the same as that of the operand. 9/2
- The accessibility level of a `conditional_expression` (see 4.5.7) is the accessibility level of the evaluated *dependent\_expression*. 9.1/5
- The accessibility level of a `declare_expression` (see 4.5.9) is the accessibility level of the *body\_expression*. 9.2/5
- The accessibility level of an `aggregate` that is used (in its entirety) to directly initialize part of an object is that of the object being initialized. In other contexts, the accessibility level of an `aggregate` is that of the innermost master that evaluates the `aggregate`. Corresponding rules apply to a value conversion (see 4.6). 10/4
- The accessibility level of the result of a function call is that of the *master of the function call*, which is determined by the point of call as follows: 10.1/3
  - If the result type at the point of the function (or access-to-function type) declaration is a composite type, and the result is used (in its entirety) to directly initialize part of an object, the master is that of the object being initialized. In the case where the initialized object is a coextension (see below) that becomes a coextension of another object, the master is that of the eventual object to which the coextension will be transferred. 10.2/5
  - If the result is of an anonymous access type and is converted to a (named or anonymous) access type, the master is determined following the rules given below for determining the master of an object created by an allocator (even if the access result is of an access-to-subprogram type); 10.3/5
  - *This paragraph was deleted.* 10.4/5

- 10.5/5
  - If the call itself defines the result of a function  $F$ , or has an accessibility level that is tied to the result of such a function  $F$ , then the master of the call is that of the master of the call invoking  $F$ ;
- 10.6/3
  - In other cases, the master of the call is that of the innermost master that evaluates the function call.
- 10.7/3
 

In the case of a call to a function whose result type is an anonymous access type, the accessibility level of the type of the result of the function call is also determined by the point of call as described above.
- 10.8/3
  - Within a return statement, the accessibility level of the return object is that of the execution of the return statement. If the return statement completes normally by returning from the function, then prior to leaving the function, the accessibility level of the return object changes to be a level determined by the point of call, as does the level of any coextensions (see below) of the return object.
- 11
  - The accessibility level of a derived access type is the same as that of its ultimate ancestor.
- 11.1/2
  - The accessibility level of the anonymous access type defined by an `access_definition` of an `object_renaming_declaration` is the same as that of the renamed view.
- 11.2/5
  - The accessibility level of the anonymous access type defined by an `access_definition` of a `loop_parameter_subtype_indication` is that of the loop parameter.
- 12/2
  - The accessibility level of the anonymous access type of an access discriminant in the `subtype_indication` or `qualified_expression` of an `allocator`, or in the `expression` or `return_subtype_indication` of a return statement is determined as follows:
    - 12.1/2
      - If the value of the access discriminant is determined by a `discriminant_association` in a `subtype_indication`, the accessibility level of the object or subprogram designated by the associated value (or library level if the value is null);
    - 12.2/3
      - If the value of the access discriminant is determined by a `default_expression` in the declaration of the discriminant, the level of the object or subprogram designated by the associated value (or library level if null);
    - 12.3/3
      - If the value of the access discriminant is determined by a `record_component_association` in an `aggregate`, the accessibility level of the object or subprogram designated by the associated value (or library level if the value is null);
    - 12.4/3
      - In other cases, where the value of the access discriminant is determined by an object with an unconstrained nominal subtype, the accessibility level of the object.
  - 12.5/3
    - The accessibility level of the anonymous access type of an access discriminant in any other context is that of the enclosing object.
- 13/3
  - The accessibility level of the anonymous access type of an access parameter specifying an access-to-object type is the same as that of the view designated by the actual (or library-level if the actual is null).
- 13.1/2
  - The accessibility level of the anonymous access type of an access parameter specifying an access-to-subprogram type is deeper than that of any master; all such anonymous access types have this same level.
- 13.2/4
  - The accessibility level of the anonymous access subtype defined by a `return_subtype_indication` that is an `access_definition` (see 6.5) is that of the result subtype of the enclosing function.
- 13.3/4
  - The accessibility level of the type of a stand-alone object of an anonymous access-to-object type is the same as the accessibility level of the type of the access value most recently assigned to the object; accessibility checks ensure that this is never deeper than that of the declaration of the stand-alone object.

•		13.4/5
•	The accessibility level of an object created by an allocator is the same as that of the access type, except for an allocator of an anonymous access type (an <i>anonymous allocator</i> ) in certain contexts, as follows: For an anonymous allocator that defines the result of a function with an access result, the accessibility level is determined as though the allocator were in place of the call of the function; in the special case of a call that is the operand of a type conversion, the level is that of the target access type of the conversion. For an anonymous allocator defining the value of an access parameter, the accessibility level is that of the innermost master of the call. For an anonymous allocator whose type is that of a stand-alone object of an anonymous access-to-object type, the accessibility level is that of the declaration of the stand-alone object. For one defining an access discriminant, the accessibility level is determined as follows:	14/3
•	for an allocator used to define the discriminant of an object, the level of the object;	14.1/3
•	for an allocator used to define the constraint in a <code>subtype_indication</code> in any other context, the level of the master that elaborates the <code>subtype_indication</code> .	14.2/3
•	<i>This paragraph was deleted.</i>	14.3/3
	In the first case, the allocated object is said to be a <i>coextension</i> of the object whose discriminant designates it, as well as of any object of which the discriminated object is itself a coextension or subcomponent. If the allocated object is a coextension of an anonymous object representing the result of an aggregate or function call that is used (in its entirety) to directly initialize a part of an object, after the result is assigned, the coextension becomes a coextension of the object being initialized and is no longer considered a coextension of the anonymous object. All coextensions of an object (which have not thus been transferred by such an initialization) are finalized when the object is finalized (see 7.6.1).	14.4/3
•	Within a return statement, the accessibility level of the anonymous access type of an access result is that of the master of the call.	14.5/3
•	The accessibility level of a view of an object or subprogram designated by an access value is the same as that of the access type.	15/3
•	The accessibility level of a component, protected subprogram, or entry of (a view of) a composite object is the same as that of (the view of) the composite object.	16
	In the above rules, the operative constituents of a name or expression (see 4.4) are considered to be used in a given context if the enclosing name or expression is used in that context.	16.1/5
	One accessibility level is defined to be <i>statically deeper</i> than another in the following cases:	17
•	For a master construct that is statically nested within another master construct, the accessibility level of the inner master construct is statically deeper than that of the outer master construct.	18/5
•	The accessibility level of the anonymous access type of an access parameter specifying an access-to-subprogram type is statically deeper than that of any master; all such anonymous access types have this same level.	18.1/2
•	The statically deeper relationship does not apply to the accessibility level of the following:	19/5
•	the anonymous type of an access parameter specifying an access-to-object type;	19.1/5
•	the type of a stand-alone object of an anonymous access-to-object type;	19.2/5
•	a <code>raise_expression</code> ;	19.3/5
•	a descendant of a generic formal type;	19.4/5
•	a descendant of a type declared in a generic formal package.	19.5/5

- 19.6/5 When the statically deeper relationship does not apply, the accessibility level is not considered to be statically deeper, nor statically shallower, than any other.
- 19.7/5 • *This paragraph was deleted.*
- 19.8/5 • When within a function body or the return expression of an expression function, the accessibility level of the master representing an execution of the function is statically deeper than that of the master of the function call invoking that execution, independent of how the master of the function call is determined (see above).
- 20/5 • For determining whether one level is statically deeper than another when within a generic package body, the generic package is presumed to be instantiated at the same level as where it was declared; runtime checks are required in the case of more deeply nested instantiations.
- 21 • For determining whether one level is statically deeper than another when within the declarative region of a `type_declaration`, the current instance of the type is presumed to be an object created at a deeper level than that of the type.
- 21.1/5 Notwithstanding other rules given above, the accessibility level of an entity that is tied to that of an explicitly aliased formal parameter of an enclosing function is considered (both statically and dynamically) to be the same as that of an entity whose accessibility level is tied to that of the return object of that function.
- 22 The accessibility level of all library units is called the *library level*; a library-level declaration or entity is one whose accessibility level is the library level.
- 23 The following attribute is defined for a prefix `X` that denotes an aliased view of an object:
- 24/1 `X'Access` `X'Access` yields an access value that designates the object denoted by `X`. The type of `X'Access` is an access-to-object type, as determined by the expected type. The expected type shall be a general access type. `X` shall denote an aliased view of an object, including possibly the current instance (see 8.6) of a limited type within its definition, or a formal parameter or generic formal object of a tagged type. The view denoted by the prefix `X` shall satisfy the following additional requirements, presuming the expected type for `X'Access` is the general access type `A` with designated type `D`:
- 25 • If `A` is an access-to-variable type, then the view shall be a variable; on the other hand, if `A` is an access-to-constant type, the view may be either a constant or a variable.
- 26/3 • The view shall not be a subcomponent that depends on discriminants of an object unless the object is known to be constrained.
- 27/2 • If `A` is a named access type and `D` is a tagged type, then the type of the view shall be covered by `D`; if `A` is anonymous and `D` is tagged, then the type of the view shall be either `D'Class` or a type covered by `D`; if `D` is untagged, then the type of the view shall be `D`, and either:
- 27.1/2 • the designated subtype of `A` shall statically match the nominal subtype of the view; or
- 27.2/4 • `D` shall be discriminated in its full view and unconstrained in any partial view, and the designated subtype of `A` shall be unconstrained.
- 28/3 • The accessibility level of the view shall not be statically deeper than that of the access type `A`.
- 28.1/3 In addition to the places where Legality Rules normally apply (see 12.3), these requirements apply also in the private part of an instance of a generic unit.

A check is made that the accessibility level of *X* is not deeper than that of the access type *A*. If this check fails, `Program_Error` is raised. 29

If the nominal subtype of *X* does not statically match the designated subtype of *A*, a view conversion of *X* to the designated subtype is evaluated (which can raise `Constraint_Error` — see 4.6) and the value of `X'Access` designates that view. 30/5

The following attribute is defined for a prefix *P* that denotes a subprogram: 31

`P'Access` 32/5

`P'Access` yields an access value that designates the subprogram denoted by *P*. The type of `P'Access` is an access-to-subprogram type (*S*), as determined by the expected type. The accessibility level of *P* shall not be statically deeper than that of *S*. If *S* is nonblocking, *P* shall be nonblocking. In addition to the places where Legality Rules normally apply (see 12.3), these rules apply also in the private part of an instance of a generic unit. The profile of *P* shall be subtype conformant with the designated profile of *S*, and shall not be Intrinsic. If the subprogram denoted by *P* is declared within a generic unit, and the expression `P'Access` occurs within the body of that generic unit or within the body of a generic unit declared within the declarative region of the generic unit, then the ultimate ancestor of *S* shall be either a nonformal type declared within the generic unit or an anonymous access type of an access parameter.

#### Legality Rules

An expression is said to have *distributed accessibility* if it is 32.1/3

- a `conditional_expression` (see 4.5.7); or 32.2/3
- a `declare_expression` (see 4.5.9) whose *body\_expression* has distributed accessibility; or 32.3/5
- a view conversion, `qualified_expression`, or parenthesized expression whose operand has distributed accessibility. 32.4/5

The statically deeper relationship does not apply to the accessibility level of an expression having distributed accessibility; that is, such an accessibility level is not considered to be statically deeper, nor statically shallower, than any other. 32.5/5

Any static accessibility requirement that is imposed on an expression that has distributed accessibility (or on its type) is instead imposed on the *dependent\_expressions* of the underlying `conditional_expression`. This rule is applied recursively if a *dependent\_expression* also has distributed accessibility. 32.6/5

NOTE 1 The `Unchecked_Access` attribute yields the same result as the `Access` attribute for objects, but has fewer restrictions (see 13.10). There are other predefined operations that yield access values: an `allocator` can be used to create an object, and return an access value that designates it (see 4.8); evaluating the literal `null` yields a null access value that designates no entity at all (see 4.2). 33

NOTE 2 The predefined operations of an access type also include the assignment operation, qualification, and membership tests. Explicit conversion is allowed between general access types with matching designated subtypes; explicit conversion is allowed between access-to-subprogram types with subtype conformant profiles (see 4.6). Named access types have predefined equality operators; anonymous access types do not, but they can use the predefined equality operators for *universal\_access* (see 4.5.2). 34/2

NOTE 3 The object or subprogram designated by an access value can be named with a dereference, either an `explicit_dereference` or an `implicit_dereference`. See 4.1. 35

NOTE 4 A call through the dereference of an access-to-subprogram value is never a dispatching call. 36

NOTE 5 The `Access` attribute for subprograms and parameters of an anonymous access-to-subprogram type can be used together to implement “downward closures” — that is, to pass a more-nested subprogram as a parameter to a less-nested subprogram, as can be appropriate for an iterator abstraction or numerical integration. Downward closures can also be implemented using generic formal subprograms (see 12.6). Unlike for objects, there is no `Unchecked_Access` attribute for subprograms. 37/5

38/5 | NOTE 6 Using an access-to-class-wide tagged type with a dispatching operation is a potentially more structured alternative to using an access-to-subprogram type.

39/5 | NOTE 7 An implementation can consider two access-to-subprogram values to be unequal, even though they designate the same subprogram. For instance, this can happen because one points directly to the subprogram, while the other points to a special prologue that performs an `Elaboration_Check` and then jumps to the subprogram. See 4.5.2.

#### *Examples*

40 | *Example of use of the Access attribute:*

```
41/5 |   Becky : Person_Name := new Person(F);           -- see 3.10.1
      |   Cars  : array (1..2) of aliased Car;
      |   ...
      |   Becky.Vehicle := Cars(1)'Access;
      |   Casey.Vehicle := Cars(2)'Access;
```

## 3.11 Declarative Parts

1 | A `declarative_part` contains `declarative_items` (possibly none).

#### *Syntax*

```
2 |   declarative_part ::= {declarative_item}
3 |   declarative_item ::=
      |   basic_declarative_item | body
4/1 |   basic_declarative_item ::=
      |   basic_declaration | aspect_clause | use_clause
5 |   body ::= proper_body | body_stub
6 |   proper_body ::=
      |   subprogram_body | package_body | task_body | protected_body
```

#### *Static Semantics*

6.1/2 | The list of `declarative_items` of a `declarative_part` is called the *declaration list* of the `declarative_part`.

#### *Dynamic Semantics*

7 | The elaboration of a `declarative_part` consists of the elaboration of the `declarative_items`, if any, in the order in which they are given in the `declarative_part`.

8 | An elaborable construct is in the *elaborated* state after the normal completion of its elaboration. Prior to that, it is *not yet elaborated*.

9 | For a construct that attempts to use a body, a check (`Elaboration_Check`) is performed, as follows:

- 10/1 | • For a call to a (non-protected) subprogram that has an explicit body, a check is made that the body is already elaborated. This check and the evaluations of any actual parameters of the call are done in an arbitrary order.
- 11/3 | • For a call to a protected operation of a protected type (that has a body — no check is performed if the protected type is imported — see B.1), a check is made that the `protected_body` is already elaborated. This check and the evaluations of any actual parameters of the call are done in an arbitrary order.
- 12 | • For the activation of a task, a check is made by the activator that the `task_body` is already elaborated. If two or more tasks are being activated together (see 9.2), as the result of the

elaboration of a `declarative_part` or the initialization for the object created by an allocator, this check is done for all of them before activating any of them.

- For the instantiation of a generic unit that has a body, a check is made that this body is already elaborated. This check and the evaluation of any `explicit_generic_actual_parameters` of the instantiation are done in an arbitrary order. 13

The exception `Program_Error` is raised if any of these checks fails. 14

### 3.11.1 Completions of Declarations

Declarations sometimes come in two parts. A declaration that requires a second part is said to *require completion*. The second part is called the *completion* of the declaration (and of the entity declared), and is either another declaration, a body, or a pragma. A *body* is a `body`, an `entry_body`, a `null_procedure_declaration` or an `expression_function_declaration` that completes another declaration, or a renaming-as-body (see 8.5.4). 1/3

#### *Name Resolution Rules*

A construct that can be a completion is interpreted as the completion of a prior declaration only if: 2

- The declaration and the completion occur immediately within the same declarative region; 3
- The defining name or `defining_program_unit_name` in the completion is the same as in the declaration, or in the case of a pragma, the pragma applies to the declaration; 4
- If the declaration is overloadable, then the completion either has a type-conformant profile, or is a pragma. 5

#### *Legality Rules*

An implicit declaration shall not have a completion. For any explicit declaration that is specified to *require completion*, there shall be a corresponding explicit completion, unless the declared entity is imported (see B.1). 6/3

At most one completion is allowed for a given declaration. Additional requirements on completions appear where each kind of completion is defined. 7

A type is *completely defined* at a place that is after its full type definition (if it has one) and after all of its subcomponent types are completely defined. A type shall be completely defined before it is frozen (see 13.14 and 7.3). 8

NOTE 1 Completions are in principle allowed for any kind of explicit declaration. However, for some kinds of declaration, the only allowed completion is an implementation-defined pragma, and implementations are not required to have any such pragmas. 9/3

NOTE 2 There are rules that prevent premature uses of declarations that have a corresponding completion. The `Elaboration_Checks` of 3.11 prevent such uses at run time for subprograms, protected operations, tasks, and generic units. The freezing rules (see 13.14) prevent, at compile time, premature uses of other entities such as private types and deferred constants. 10/5





## 4 Names and Expressions

The rules applicable to the different forms of name and expression, and to their evaluation, are given in this clause. 1/3

### 4.1 Names

Names can denote declared entities, whether declared explicitly or implicitly (see 3.1). Names can also denote objects or subprograms designated by access values; the results of `type_conversions` or `function_calls`; subcomponents and slices of objects and values; protected subprograms, single entries, entry families, and entries in families of entries. Finally, names can denote attributes of any of the foregoing. 1

*Syntax*

```

name ::=
    direct_name          | explicit_dereference
  | indexed_component   | slice
  | selected_component  | attribute_reference
  | type_conversion     | function_call
  | character_literal   | qualified_expression
  | generalized_reference | generalized_indexing
  | target_name
2/5

direct_name ::= identifier | operator_symbol
3

prefix ::= name | implicit_dereference
4

explicit_dereference ::= name.all
5

implicit_dereference ::= name
6

```

Certain forms of name (`indexed_components`, `selected_components`, `slices`, and `attribute_references`) include a `prefix` that is either itself a name that denotes some related entity, or an `implicit_dereference` of an access value that designates some related entity. 7/3

*Name Resolution Rules*

The name in a *dereference* (either an `implicit_dereference` or an `explicit_dereference`) is expected to be of any access type. 8

*Static Semantics*

If the type of the name in a dereference is some access-to-object type  $T$ , then the dereference denotes a view of an object, the *nominal subtype* of the view being the designated subtype of  $T$ . If the designated subtype has unconstrained discriminants, the (actual) subtype of the view is constrained by the values of the discriminants of the designated object, except when there is a partial view of the type of the designated subtype that does not have discriminants, in which case the dereference is not constrained by its discriminant values. 9/3

If the type of the name in a dereference is some access-to-subprogram type  $S$ , then the dereference denotes a view of a subprogram, the *profile* of the view being the designated profile of  $S$ . 10

*Dynamic Semantics*

- 11/2 The evaluation of a name determines the entity denoted by the name. This evaluation has no other effect for a name that is a `direct_name` or a `character_literal`.
- 12 The evaluation of a name that has a prefix includes the evaluation of the prefix. The evaluation of a prefix consists of the evaluation of the name or the `implicit_dereference`. The prefix denotes the entity denoted by the name or the `implicit_dereference`.
- 13 The evaluation of a dereference consists of the evaluation of the name and the determination of the object or subprogram that is designated by the value of the name. A check is made that the value of the name is not the null access value. `Constraint_Error` is raised if this check fails. The dereference denotes the object or subprogram designated by the value of the name.

*Examples*14 *Examples of direct names:*

- 15
- |        |   |             |
|--------|---|-------------|
| Pi     | -- the direct name of a number          | (see 3.3.2) |
| Limit  | -- the direct name of a constant        | (see 3.3.1) |
| Count  | -- the direct name of a scalar variable | (see 3.3.1) |
| Board  | -- the direct name of an array variable | (see 3.6.1) |
| Matrix | -- the direct name of a type            | (see 3.6)   |
| Random | -- the direct name of a function        | (see 6.1)   |
| Error  | -- the direct name of an exception      | (see 11.1)  |

16 *Examples of dereferences:*

- 17
- |                |  |
|----------------|--|
| Next_Car.all   | -- explicit dereference denoting the object designated |
|                | -- by the access variable Next_Car (see 3.10.1)        |
| Next_Car.Owner | -- selected component with implicit dereference;       |
|                | -- same as Next_Car.all.Owner                          |

## 4.1.1 Indexed Components

- 1 An `indexed_component` denotes either a component of an array or an entry in a family of entries.

*Syntax*

- 2 `indexed_component ::= prefix(expression {, expression})`

*Name Resolution Rules*

- 3 The prefix of an `indexed_component` with a given number of expressions shall resolve to denote an array (after any implicit dereference) with the corresponding number of index positions, or shall resolve to denote an entry family of a task or protected object (in which case there shall be only one expression).
- 4 The expected type for each expression is the corresponding index type.

*Static Semantics*

- 5 When the prefix denotes an array, the `indexed_component` denotes the component of the array with the specified index value(s). The nominal subtype of the `indexed_component` is the component subtype of the array type.
- 6 When the prefix denotes an entry family, the `indexed_component` denotes the individual entry of the entry family with the specified index value.

*Dynamic Semantics*

For the evaluation of an `indexed_component`, the `prefix` and the `expressions` are evaluated in an arbitrary order. The value of each `expression` is converted to the corresponding index type. A check is made that each index value belongs to the corresponding index range of the array or entry family denoted by the `prefix`. `Constraint_Error` is raised if this check fails.

*Examples*

*Examples of indexed components:*

```
My_Schedule (Sat)  -- a component of a one-dimensional array (see 3.6.1)
Page (10)         -- a component of a one-dimensional array (see 3.6)
Board (M, J + 1)  -- a component of a two-dimensional array (see 3.6.1)
Page (10) (20)    -- a component of a component (see 3.6)
Request (Medium)  -- an entry in a family of entries (see 9.1)
Next_Frame (L) (M, N) -- a component of a function call (see 6.1)
```

Distinct notations are used for components of multidimensional arrays (such as `Board`) and arrays of arrays (such as `Page`). The components of an array of arrays are arrays and can therefore be indexed. Thus `Page(10)(20)` denotes the 20th component of `Page(10)`. In the last example `Next_Frame(L)` is a function call returning an access value that designates a two-dimensional array.

NOTE

## 4.1.2 Slices

A `slice` denotes a one-dimensional array formed by a sequence of consecutive components of a one-dimensional array. A `slice` of a variable is a variable; a `slice` of a constant is a constant; a `slice` of a value is a value.

*Syntax*

```
slice ::= prefix(discrete_range)
```

*Name Resolution Rules*

The `prefix` of a `slice` shall resolve to denote a one-dimensional array (after any implicit dereference).

The expected type for the `discrete_range` of a `slice` is the index type of the array type.

*Static Semantics*

A `slice` denotes a one-dimensional array formed by the sequence of consecutive components of the array denoted by the `prefix`, corresponding to the range of values of the index given by the `discrete_range`.

The type of the `slice` is that of the `prefix`. Its bounds are those defined by the `discrete_range`.

*Dynamic Semantics*

For the evaluation of a `slice`, the `prefix` and the `discrete_range` are evaluated in an arbitrary order. If the `slice` is not a *null slice* (a `slice` where the `discrete_range` is a null range), then a check is made that the bounds of the `discrete_range` belong to the index range of the array denoted by the `prefix`. `Constraint_Error` is raised if this check fails.

NOTE 1 By the rules given in 3.10.2, a `slice` is illegal as the `prefix` of an `Access attribute_reference`, even if the components or the array as a whole are aliased.

NOTE 2 For a one-dimensional array `A`, the `slice A(N .. N)` denotes an array that has only one component; its type is the type of `A`. On the other hand, `A(N)` denotes a component of the array `A` and has the corresponding component type.

## Examples

10 *Examples of slices:*

```

11 Stars(1 .. 15)           -- a slice of 15 characters      (see 3.6.3)
Page(10 .. 10 + Size)    -- a slice of 1 + Size components (see 3.6)
Page(L)(A .. B)          -- a slice of the array Page(L)   (see 3.6)
Stars(1 .. 0)            -- a null slice                (see 3.6.3)
My_Schedule(Weekday)    -- bounds given by subtype (see 3.6.1 and 3.5.1)
Stars(5 .. 15)(K)       -- same as Stars(K)          (see 3.6.3)
                        -- provided that K is in 5 .. 15

```

### 4.1.3 Selected Components

1 Selected\_components are used to denote components (including discriminants), entries, entry families, and protected subprograms; they are also used as expanded names as described below.

## Syntax

```

2 selected_component ::= prefix . selector_name
3 selector_name ::= identifier | character_literal | operator_symbol

```

## Name Resolution Rules

4 A *selected\_component* is called an *expanded name* if, according to the visibility rules, at least one possible interpretation of its *prefix* denotes a package or an enclosing named construct (directly, not through a *subprogram\_renaming\_declaration* or *generic\_renaming\_declaration*).

5 A *selected\_component* that is not an expanded name shall resolve to denote one of the following:

- 6 • A component (including a discriminant):
 

7 The *prefix* shall resolve to denote an object or value of some non-array composite type (after any implicit dereference). The *selector\_name* shall resolve to denote a *discriminant\_specification* of the type, or, unless the type is a protected type, a *component\_declaration* of the type. The *selected\_component* denotes the corresponding component of the object or value.
- 8 • A single entry, an entry family, or a protected subprogram:
 

9 The *prefix* shall resolve to denote an object or value of some task or protected type (after any implicit dereference). The *selector\_name* shall resolve to denote an *entry\_declaration* or *subprogram\_declaration* occurring (implicitly or explicitly) within the visible part of that type. The *selected\_component* denotes the corresponding entry, entry family, or protected subprogram.
- 9.1/2 • A view of a subprogram whose first formal parameter is of a tagged type or is an access parameter whose designated type is tagged:
 

9.2/3 The *prefix* (after any implicit dereference) shall resolve to denote an object or value of a specific tagged type *T* or class-wide type *T*Class. The *selector\_name* shall resolve to denote a view of a subprogram declared immediately within the declarative region in which an ancestor of the type *T* is declared. The first formal parameter of the subprogram shall be of type *T*, or a class-wide type that covers *T*, or an access parameter designating one of these types. The designator of the subprogram shall not be the same as that of a component of the tagged type visible at the point of the *selected\_component*. The subprogram shall not be an implicitly declared primitive operation of type *T* that overrides an inherited subprogram implemented by an entry or protected subprogram visible at the point of the *selected\_component*. The *selected\_component* denotes a view of this subprogram that omits the first formal parameter. This view is called a *prefixed view* of the subprogram, and the *prefix* of the *selected\_component* (after any implicit dereference) is called the *prefix* of the prefixed view.

An expanded name shall resolve to denote a declaration that occurs immediately within a named declarative region, as follows: 10

- The `prefix` shall resolve to denote either a package (including the current instance of a generic package, or a rename of a package), or an enclosing named construct. 11
- The `selector_name` shall resolve to denote a declaration that occurs immediately within the declarative region of the package or enclosing construct (the declaration shall be visible at the place of the expanded name — see 8.3). The expanded name denotes that declaration. 12
- If the `prefix` does not denote a package, then it shall be a `direct_name` or an expanded name, and it shall resolve to denote a program unit (other than a package), the current instance of a type, a block\_statement, a loop\_statement, or an accept\_statement (in the case of an accept\_statement or entry\_body, no family index is allowed); the expanded name shall occur within the declarative region of this construct. Further, if this construct is a callable construct and the `prefix` denotes more than one such enclosing callable construct, then the expanded name is ambiguous, independently of the `selector_name`. 13

#### Legality Rules

For a prefixed view of a subprogram whose first formal parameter is an access parameter, the prefix shall be legal as the prefix of an attribute\_reference with attribute\_designator Access appearing as the first actual parameter in a call on the unprefix view of the subprogram. 13.1/5

For a subprogram whose first parameter is of mode **in out** or **out**, or of an anonymous access-to-variable type, the prefix of any prefixed view shall denote a variable. 13.2/2

#### Dynamic Semantics

The evaluation of a `selected_component` includes the evaluation of the prefix. 14

For a `selected_component` that denotes a component of a variant, a check is made that the values of the discriminants are such that the value or object denoted by the `prefix` has this component. The exception Constraint\_Error is raised if this check fails. 15

#### Examples

*Examples of selected components:* 16

Tomorrow.Month	-- a record component	(see 3.8)	17/5
Next_Car.Owner	-- a record component	(see 3.10.1)	
Next_Car.Owner.Age	-- a record component	(see 3.10.1)	
	-- the previous two lines involve implicit dereferences		
Writer.Unit	-- a record component (a discriminant)	(see 3.8.1)	
Min_Cell(H).Value	-- a record component of the result	(see 6.1)	
	-- of the function call Min_Cell(H)		
Cashier.Append	-- a prefixed view of a procedure	(see 3.9.4)	
Control.Seize	-- an entry of a protected object	(see 9.4)	
Pool(K).Write	-- an entry of the task Pool(K)	(see 9.1)	

*Examples of expanded names:* 18

Key_Manager."<"	-- an operator of the visible part of a package	(see 7.3.1)	19
Dot_Product.Sum	-- a variable declared in a function body	(see 6.1)	
Buffer.Pool	-- a variable declared in a protected unit	(see 9.11)	
Buffer.Read	-- an entry of a protected unit	(see 9.11)	
Swap.Temp	-- a variable declared in a block statement	(see 5.6)	
Standard.Boolean	-- the name of a predefined type	(see A.1)	

## 4.1.4 Attributes

- 1 An *attribute* is a characteristic of an entity that can be queried via an `attribute_reference` or a `range_attribute_reference`.

### Syntax

```

2/5 attribute_reference ::=
    prefix'attribute_designator
    | reduction_attribute_reference
3/2 attribute_designator ::=
    identifier[(static_expression)]
    | Access | Delta | Digits | Mod
4 range_attribute_reference ::= prefix'range_attribute_designator
5 range_attribute_designator ::= Range[(static_expression)]

```

### Name Resolution Rules

- 6/5 In an `attribute_reference` that is not a `reduction_attribute_reference`, if the `attribute_designator` is for an attribute defined for (at least some) objects of an access type, then the `prefix` is never interpreted as an `implicit_dereference`; otherwise (and for all `range_attribute_references` and `reduction_attribute_references`), if there is a `prefix` and the type of the name within the `prefix` is of an access type, the `prefix` is interpreted as an `implicit_dereference`. Similarly, if the `attribute_designator` is for an attribute defined for (at least some) functions, then the `prefix` is never interpreted as a `parameterless_function_call`; otherwise (and for all `range_attribute_references` and `reduction_attribute_references`), if there is a `prefix` and the `prefix` consists of a name that denotes a function, it is interpreted as a `parameterless_function_call`.
- 7 The expression, if any, in an `attribute_designator` or `range_attribute_designator` is expected to be of any integer type.

### Legality Rules

- 8 The expression, if any, in an `attribute_designator` or `range_attribute_designator` shall be static.

### Static Semantics

- 9/4 An `attribute_reference` denotes a value, an object, a subprogram, or some other kind of program entity. Unless explicitly specified otherwise, for an `attribute_reference` that denotes a value or an object, if its type is scalar, then its nominal subtype is the base subtype of the type; if its type is tagged, its nominal subtype is the first subtype of the type; otherwise, its nominal subtype is a subtype of the type without any constraint, `null_exclusion`, or predicate. Similarly, unless explicitly specified otherwise, for an `attribute_reference` that denotes a function, when its result type is scalar, its result subtype is the base subtype of the type, when its result type is tagged, the result subtype is the first subtype of the type, and when the result type is some other type, the result subtype is a subtype of the type without any constraint, `null_exclusion`, or predicate.
- 10 A `range_attribute_reference` `X'Range(N)` is equivalent to the range `X'First(N) .. X'Last(N)`, except that the `prefix` is only evaluated once. Similarly, `X'Range` is equivalent to `X'First .. X'Last`, except that the `prefix` is only evaluated once.

*Dynamic Semantics*

The evaluation of a `range_attribute_reference` or an `attribute_reference` that is not a `reduction_attribute_reference` consists of the evaluation of the prefix. The evaluation of a `reduction_attribute_reference` is defined in 4.5.10. 11/5

*Implementation Permissions*

An implementation may provide implementation-defined attributes; the `identifier` for such an implementation-defined attribute shall differ from those of the language-defined attributes. 12/5

An implementation may extend the definition of a language-defined attribute by accepting uses of that attribute that would otherwise be illegal in the following cases: 13/5

- in order to support compatibility with a previous edition of of this Reference Manual; or 14/5
- in the case of a language-defined attribute whose `prefix` is required by this document to be a floating point subtype, an implementation may accept an `attribute_reference` whose `prefix` is a fixed point subtype; the semantics of such an `attribute_reference` are implementation defined. 15/5

NOTE 1 Attributes are defined throughout this document, and are summarized in K.2. 16

NOTE 2 By the general rules given above, there is no expected type or profile for the name in a prefix of an `attribute_reference` (or a `range_attribute_reference`), which means that no context can be used to resolve the name. However, by the rules given in 3.10.2 for the case of the `Access` attribute, the expected type for the `attribute_reference` will be a single access type, and the resolution of the name can make use of the designated type or profile of this access type. 17/5

*Examples*

*Examples of attributes:* 18

<code>Color'First</code>	<code>-- minimum value of the enumeration type Color</code>	<code>(see 3.5.1)</code>	19
<code>Rainbow'Base'First</code>	<code>-- same as Color'First</code>	<code>(see 3.5.1)</code>	
<code>Real'Digits</code>	<code>-- precision of the type Real</code>	<code>(see 3.5.7)</code>	
<code>Board'Last(2)</code>	<code>-- upper bound of the second dimension of Board</code>	<code>(see 3.6.1)</code>	
<code>Board'Range(1)</code>	<code>-- index range of the first dimension of Board</code>	<code>(see 3.6.1)</code>	
<code>Pool(K)'Terminated</code>	<code>-- True if task Pool(K) is terminated</code>	<code>(see 9.1)</code>	
<code>Date'Size</code>	<code>-- number of bits for records of type Date</code>	<code>(see 3.8)</code>	
<code>Message'Address</code>	<code>-- address of the record variable Message</code>		
	<code>--</code>	<code>(see 3.7.1)</code>	

## 4.1.5 User-Defined References

*Static Semantics*

Given a discriminated type *T*, the following type-related operational aspect may be specified: 1/3

`Implicit_Dereference` 2/3

This aspect is specified by a `name` that denotes an access discriminant declared for the type *T*.

A (view of a) type with a specified `Implicit_Dereference` aspect is a *reference type*. A *reference object* is an object of a reference type. The discriminant named by the `Implicit_Dereference` aspect is the *reference discriminant* of the reference type or reference object. A `generalized_reference` is a name that identifies a reference object, and denotes the object or subprogram designated by the reference discriminant of the reference object. 3/3

*Syntax*

`generalized_reference ::= reference_object_name` 4/3

## Name Resolution Rules

5/3 The expected type for the *reference\_object\_name* in a *generalized\_reference* is any reference type.

## Static Semantics

5.1/4 The *Implicit\_Dereference* aspect is nonoverridable (see 13.1.1).

6/3 A *generalized\_reference* denotes a view equivalent to that of a dereference of the reference discriminant of the reference object.

7/5 Given a reference type *T*, the *Implicit\_Dereference* aspect is inherited by descendants of type *T* if not overridden (which is only permitted if confirming). If a descendant type constrains the value of the reference discriminant of *T* by a new discriminant, that new discriminant is the reference discriminant of the descendant. If the descendant type constrains the value of the reference discriminant of *T* by an expression other than the name of a new discriminant, a *generalized\_reference* that identifies an object of the descendant type denotes the object or subprogram designated by the value of this constraining expression.

## Dynamic Semantics

8/3 The evaluation of a *generalized\_reference* consists of the evaluation of the *reference\_object\_name* and a determination of the object or subprogram designated by the reference discriminant of the named reference object. A check is made that the value of the reference discriminant is not the null access value. *Constraint\_Error* is raised if this check fails. The *generalized\_reference* denotes the object or subprogram designated by the value of the reference discriminant of the named reference object.

## Examples

9/5 *Examples of the specification and use of generalized references:*

```

10/3   type Barrel is tagged ... -- holds objects of type Element
11/3   type Ref_Element (Data : access Element) is limited private
      with Implicit_Dereference => Data;
      -- This Ref_Element type is a "reference" type.
      -- "Data" is its reference discriminant.
12/3   function Find (B : aliased in out Barrel; Key : String)
      return Ref_Element;
      -- Returns a reference to an element of a barrel.
13/3   B: aliased Barrel;
14/3   ...
15/3   Find (B, "grape") := Element' (...); -- Assign through a reference.
16/3   -- This is equivalent to:
      Find (B, "grape").Data.all := Element' (...);

```

## 4.1.6 User-Defined Indexing

## Static Semantics

1/3 Given a tagged type *T*, the following type-related, operational aspects may be specified:

2/5 *Constant\_Indexing*

This aspect shall be specified by a name that denotes one or more functions declared immediately within the same declaration list in which *T*, or the declaration completed by *T*, is declared. All such functions shall have at least two parameters, the first of which is of type *T* or *T*Class, or is an access-to-constant parameter with designated type *T* or *T*Class.



Variable_Indexing	This aspect shall be specified by a <b>name</b> that denotes one or more functions declared immediately within the same declaration list in which <i>T</i> , or the declaration completed by <i>T</i> , is declared. All such functions shall have at least two parameters, the first of which is of type <i>T</i> or <i>T</i> Class, or is an access parameter with designated type <i>T</i> or <i>T</i> Class. All such functions shall have a return type that is a reference type (see 4.1.5), whose reference discriminant is of an access-to-variable type.	3/5
	These aspects are inherited by descendants of <i>T</i> (including the class-wide type <i>T</i> Class).	4/4
	An <i>indexable container type</i> is (a view of) a tagged type with at least one of the aspects Constant_Indexing or Variable_Indexing specified. An <i>indexable container object</i> is an object of an indexable container type. A <b>generalized_indexing</b> is a <b>name</b> that denotes the result of calling a function named by a Constant_Indexing or Variable_Indexing aspect.	5/3
	The Constant_Indexing and Variable_Indexing aspects are nonoverridable (see 13.1.1).	5.1/4

#### Legality Rules

If an ancestor of a type *T* is an indexable container type, then any explicit specification of the Constant\_Indexing or Variable\_Indexing aspects shall be confirming; that is, the specified **name** shall match the inherited aspect (see 13.1.1).

- 
- 

7/4

8/4

*Paragraphs 7 through 8 were deleted.*

In addition to the places where Legality Rules normally apply (see 12.3), this rule applies also in the private part of an instance of a generic unit.

9/5

A **generalized\_indexing** is illegal if the equivalent prefixed view (see below) is illegal.

9.1/5

#### Syntax

**generalized\_indexing** ::= *indexable\_container\_object\_prefix* **actual\_parameter\_part**

10/3

#### Name Resolution Rules

The expected type for the *indexable\_container\_object\_prefix* of a **generalized\_indexing** is any indexable container type.

11/3

If the Constant\_Indexing aspect is specified for the type of the *indexable\_container\_object\_prefix* of a **generalized\_indexing**, then the **generalized\_indexing** is interpreted as a *constant indexing* under the following circumstances:

12/3

- when the Variable\_Indexing aspect is not specified for the type of the *indexable\_container\_object\_prefix*; 13/3
- when the *indexable\_container\_object\_prefix* denotes a constant; 14/3
- when the **generalized\_indexing** is used within a primary where a **name** denoting a constant is permitted. 15/3

Otherwise, the **generalized\_indexing** is interpreted as a *variable indexing*.

16/3

When a **generalized\_indexing** is interpreted as a constant (or variable) indexing, it is equivalent to a call on a prefixed view of one of the functions named by the Constant\_Indexing (or Variable\_Indexing) aspect

17/3

of the type of the *indexable\_container\_object\_prefix* with the given *actual\_parameter\_part*, and with the *indexable\_container\_object\_prefix* as the prefix of the prefixed view.

18/4 NOTE The *Constant\_Indexing* and *Variable\_Indexing* aspects cannot be redefined when inherited for a derived type, but the functions that they denote can be modified by overriding or overloading.

#### Examples

19/5 *Examples of the specification and use of generalized indexing:*

```
20/3  type Indexed_Barrel is tagged ...
      with Variable_Indexing => Find;
      -- Indexed_Barrel is an indexable container type,
      -- Find is the generalized indexing operation.

21/3  function Find (B : aliased in out Indexed_Barrel; Key : String)
      return Ref_Element;
      -- Return a reference to an element of a barrel (see 4.1.5).

22/3  IB: aliased Indexed_Barrel;

23/3  -- All of the following calls are then equivalent:
Find (IB, "pear").Data.all := Element' (...); -- Traditional call
IB.Find ("pear").Data.all := Element' (...); -- Call of prefixed view
IB.Find ("pear")          := Element' (...); -- Implicit dereference (see 4.1.5)
IB ("pear")              := Element' (...); -- Implicit indexing and dereference
IB ("pear").Data.all    := Element' (...); -- Implicit indexing only
```

## 4.2 Literals

1 A *literal* represents a value literally, that is, by means of notation suited to its kind. A literal is either a *numeric\_literal*, a *character\_literal*, the literal **null**, or a *string\_literal*.

#### Name Resolution Rules

2/2 *This paragraph was deleted.*

3 For a *name* that consists of a *character\_literal*, either its expected type shall be a single character type, in which case it is interpreted as a parameterless *function\_call* that yields the corresponding value of the character type, or its expected profile shall correspond to a parameterless function with a character result type, in which case it is interpreted as the name of the corresponding parameterless function declared as part of the character type's definition (see 3.5.1). In either case, the *character\_literal* denotes the *enumeration\_literal\_specification*.

4/5 The expected type for a *primary* that is a *string\_literal* shall be a single string type or a type with a specified *String\_Literal* aspect (see 4.2.1). In either case, the *string\_literal* is interpreted to be of its expected type. If the expected type of an integer literal is a type with a specified *Integer\_Literal* aspect (see 4.2.1), the literal is interpreted to be of its expected type; otherwise it is interpreted to be of type *universal\_integer*. If the expected type of a real literal is a type with a specified *Real\_Literal* aspect (see 4.2.1), it is interpreted to be of its expected type; otherwise, it is interpreted to be of type *universal\_real*.

#### Legality Rules

5 A *character\_literal* that is a *name* shall correspond to a *defining\_character\_literal* of the expected type, or of the result type of the expected profile.

6/5 If the expected type for a *string\_literal* is a string type, then for each character of the *string\_literal* there shall be a corresponding *defining\_character\_literal* of the component type of the expected string type.

7/2 *This paragraph was deleted.*

*Static Semantics*

The literal **null** is of type *universal\_access*.

8/5

*Dynamic Semantics*

If its expected type is a numeric type, the evaluation of a numeric literal yields the represented value. In other cases, the effect of evaluating a numeric literal is determined by the `Integer_Literal` or `Real_Literal` aspect that applies (see 4.2.1).

9/5

The evaluation of the literal **null** yields the null value of the expected type.

9.1/5

The evaluation of a `string_literal` that is a primary and has an expected type that is a string type, yields an array value containing the value of each character of the sequence of characters of the `string_literal`, as defined in 2.6. The bounds of this array value are determined according to the rules for `positional_array_aggregates` (see 4.3.3), except that for a null string literal, the upper bound is the predecessor of the lower bound. In other cases, the effect of evaluating a `string_literal` is determined by the `String_Literal` aspect that applies (see 4.2.1).

10/5

For the evaluation of a `string_literal` of a string type *T*, a check is made that the value of each character of the `string_literal` belongs to the component subtype of *T*. For the evaluation of a null string literal of a string type, a check is made that its lower bound is greater than the lower bound of the base range of the index type. The exception `Constraint_Error` is raised if either of these checks fails.

11/5

NOTE Enumeration literals that are identifiers rather than `character_literals` follow the normal rules for identifiers when used in a name (see 4.1 and 4.1.3). `Character_literals` used as `selector_names` follow the normal rules for expanded names (see 4.1.3).

12

*Examples*

*Examples of literals:*

```
3.14159_26536    -- a real literal
1_345           -- an integer literal
'A'             -- a character literal
"Some Text"     -- a string literal
```

13

14

## 4.2.1 User-Defined Literals

Using one or more of the aspects defined below, a type may be specified to allow the use of one or more kinds of literals as values of the type.

1/5

*Static Semantics*

The following type-related operational aspects (collectively known as *user-defined literal aspects*) may be specified for a type *T*:

2/5

`Integer_Literal`

This aspect is specified by a *function\_name* that statically denotes a function with a result type of *T* and one **in** parameter that is of type `String` and is not explicitly aliased.

3/5

`Real_Literal`

This aspect is specified by a *function\_name* that statically denotes a function with a result type of *T* and one **in** parameter that is of type `String` and is not explicitly aliased, and optionally a second function (overloading the first) with a result type of *T* and two **in** parameters of type `String` that are not explicitly aliased.

4/5

- 5/5 String\_Literal This aspect is specified by a *function\_name* that statically denotes a function with a result type of *T* and one **in** parameter that is of type Wide\_Wide\_String and is not explicitly aliased.
- 6/5 User-defined literal aspects are nonoverridable (see 13.1.1).
- 7/5 When a numeric literal is interpreted as a value of a non-numeric type *T* or a string\_literal is interpreted as a value of a type *T* that is not a string type (see 4.2), it is equivalent to a call to the subprogram denoted by the corresponding aspect of *T*: the Integer\_Literal aspect for an integer literal, the Real\_Literal aspect for a real literal, and the String\_Literal aspect for a string\_literal. The actual parameter of this notional call is a string\_literal representing a sequence of characters that is the same as the sequence of characters in the original numeric literal, or the sequence represented by the original string literal.
- 8/5 Such a literal is said to be a *user-defined literal*.
- 9/5 When a named number that denotes a value of type *universal\_integer* is interpreted as a value of a non-numeric type *T*, it is equivalent to a call to the function denoted by the Integer\_Literal aspect of *T*. The actual parameter of this notional call is a String having a textual representation of a decimal integer literal optionally preceded by a minus sign, representing the same value as the named number.
- 10/5 When a named number that denotes a value of type *universal\_real* is interpreted as a value of a non-numeric type *T*, it is equivalent to a call to the two-parameter function denoted by the Real\_Literal aspect of *T*, if any. The actual parameters of this notional call are each a String with the textual representation of a decimal integer literal, with the first optionally preceded by a minus sign, where the first String represents the same value as the numerator, and the second the same value as the denominator, of the named number when represented as a rational number in lowest terms, with a positive denominator.

#### *Legality Rules*

- 11/5 The Integer\_Literal or Real\_Literal aspect shall not be specified for a type *T* if the full view of *T* is a numeric type. The String\_Literal aspect shall not be specified for a type *T* if the full view of *T* is a string type.
- 12/5 For a nonabstract type, the function directly specified for a user-defined literal aspect shall not be abstract.
- 13/5 For a tagged type with a partial view, a user-defined literal aspect shall not be directly specified on the full type.
- 14/5 If a nonabstract tagged type inherits any user-defined literal aspect, then each inherited aspect shall be directly specified as a nonabstract function for the type unless the inherited aspect denotes a nonabstract function, or functions, and the type is a null extension.
- 15/5 If a named number that denotes a value of type *universal\_integer* is interpreted as a value of a non-numeric type *T*, *T* shall have an Integer\_Literal aspect. If a named number that denotes a value of type *universal\_real* is interpreted as a value of a non-numeric type *T*, *T* shall have a Real\_Literal aspect, and the aspect shall denote a function that has two **in** parameters, both of type String, with result of type *T*.
- 16/5 In addition to the places where Legality Rules normally apply (see 12.3), these rules also apply in the private part of an instance of a generic unit.

#### *Bounded (Run-Time) Errors*

- 17/5 It is a bounded error if the evaluation of a literal or named number that has an expected type with a specified user-defined literal aspect propagates an exception. Either Program\_Error or the exception propagated by the evaluation is raised at the point of use of the value of the literal or named number. If it

is recognized prior to run time that evaluation of such a literal or named number will inevitably (if executed) result in such a bounded error, then this may be reported as an error prior to run time.

#### Examples

*Examples of the specification and use of user-defined literals:*

```

subtype Roman_Character is Wide_Wide_Character
  with Static_Predicate =>
    Roman_Character in 'I' | 'V' | 'X' | 'L' | 'C' | 'D' | 'M';
Max_Roman_Number : constant := 3_999; -- MMMCMXCIX
type Roman_Number is range 1 .. Max_Roman_Number
  with String_Literal => To_Roman_Number;
function To_Roman_Number (S : Wide_Wide_String) return Roman_Number
  with Pre => S'Length > 0 and then
    (for all Char of S => Char in Roman_Character);
function To_Roman_Number (S : Wide_Wide_String) return Roman_Number is
  (declare
    R : constant array (Integer range <>) of Roman_Number :=
      (for D in S'Range => Roman_Digit'Enum Rep
        (Roman_Digit'Wide_Wide_Value ('' & S(D) & ''));
      -- See 3.5.2 and 13.4
    begin
      [for I in R'Range =>
        (if I < R'Last and then R(I) < R(I + 1) then -1 else 1) * R(I)]
        'Reduce("+", 0)
    );
  X : Roman_Number := "III" * "IV" * "XII"; -- 144 (that is, CXLIV)

```

## 4.3 Aggregates

An *aggregate* combines component values into a composite value of an array type, record type, or record extension. 1

#### Syntax

```

aggregate ::=
  record_aggregate | extension_aggregate | array_aggregate
  | delta_aggregate | container_aggregate

```

#### Name Resolution Rules

The expected type for an aggregate shall be a single array type, a single type with the Aggregate aspect specified, or a single descendant of a record type or of a record extension. 3/5

#### Legality Rules

A record\_aggregate or extension\_aggregate shall not be of a class-wide type. 4/5

#### Dynamic Semantics

For the evaluation of an aggregate, an anonymous object is created and values for the components or ancestor part are obtained (as described in the subsequent subclause for each kind of the aggregate) and assigned into the corresponding components or ancestor part of the anonymous object. Obtaining the values and the assignments occur in an arbitrary order. The value of the aggregate is the value of this object. 5

- 6 If an **aggregate** is of a tagged type, a check is made that its value belongs to the first subtype of the type. `Constraint_Error` is raised if this check fails.

### 4.3.1 Record Aggregates

In a `record_aggregate`, a value is specified for each component of the record or record extension value, using either a named or a positional association. 1

*Syntax*

```
record_aggregate ::= (record_component_association_list) 2
record_component_association_list ::= 3
  record_component_association {, record_component_association}
  | null record
record_component_association ::= 4/2
  [component_choice_list =>] expression
  | component_choice_list => <>
component_choice_list ::= 5/5
  component_selector_name {'|' component_selector_name}
  | others
```

A `record_component_association` is a *named component association* if it has a `component_choice_list`; otherwise, it is a *positional component association*. Any positional component associations shall precede any named component associations. If there is a named association with a `component_choice_list` of **others**, it shall come last. 6

In the `record_component_association_list` for a `record_aggregate`, if there is only one association, it shall be a named association. 7

*Name Resolution Rules*

The expected type for a `record_aggregate` shall be a single record type or record extension. 8/2

For the `record_component_association_list` of a `record_aggregate`, all components of the composite value defined by the aggregate are *needed*; for the association list of an `extension_aggregate`, only those components not determined by the ancestor expression or subtype are needed (see 4.3.2). Each `component_selector_name` in a `record_component_association` of a `record_aggregate` or `extension_aggregate` shall denote a needed component (including possibly a discriminant). Each `component_selector_name` in a `record_component_association` of a `record_delta_aggregate` (see 4.3.4) shall denote a nondiscriminant component of the type of the aggregate. 9/5

The expected type for the expression of a `record_component_association` is the type of the *associated* component(s); the associated component(s) are as follows: 10

- For a positional association, the component (including possibly a discriminant) in the corresponding relative position (in the declarative region of the type), counting only the needed components; 11
- For a named association with one or more `component_selector_names`, the named component(s); 12
- For a named association with the reserved word **others**, all needed components that are not associated with some previous association. 13

*Legality Rules*

- 14 If the type of a `record_aggregate` is a record extension, then it shall be a descendant of a record type, through one or more record extensions (and no private extensions).
- 15/5 A `record_component_association_list` shall be **null record** only if the list occurs in a `record_aggregate` or `extension_aggregate`, and there are no components needed for that list.
- 16/5 For a `record_aggregate` or `extension_aggregate`, each `record_component_association` other than an **others** choice with a  $\triangleleft$  shall have at least one associated component, and each needed component shall be associated with exactly one `record_component_association`. For a `record_delta_aggregate`, each `component_selector_name` of each `component_choice_list` shall denote a distinct nondiscriminant component of the type of the aggregate.
- 16.1/5 If a `record_component_association` with an `expression` has two or more associated components, all of them shall be of the same type, or all of them shall be of anonymous access types whose subtypes statically match. In addition, Legality Rules are enforced separately for each associated component.
- 17/5 For a `record_aggregate` or `extension_aggregate`, if a `variant_part`  $P$  is nested within a `variant`  $V$  that is not selected by the discriminant value governing the `variant_part` enclosing  $V$ , then there is no restriction on the discriminant governing  $P$ . Otherwise, the value of the discriminant that governs  $P$  shall be given by a static expression, or by a nonstatic expression having a constrained static nominal subtype. In this latter case of a nonstatic expression, there shall be exactly one `discrete_choice_list` of  $P$  that covers each value that belongs to the nominal subtype and satisfies the predicates of the subtype, and there shall be at least one such value.
- 17.1/2 A `record_component_association` for a discriminant without a `default_expression` shall have an `expression` rather than  $\triangleleft$ .
- 17.2/5 A `record_component_association` of the `record_component_association_list` of a `record_delta_aggregate` shall not:
- 17.3/5 • use the box compound delimiter  $\triangleleft$  rather than an `expression`;
  - 17.4/5 • have an `expression` of a limited type;
  - 17.5/5 • omit the `component_choice_list`; or
  - 17.6/5 • have a `component_choice_list` that is an **others** choice.
- 17.7/5 For a `record_delta_aggregate`, no two `component_selector_names` shall denote components declared within different variants of the same `variant_part`.

*Dynamic Semantics*

- 18 The evaluation of a `record_aggregate` consists of the evaluation of the `record_component_association_list`.
- 19/5 For the evaluation of a `record_component_association_list`, any per-object constraints (see 3.8) for components specified in the association list are elaborated and any `expressions` are evaluated and converted to the subtype of the associated component. Any constraint elaborations and `expression` evaluations (and conversions) occur in an arbitrary order, except that the `expression` for a discriminant is evaluated (and converted) prior to the elaboration of any per-object constraint that depends on it, which in turn occurs prior to the evaluation and conversion of the `expression` for the component with the per-object constraint. If the value of a discriminant that governs a selected `variant_part` is given by a nonstatic `expression`, and the evaluation of that `expression` yields a value that does not belong to the nominal subtype of the `expression`, then `Constraint_Error` is raised.



For a `record_component_association` with an expression, the expression defines the value for the associated component(s). For a `record_component_association` with `<>`, if the `component_declaration` has a `default_expression`, that `default_expression` defines the value for the associated component(s); otherwise, the associated component(s) are initialized by default as for a stand-alone object of the component subtype (see 3.3.1). 19.1/2

The expression of a `record_component_association` is evaluated (and converted) once for each associated component. 20

NOTE By the rules given above, for a `record_aggregate` with positional associations, expressions specifying discriminant values appear first and in the same order as their corresponding `discriminant_specifications`, since the `known_discriminant_part` occurs first in the declaration of the type. 21/5

#### Examples

*Example of a record aggregate with positional associations:* 22

```
(4, July, 1776) -- see 3.8 23
```

*Examples of record aggregates with named associations:* 24

```
(Day => 4, Month => July, Year => 1776) 25
(Month => July, Day => 4, Year => 1776)
```

```
(Disk, Closed, Track => 5, Cylinder => 12) -- see 3.8.1 26
(Unit => Disk, Status => Closed, Cylinder => 9, Track => 1)
```

*Examples of component associations with several choices:* 27/2

```
(Value => 0, Succ|Pred => new Cell'(0, null, null)) -- see 3.10.1 28
```

```
-- The allocator is evaluated twice: 29
-- Succ and Pred designate different cells
```

```
(Value => 0, Succ|Pred => <>) -- see 3.10.1 29.1/2
```

```
-- Succ and Pred will be set to null 29.2/2
```

*Examples of record aggregates for tagged types (see 3.9 and 3.9.1):* 30

```
Expression'(null record) 31
Literal'(Value => 0.0)
Painted_Point'(0.0, Pi/2.0, Paint => Red)
```

## 4.3.2 Extension Aggregates

An `extension_aggregate` specifies a value for a type that is a record extension by specifying a value or subtype for an ancestor of the type, followed by associations for any components not determined by the `ancestor_part`. 1

#### Syntax

```
extension_aggregate ::= 2
```

```
(ancestor_part with record_component_association_list)
```

```
ancestor_part ::= expression | subtype_mark 3
```

#### Name Resolution Rules

The expected type for an `extension_aggregate` shall be a single type that is a record extension. If the `ancestor_part` is an expression, it is expected to be of any tagged type. 4/2

*Legality Rules*

- 5/3 If the `ancestor_part` is a `subtype_mark`, it shall denote a specific tagged subtype. If the `ancestor_part` is an `expression`, it shall not be dynamically tagged. The type of the `extension_aggregate` shall be a descendant of the type of the `ancestor_part` (the *ancestor* type), through one or more record extensions (and no private extensions). If the `ancestor_part` is a `subtype_mark`, the view of the ancestor type from which the type is descended (see 7.3.1) shall not have unknown discriminants.
- 5.1/5 If the type of the `ancestor_part` is limited and at least one component is needed in the `record_component_association_list`, then the `ancestor_part` shall not have an operative constituent expression (see 4.4) that is a call to a function with an unconstrained result subtype.
- 5.2/5 •
- 5.3/5 •
- 5.4/5 •

*Static Semantics*

- 6 For the `record_component_association_list` of an `extension_aggregate`, the only components *needed* are those of the composite value defined by the aggregate that are not inherited from the type of the `ancestor_part`, plus any inherited discriminants if the `ancestor_part` is a `subtype_mark` that denotes an unconstrained subtype.

*Dynamic Semantics*

- 7 For the evaluation of an `extension_aggregate`, the `record_component_association_list` is evaluated. If the `ancestor_part` is an `expression`, it is also evaluated; if the `ancestor_part` is a `subtype_mark`, the components of the value of the aggregate not given by the `record_component_association_list` are initialized by default as for an object of the ancestor type. Any implicit initializations or evaluations are performed in an arbitrary order, except that the `expression` for a discriminant is evaluated prior to any other evaluation or initialization that depends on it.
- 8/3 If the type of the `ancestor_part` has discriminants and the `ancestor_part` is not a `subtype_mark` that denotes an unconstrained subtype, then a check is made that each discriminant determined by the `ancestor_part` has the value specified for a corresponding discriminant, if any, either in the `record_component_association_list`, or in the `derived_type_definition` for some ancestor of the type of the `extension_aggregate`. `Constraint_Error` is raised if this check fails.
- 9/5 NOTE 1 By the rules given in 4.3.1, if all components of the value of the `extension_aggregate` are determined by the `ancestor_part`, then the `record_component_association_list` will be simply `null record`.
- 10 NOTE 2 If the `ancestor_part` is a `subtype_mark`, then its type can be abstract. If its type is controlled, then as the last step of evaluating the aggregate, the Initialize procedure of the ancestor type is called, unless the Initialize procedure is abstract (see 7.6).

*Examples*

- 11 *Examples of extension aggregates (for types defined in 3.9.1):*
- 12 `Painted_Point'(Point with Red)`  
`(Point'(P) with Paint => Black)`
- 13/5 `(Expression with Left => new Literal'(Value => 1.2),`  
`Right => new Literal'(Value => 3.4))`  
`Addition'(Binop with null record)`  
`-- presuming Binop is of type Binary_Operation`

### 4.3.3 Array Aggregates

In an `array_aggregate`, a value is specified for each component of an array, either positionally or by its index. For a `positional_array_aggregate`, the components are given in increasing-index order, with a final **others**, if any, representing any remaining components. For a `named_array_aggregate`, the components are identified by the values covered by the `discrete_choices`.

*Syntax*

```

array_aggregate ::=
    positional_array_aggregate | null_array_aggregate | named_array_aggregate
2/5

positional_array_aggregate ::=
    (expression, expression {, expression})
    | (expression {, expression}, others => expression)
    | (expression {, expression}, others => <>)
    | '[' expression {, expression}[, others => expression] '['
    | '[' expression {, expression}, others => <> '['
3/5

null_array_aggregate ::= '[' '['
3.1/5

named_array_aggregate ::=
    (array_component_association_list)
    | '[' array_component_association_list '['
4/5

array_component_association_list ::=
    array_component_association {, array_component_association}
4.1/5

array_component_association ::=
    discrete_choice_list => expression
    | discrete_choice_list => <>
    | iterated_component_association
5/5

iterated_component_association ::=
    for defining_identifier in discrete_choice_list => expression
    | for iterator_specification => expression
5.1/5

```

An *n-dimensional array\_aggregate* is one that is written as *n* levels of nested `array_aggregates` (or at the bottom level, equivalent `string_literals`). For the multidimensional case ( $n \geq 2$ ) the `array_aggregates` (or equivalent `string_literals`) at the  $n-1$  lower levels are called *subaggregates* of the enclosing *n-dimensional array\_aggregate*. The expressions of the bottom level subaggregates (or of the `array_aggregate` itself if one-dimensional) are called the *array component expressions* of the enclosing *n-dimensional array\_aggregate*.

The `defining_identifier` of an `iterated_component_association` declares an *index parameter*, an object of the corresponding index type.

*Name Resolution Rules*

The expected type for an `array_aggregate` (that is not a subaggregate) shall be a single array type. The component type of this array type is the expected type for each array component expression of the `array_aggregate`.

- 8 The expected type for each `discrete_choice` in any `discrete_choice_list` of a `named_array_aggregate` is the type of the *corresponding index*; the corresponding index for an `array_aggregate` that is not a subaggregate is the first index of its type; for an (n–m)-dimensional subaggregate within an `array_aggregate` of an n-dimensional type, the corresponding index is the index in position m+1.

*Legality Rules*

- 9/5 An `array_aggregate` of an n-dimensional array type shall be written as an n-dimensional `array_aggregate`, or as a `null_array_aggregate`.
- 10/5 An **others** choice is allowed for an `array_aggregate` only if an *applicable index constraint* applies to the `array_aggregate`. An applicable index constraint is a constraint provided by certain contexts that can be used to determine the bounds of the array value specified by an `array_aggregate`. Each of the following contexts (and none other) defines an applicable index constraint:
- 11/4 • For an `explicit_actual_parameter`, an `explicit_generic_actual_parameter`, the expression of a return statement, the return expression of an expression function, the initialization expression in an `object_declaration`, or a `default_expression` (for a parameter or a component), when the nominal subtype of the corresponding formal parameter, generic formal parameter, function return object, expression function return object, object, or component is a constrained array subtype, the applicable index constraint is the constraint of the subtype;
  - 12 • For the expression of an `assignment_statement` where the name denotes an array variable, the applicable index constraint is the constraint of the array variable;
  - 13 • For the operand of a `qualified_expression` whose `subtype_mark` denotes a constrained array subtype, the applicable index constraint is the constraint of the subtype;
  - 14 • For a component expression in an `aggregate`, if the component's nominal subtype is a constrained array subtype, the applicable index constraint is the constraint of the subtype;
  - 14.1/5 • For the `base_expression` of a `delta_aggregate`, if the nominal subtype of the `delta_aggregate` is a constrained array subtype, the applicable index constraint is the constraint of the subtype;
  - 15/3 • For a parenthesized expression, the applicable index constraint is that, if any, defined for the expression;
  - 15.1/5 • For a `conditional_expression` (see 4.5.7), the applicable index constraint for each *dependent\_expression* is that, if any, defined for the `conditional_expression`;
  - 15.2/5 • For a `declare_expression` (see 4.5.9), the applicable index constraint for the *body\_expression* is that, if any, defined for the `declare_expression`.
- 16 The applicable index constraint *applies* to an `array_aggregate` that appears in such a context, as well as to any subaggregates thereof. In the case of an `explicit_actual_parameter` (or `default_expression`) for a call on a generic formal subprogram, no applicable index constraint is defined.
- 17/5 The `discrete_choice_list` of an `array_component_association` (including an `iterated_component_association`) is allowed to have a `discrete_choice` that is a `nonstatic_choice_expression` or that is a `subtype_indication` or `range` that defines a nonstatic or null range, only if it is the single `discrete_choice` of its `discrete_choice_list`, and either there is only one `array_component_association` in the enclosing `array_component_association_list` or the enclosing aggregate is an `array_delta_aggregate`, not an `array_aggregate`.
- 17.1/5 Either all or none of the `array_component_associations` of an `array_component_association_list` shall be `iterated_component_associations` with an `iterator_specification`.

In a `named_array_aggregate` where all `discrete_choices` are static, no two `discrete_choices` are allowed to cover the same value (see 3.8.1); if there is no **others** choice, the `discrete_choices` taken together shall exactly cover a contiguous sequence of values of the corresponding index type. 18/3

A bottom level subaggregate of a multidimensional `array_aggregate` of a given array type is allowed to be a `string_literal` only if the component type of the array type is a character type; each character of such a `string_literal` shall correspond to a `defining_character_literal` of the component type. 19

*Static Semantics*

A subaggregate that is a `string_literal` is equivalent to one that is a `positional_array_aggregate` of the same length, with each `expression` being the `character_literal` for the corresponding character of the `string_literal`. 20

The subtype (and nominal subtype) of an index parameter is the corresponding index subtype. 20.1/5

*Dynamic Semantics*

For an `array_aggregate` that contains only `array_component_associations` that are iterated `component_associations` with `iterator_specifications`, evaluation proceeds in two steps: 20.2/5

1. Each `iterator_specification` is elaborated (in an arbitrary order) and an iteration is performed solely to determine a maximum count for the number of values produced by the iteration; all of these counts are combined to determine the overall length of the array, and ultimately the limits on the bounds of the array (defined below); 20.3/5
2. A second iteration is performed for each of the `iterator_specifications`, in the order given in the `aggregate`, and for each value conditionally produced by the iteration (see 5.5 and 5.5.2), the associated `expression` is evaluated, its value is converted to the component subtype of the array type, and used to define the value of the next component of the array starting at the low bound and proceeding sequentially toward the high bound. A check is made that the second iteration results in an array length no greater than the maximum determined by the first iteration; `Constraint_Error` is raised if this check fails. 20.4/5

The evaluation of any other `array_aggregate` of a given array type proceeds in two steps: 21/5

1. Any `discrete_choices` of this aggregate and of its subaggregates are evaluated in an arbitrary order, and converted to the corresponding index type; 22
2. The array component expressions of the aggregate are evaluated in an arbitrary order and their values are converted to the component subtype of the array type; an array component expression is evaluated once for each associated component. 23

Each `expression` in an `array_component_association` defines the value for the associated component(s). 23.1/4  
 For an `array_component_association` with  $\diamond$ , the associated component(s) are initialized to the `Default_Component_Value` of the array type if this aspect has been specified for the array type; otherwise, they are initialized by default as for a stand-alone object of the component subtype (see 3.3.1).

During an evaluation of the `expression` of an `iterated_component_association` with a `discrete_choice_list`, the value of the corresponding index parameter is that of the corresponding index of the corresponding array component. During an evaluation of the `expression` of an `iterated_component_association` with an `iterator_specification`, the value of the loop parameter of the `iterator_specification` is the value produced by the iteration (as described in 5.5.2). 23.2/5

The bounds of the index range of an `array_aggregate` (including a subaggregate) are determined as follows: 24

- 25 • For an `array_aggregate` with an **others** choice, the bounds are those of the corresponding index range from the applicable index constraint;
  - 26 • For a `positional_array_aggregate` (or equivalent `string_literal`) without an **others** choice, the lower bound is that of the corresponding index range in the applicable index constraint, if defined, or that of the corresponding index subtype, if not; in either case, the upper bound is determined from the lower bound and the number of `expressions` (or the length of the `string_literal`);
  - 26.1/5 • For a `null_array_aggregate`, bounds for each dimension are determined as for a `positional_array_aggregate` without an **others** choice that has no `expressions` for each dimension;
  - 26.2/5 • For a `named_array_aggregate` containing only `iterated_component_associations` with an `iterator_specification`, the lower bound is determined as for a `positional_array_aggregate` without an **others** choice, and the upper bound is determined from the lower bound and the total number of values produced by the second set of iterations;
  - 27/5 • For any other `named_array_aggregate` without an **others** choice, the bounds are determined by the smallest and largest index values covered by any `discrete_choice_list`.
- 28 For an `array_aggregate`, a check is made that the index range defined by its bounds is compatible with the corresponding index subtype.
- 29/3 For an `array_aggregate` with an **others** choice, a check is made that no `expression` or `<>` is specified for an index value outside the bounds determined by the applicable index constraint.
- 30 For a multidimensional `array_aggregate`, a check is made that all subaggregates that correspond to the same index have the same bounds.
- 31 The exception `Constraint_Error` is raised if any of the above checks fail.

#### *Implementation Permissions*

32/5 When evaluating `iterated_component_associations` for an `array_aggregate` that contains only `iterated_component_associations` with `iterator_specifications`, the first step of evaluating an `iterated_component_association` can be omitted if the implementation can determine the maximum number of values by some other means.

33/5 NOTE 1 In an `array_aggregate` delimited by parentheses, positional notation can only be used with two or more `expressions`; a single `expression` in parentheses is interpreted as a parenthesized `expression`. An `array_aggregate` delimited by square brackets can be used to specify an array with a single component.

34/5 NOTE 2 An index parameter is a constant object (see 3.3).

#### *Examples*

35 *Examples of array aggregates with positional associations:*

```
36 (7, 9, 5, 1, 3, 2, 4, 8, 6, 0)
   Table'(5, 8, 4, 1, others => 0) -- see 3.6
```

37 *Examples of array aggregates with named associations:*

```
38/5 (1 .. 5 => (1 .. 8 => 0.0))           -- two-dimensional
    [1 .. N => new Cell]                 -- N new cells, in particular for N = 0
39/5 Table'(2 | 4 | 10 => 1, others => 0)
    Schedule'(Mon .. Fri => True, others => False) -- see 3.6
    Schedule'[Wed | Sun => False, others => True]
    Vector'(1 => 2.5)                    -- single-component vector
```

Examples of two-dimensional array aggregates:

```
-- Three aggregates for the same value of subtype Matrix(1..2,1..3) (see 3.6):
```

```
((1.1, 1.2, 1.3), (2.1, 2.2, 2.3))
(1 => [1.1, 1.2, 1.3], 2 => [2.1, 2.2, 2.3])
[1 => (1 => 1.1, 2 => 1.2, 3 => 1.3),
 2 => (1 => 2.1, 2 => 2.2, 3 => 2.3)]
```

Examples of aggregates as initial values:

```
A : Table := (7, 9, 5, 1, 3, 2, 4, 8, 6, 0);           -- A(1)=7, A(10)=0
B : Table := (2 | 4 | 10 => 1, others => 0);         -- B(1)=0, B(10)=1
C : constant Matrix := (1 .. 5 => (1 .. 8 => 0.0)); -- C'Last(1)=5, C'Last(2)=8
```

```
D : Bit_Vector(M .. N) := (M .. N => True);         -- see 3.6
```

```
E : Bit_Vector(M .. N) := (others => True);
```

```
F : String(1 .. 1) := (1 => 'F'); -- a one component aggregate: same as "F"
```

```
G : constant Matrix :=
  (for I in 1 .. 4 =>
    (for J in 1 .. 4 =>
      (if I=J then 1.0 else 0.0))); -- Identity matrix
```

```
Empty_Matrix : constant Matrix := []; -- A matrix without elements
```

Example of an array aggregate with defaulted others choice and with an applicable index constraint provided by an enclosing record aggregate:

```
Buffer'(Size => 50, Pos => 1, Value => ('x', others => <>)) -- see 3.7
```

### 4.3.4 Delta Aggregates

Evaluating a (record or array) delta aggregate yields a composite value that starts with a copy of another value of the same type and then assigns to some (but typically not all) components of the copy.

#### Syntax

```
delta_aggregate ::= record_delta_aggregate | array_delta_aggregate
```

```
record_delta_aggregate ::=
  (base_expression with delta record_component_association_list)
```

```
array_delta_aggregate ::=
  (base_expression with delta array_component_association_list)
  | [' base_expression with delta array_component_association_list ']
```

#### Name Resolution Rules

The expected type for a `record_delta_aggregate` shall be a single descendant of a record type or record extension.

The expected type for an `array_delta_aggregate` shall be a single array type.

The expected type for the `base_expression` of any `delta_aggregate` is the type of the enclosing `delta_aggregate`.

The Name Resolution Rules and Legality Rules for each `record_component_association` of a `record_delta_aggregate` are as defined in 4.3.1.

For an `array_delta_aggregate`, the expected type for each `discrete_choice` in an `array_component_association` is the index type of the type of the `delta_aggregate`.

10/5 The expected type of the expression in an `array_component_association` is defined as for an `array_component_association` occurring within an `array_aggregate` of the type of the `delta_aggregate`.

*Legality Rules*

11/5 For an `array_delta_aggregate`, the `array_component_association` shall not use the box symbol `<>`, and the `discrete_choice` shall not be **others**.

12/5 For an `array_delta_aggregate`, the dimensionality of the type of the `delta_aggregate` shall be 1.

13/5 For an `array_delta_aggregate`, the `base_expression` and each `expression` in every `array_component_association` shall be of a nonlimited type.

*Dynamic Semantics*

14/5 The evaluation of a `delta_aggregate` begins with the evaluation of the `base_expression` of the `delta_aggregate`; then that value is used to create and initialize the anonymous object of the `aggregate`. The bounds of the anonymous object of an `array_delta_aggregate` and the discriminants (if any) of the anonymous object of a `record_delta_aggregate` are those of the `base_expression`. If a `record_delta_aggregate` is of a specific tagged type, its tag is that of the specific type; if it is of a class-wide type, its tag is that of the `base_expression`.

15/5 For a `record_delta_aggregate`, for each component associated with each `record_component_association` (in an unspecified order):

- 16/5 • if the associated component belongs to a `variant`, a check is made that the values of the discriminants are such that the anonymous object has this component. The exception `Constraint_Error` is raised if this check fails.
- 17/5 • the expression of the `record_component_association` is evaluated, converted to the nominal subtype of the associated component, and assigned to the component of the anonymous object.

18/5 For an `array_delta_aggregate`, for each `discrete_choice` of each `array_component_association` (in the order given in the enclosing `discrete_choice_list` and `array_component_association_list`, respectively) the `discrete_choice` is evaluated; for each represented index value (in ascending order, if the `discrete_choice` represents a range):

- 19/5 • the index value is converted to the index type of the array type.
- 20/5 • a check is made that the index value belongs to the index range of the anonymous object of the `aggregate`; `Constraint_Error` is raised if this check fails.
- 21/5 • the component `expression` is evaluated, converted to the array component subtype, and assigned to the component of the anonymous object identified by the index value.

*Examples*

22/5 *Examples of use of delta aggregates in a postcondition:*

```
23/5   procedure Twelfth (D : in out Date) -- see 3.8 for type Date
      with Post => D = (D'Old with delta Day => 12);
24/5   procedure The_Answer (V : in out Vector;
      A, B : in Integer) -- see 3.6 for type Vector
      with Post => V = (V'Old with delta A .. B => 42.0, V'First => 0.0);
```

25/5 *Examples where the base expression is nontrivial:*

```
26/5   New_Cell : Cell := (Min_Cell (Head) with delta Value => 42);
      -- see 3.10.1 for Cell and Head; 6.1 for Min_Cell
```



```

A1 : Vector := ((0 => 1.0, 1 => 2.0, 2 => 3.0)
               with delta Integer(Random * 2.0) => 14.2);
-- see 3.6 for declaration of type Vector
-- see 6.1 for declaration of Random

Tomorrow := ((Yesterday with delta Day => 12)
            with delta Month => April); -- see 3.8

```

Example where the base expression is class-wide:

```

function Translate (P : Point'Class; X, Y : Real) return Point'Class is
(P with delta X => P.X + X,
 Y => P.Y + Y); -- see 3.9 for declaration of type Point

```

## 4.3.5 Container Aggregates

In a `container_aggregate`, values are specified for elements of a container; for a `positional_container_aggregate`, the elements are given sequentially; for a `named_container_aggregate`, the elements are specified by a sequence of key/value pairs, or using an iterator. The `Aggregate` aspect of the type of the aggregate determines how the elements are combined to form the container.

For a type other than an array type, the following type-related operational aspect may be specified:

Aggregate

This aspect is an aggregate of the form:

```

(Empty => name[,
 Add_Named => procedure_name][,
 Add_Unnamed => procedure_name][,
 New_Indexed => function_name,
 Assign_Indexed => procedure_name])

```

The type for which this aspect is specified is known as the *container type* of the `Aggregate` aspect. A *procedure\_name* shall be specified for at least one of `Add_Named`, `Add_Unnamed`, or `Assign_Indexed`. If `Add_Named` is specified, neither `Add_Unnamed` nor `Assign_Indexed` shall be specified. Either both or neither of `New_Indexed` and `Assign_Indexed` shall be specified.

### *Name Resolution Rules*

The *name* specified for `Empty` for an `Aggregate` aspect shall denote a constant of the container type, or denote exactly one function with a result type of the container type that has no parameters, or that has one `in` parameter of a signed integer type.

The *procedure\_name* specified for `Add_Unnamed` for an `Aggregate` aspect shall denote exactly one procedure that has two parameters, the first an `in out` parameter of the container type, and the second an `in` parameter of some nonlimited type, called the *element type* of the container type.

The *function\_name* specified for `New_Indexed` for an `Aggregate` aspect shall denote exactly one function with a result type of the container type, and two parameters of the same discrete type, with that type being the *key type* of the container type.

The *procedure\_name* specified for `Add_Named` or `Assign_Indexed` for an `Aggregate` aspect shall denote exactly one procedure that has three parameters, the first an `in out` parameter of the container type, the second an `in` parameter of a nonlimited type (the *key type* of the container type), and the third, an `in` parameter of a nonlimited type that is called the *element type* of the container type.

*Legality Rules*

10/5 If the container type of an Aggregate aspect is a private type, the full type of the container type shall not be an array type. If the container type is limited, the name specified for Empty shall denote a function rather than a constant object.

11/5 For an Aggregate aspect, the key type of Assign\_Indexed shall be the same type as that of the parameters of New\_Indexed. Additionally, if both Add\_Unnamed and Assign\_Indexed are specified, the final parameters shall be of the same type — the element type of the container type.

*Static Semantics*

12/5 The Aggregate aspect is nonoverridable (see 13.1.1).

*Syntax*

```

13/5 container_aggregate ::=
      null_container_aggregate
      | positional_container_aggregate
      | named_container_aggregate
14/5 null_container_aggregate ::= '[' ']'
15/5 positional_container_aggregate ::= '[' expression {, expression} ']'
16/5 named_container_aggregate ::= '[' container_element_association_list ']'
17/5 container_element_association_list ::=
      container_element_association {, container_element_association}
18/5 container_element_association ::=
      key_choice_list => expression
      | key_choice_list => <>
      | iterated_element_association
19/5 key_choice_list ::= key_choice {'| key_choice}
20/5 key_choice ::= key_expression | discrete_range
21/5 iterated_element_association ::=
      for loop_parameter_specification[ use key_expression ] => expression
      | for iterator_specification[ use key_expression ] => expression

```

*Name Resolution Rules*

22/5 The expected type for a container\_aggregate shall be a single type for which the Aggregate aspect has been specified. The expected type for each expression of a container\_aggregate is the element type of the expected type.

23/5 The expected type for a key\_expression, or a discrete\_range of a key\_choice, is the key type of the expected type of the aggregate.

*Legality Rules*

24/5 The expected type for a positional\_container\_aggregate shall have an Aggregate aspect that includes a specification for an Add\_Unnamed procedure or an Assign\_Indexed procedure. The expected type for a named\_container\_aggregate that contains one or more iterated\_element\_associations with a key\_expression shall have an Aggregate aspect that includes a specification for the Add\_Named

procedure. The expected type for a `named_container_aggregate` that contains one or more `key_choice_lists` shall have an `Aggregate` aspect that includes a specification for the `Add_Named` or `Assign_Indexed` procedure. A `null_container_aggregate` can be of any type with an `Aggregate` aspect.

A non-null container aggregate is called an *indexed aggregate* if the expected type  $T$  of the aggregate specifies an `Assign_Indexed` procedure in its `Aggregate` aspect, and either there is no `Add_Unnamed` procedure specified for the type, or the aggregate is a `named_container_aggregate` with a `container_element_association` that contains a `key_choice_list` or a `loop_parameter_specification`. The key type of an indexed aggregate is also called the *index type* of the aggregate.

A `container_element_association` with a  $\langle \rangle$  rather than an expression, or with a `key_choice` that is a `discrete_range`, is permitted only in an indexed aggregate.

For an `iterated_element_association` without a *key* expression, if the aggregate is an indexed aggregate or the expected type of the aggregate specifies an `Add_Named` procedure in its `Aggregate` aspect, then the type of the loop parameter of the `iterated_element_association` shall be the same as the key type of the aggregate.

For a `named_container_aggregate` that is an indexed aggregate, all `container_element_associations` shall contain either a `key_choice_list`, or a `loop_parameter_specification` without a *key* expression or `iterator_filter`. Furthermore, for such an aggregate, either:

- all `key_choices` shall be static expressions or static ranges, and every `loop_parameter_specification` shall have a `discrete_subtype_definition` that defines a non-null static range, and the set of values of the index type covered by the `key_choices` and the `discrete_subtype_definitions` shall form a contiguous range of values with no duplications; or
- there shall be exactly one `container_element_association`, and if it has a `key_choice_list`, the list shall have exactly one `key_choice`.

#### *Dynamic Semantics*

The evaluation of a `container_aggregate` starts by creating an anonymous object  $A$  of the expected type  $T$ , initialized as follows:

- if the aggregate is an indexed aggregate, from the result of a call on the `New_Indexed` function; the actual parameters in this call represent the lower and upper bound of the aggregate, and are determined as follows:
  - if the aggregate is a `positional_container_aggregate`, the lower bound is the low bound of the subtype of the key parameter of the `Add_Indexed` procedure, and the upper bound has a position number that is the sum of the position number of the lower bound and one less than the number of expressions in the aggregate;
  - if the aggregate is a `named_container_aggregate`, the lower bound is the lowest value covered by a `key_choice_list` or is the low bound of a range defined by a `discrete_subtype_definition` of a `loop_parameter_specification`; the upper bound is the highest value covered by a `key_choice_list` or is the high bound of a range defined by a `discrete_subtype_definition` of a `loop_parameter_specification`.
- if the aggregate is not an indexed aggregate, by assignment from the `Empty` constant, or from a call on the `Empty` function specified in the `Aggregate` aspect. In the case of an `Empty` function with a formal parameter, the actual parameter has the following value:
  - for a `null_container_aggregate`, the value zero;
  - for a `positional_container_aggregate`, the number of expressions;
  - for a `named_container_aggregate` without an `iterated_element_association`, the number of *key* expressions;

- 39/5 • for a `named_container_aggregate` where every `iterated_element_association` contains a `loop_parameter_specification`, the total number of elements specified by all of the `container_element_associations`;
- 40/5 • otherwise, to an implementation-defined value.

41/5 The evaluation then proceeds as follows:

- 42/5 • for a `null_container_aggregate`, the anonymous object *A* is the result;
- 43/5 • for a `positional_container_aggregate` of a type with a specified `Add_Unnamed` procedure, each expression is evaluated in an arbitrary order, and the `Add_Unnamed` procedure is invoked in sequence with the anonymous object *A* as the first parameter and the result of evaluating each expression as the second parameter, in the order of the expressions;
- 44/5 • for a `positional_container_aggregate` that is an indexed aggregate, each expression is evaluated in an arbitrary order, and the `Assign_Indexed` procedure is invoked in sequence with the anonymous object *A* as the first parameter, the key value as the second parameter, computed by starting with the low bound of the subtype of the key formal parameter of the `Assign_Indexed` procedure and taking the successor of this value for each successive expression, and the result of evaluating each expression as the third parameter;
- 45/5 • for a `named_container_aggregate` for a type with an `Add_Named` procedure in its `Aggregate` aspect, the `container_element_associations` are evaluated in an arbitrary order:
  - 46/5 • for a `container_element_association` with a `key_choice_list`, for each `key_choice` of the list in an arbitrary order, the `key_choice` is evaluated as is the expression of the `container_element_association` (in an arbitrary order), and the `Add_Named` procedure is invoked once for each value covered by the `key_choice`, with the anonymous object *A* as the first parameter, the value from the `key_choice` as the second parameter, and the result of evaluating the expression as the third parameter;
  - 47/5 • for a `container_element_association` with an `iterated_element_association`, first the `iterated_element_association` is elaborated, then an iteration is performed, and for each value conditionally produced by the iteration (see 5.5 and 5.5.2) the `Add_Named` procedure is invoked with the anonymous object *A* as the first parameter, the result of evaluating the expression as the third parameter, and:
    - 48/5 • if there is a `key_expression`, the result of evaluating the `key_expression` as the second parameter;
    - 49/5 • otherwise, with the loop parameter as the second parameter;
- 50/5 • for a `named_container_aggregate` that is an indexed aggregate, the evaluation proceeds as above for the case of `Add_Named`, but with the `Assign_Indexed` procedure being invoked instead of `Add_Named`; in the case of a `container_element_association` with a `<>` rather than an expression, the corresponding call on `Assign_Indexed` is not performed, leaving the component as it was upon return from the `New_Indexed` function;
- 51/5 • for any other `named_container_aggregate`, the `container_element_associations` (which are necessarily `iterated_element_associations`) are evaluated in the order given; each such evaluation comprises two steps:
  - 52/5 1. the `iterated_element_association` is elaborated;
  - 53/5 2. an iteration is performed, and for each value conditionally produced by the iteration (see 5.5 and 5.5.2) the `Add_Unnamed` procedure is invoked, with the anonymous object *A* as the first parameter and the result of evaluating the expression as the second parameter.

## Examples

Examples of specifying the Aggregate aspect for a *Set\_Type*, a *Map\_Type*, and a *Vector\_Type*:

```

-- Set_Type is a set-like container type.
type Set_Type is private
  with Aggregate => (Empty      => Empty_Set,
                    Add_Unnamed => Include);
function Empty_Set return Set_Type;
subtype Small_Int is Integer range -1000..1000;
procedure Include (S : in out Set_Type; N : in Small_Int);
-- Map_Type is a map-like container type.
type Map_Type is private
  with Aggregate => (Empty      => Empty_Map,
                    Add_Named  => Add_To_Map);

procedure Add_To_Map (M      : in out Map_Type;
                     Key    : in Integer;
                     Value  : in String);

Empty_Map : constant Map_Type;
-- Vector_Type is an extensible array-like container type.
type Vector_Type is private
  with Aggregate => (Empty      => Empty_Vector,
                    Add_Unnamed => Append_One,
                    New_Indexed => New_Vector,
                    Assign_Indexed => Assign_Element);

function Empty_Vector (Capacity : Integer := 0) return Vector_Type;
procedure Append_One (V : in out Vector_Type; New_Item : in String);
procedure Assign_Element (V      : in out Vector_Type;
                          Index  : in Positive;
                          Item   : in String);

function New_Vector (First, Last : Positive) return Vector_Type
  with Pre => First = Positive'First;
-- Vectors are always indexed starting at the
-- lower bound of their index subtype.

-- Private part not shown.

```

Examples of container aggregates for *Set\_Type*, *Map\_Type*, and *Vector\_Type*:

```

-- Example aggregates using Set_Type.
S : Set_Type;
-- Assign the empty set to S:
S := [];
-- Is equivalent to:
S := Empty_Set;
-- A positional set aggregate:
S := [1, 2];
-- Is equivalent to:
S := Empty_Set;
Include (S, 1);
Include (S, 2);
-- A set aggregate with an iterated_element_association:
S := [for Item in 1 .. 5 => Item * 2];
-- Is equivalent to:
S := Empty_Set;
for Item in 1 .. 5 loop
  Include (S, Item * 2);
end loop;

```

```

75/5  -- A set aggregate consisting of two iterated_element_associations:
      S := [for Item in 1 .. 5 => Item,
            for Item in 1 .. 5 => -Item];

76/5  -- Is equivalent (assuming set semantics) to:
      S := Empty_Set;
      for Item in 1 .. 5 loop
        Include (S, Item);
      end loop;
      for Item in -5 .. -1 loop
        Include (S, Item);
      end loop;

77/5  -- Example aggregates using Map_Type.
      M : Map_Type;

78/5  -- A simple named map aggregate:
      M := [12 => "house", 14 => "beige"];

79/5  -- Is equivalent to:
      M := Empty_Map;
      Add_To_Map (M, 12, "house");
      Add_To_Map (M, 14, "beige");

80/5  -- Define a table of pairs:
      type Pair is record
        Key : Integer;
        Value : access constant String;
      end record;

81/5  Table : constant array(Positive range <>) of Pair :=
        [(Key => 33, Value => new String'("a nice string")),
         (Key => 44, Value => new String'("an even better string"))];

82/5  -- A map aggregate using an iterated_element_association
      -- and a key expression, built from from a table of key/value pairs:
      M := [for P of Table use P.Key => P.Value.all];

83/5  -- Is equivalent to:
      M := Empty_Map;
      for P of Table loop
        Add_To_Map (M, P.Key, P.Value.all);
      end loop;

84/5  -- Create an image table for an array of integers:
      Keys : constant array(Positive range <>) of Integer := [2, 3, 5, 7, 11];

85/5  -- A map aggregate where the values produced by the
      -- iterated_element_association are of the same type as the key
      -- (hence a separate key expression is unnecessary):
      M := [for Key of Keys => Integer'Image (Key)];

86/5  -- Is equivalent to:
      M := Empty_Map;
      for Key of Keys loop
        Add_To_Map (M, Key, Integer'Image (Key));
      end loop;

87/5  -- Example aggregates using Vector_Type.
      V : Vector_Type;

88/5  -- A positional vector aggregate:
      V := ["abc", "def"];

89/5  -- Is equivalent to:
      V := Empty_Vector (2);
      Append_One (V, "abc");
      Append_One (V, "def");

90/5  -- An indexed vector aggregate:
      V := [1 => "this", 2 => "is", 3 => "a", 4 => "test"];

```

```
-- Is equivalent to:
V := New_Vector (1, 4);
Assign_Element (V, 1, "this");
Assign_Element (V, 2, "is");
Assign_Element (V, 3, "a");
Assign_Element (V, 4, "test");
```

91/5

## 4.4 Expressions

An *expression* is a formula that defines the computation or retrieval of a value. In this Reference Manual, the term “expression” refers to a construct of the syntactic category `expression` or of any of the following categories: `choice_expression`, `choice_relation`, `relation`, `simple_expression`, `term`, `factor`, `primary`, `conditional_expression`, `quantified_expression`.

1/3

### *Syntax*

```
expression ::=
    relation {and relation} | relation {and then relation}
    | relation {or relation} | relation {or else relation}
    | relation {xor relation}
2

choice_expression ::=
    choice_relation {and choice_relation}
    | choice_relation {or choice_relation}
    | choice_relation {xor choice_relation}
    | choice_relation {and then choice_relation}
    | choice_relation {or else choice_relation}
2.1/3

choice_relation ::=
    simple_expression [relational_operator simple_expression]
2.2/3

relation ::=
    simple_expression [relational_operator simple_expression]
    | tested_simple_expression [not] in membership_choice_list
    | raise_expression
3/4

membership_choice_list ::= membership_choice {"|"} membership_choice
3.1/5

membership_choice ::= choice_simple_expression | range | subtype_mark
3.2/4

simple_expression ::=
    [unary_adding_operator] term {binary_adding_operator term}
4

term ::= factor {multiplying_operator factor}
5

factor ::= primary [** primary] | abs primary | not primary
6

primary ::=
    numeric_literal | null | string_literal | aggregate
    | name | allocator | (expression)
    | (conditional_expression) | (quantified_expression)
    | (declare_expression)
7/5
```

### *Name Resolution Rules*

A name used as a primary shall resolve to denote an object or a value.

8

*Static Semantics*

- 9 Each expression has a type; it specifies the computation or retrieval of a value of that type.
- 9.1/5 A primary that is an expression surrounded by ( and ) is known as a *parenthesized expression*.
- 9.2/5 Every name or expression consists of one or more *operative constituent* names or expressions, only one of which is evaluated as part of evaluating the name or expression (the *evaluated operative constituent*). The operative constituents are determined as follows, according to the form of the expression (or name):
- 9.3/5 • if the expression is a *conditional\_expression*, the operative constituents of its *dependent\_expressions*;
  - 9.4/5 • if the expression (or name) is a *parenthesized expression*, a *qualified\_expression*, or a *view conversion*, the operative constituent(s) of its operand;
  - 9.5/5 • if the expression is a *declare\_expression*, the operative constituent(s) of its *body\_expression*;
  - 9.6/5 • otherwise, the expression (or name) itself.
- 9.7/5 In certain contexts, we specify that an operative constituent shall (or shall not) be *newly constructed*. This means the operative constituent shall (or shall not) be an *aggregate* or a *function\_call*; in either case, a *raise\_expression* is permitted.

*Dynamic Semantics*

- 10 The value of a primary that is a name denoting an object is the value of the object.
- 10.1/5 An expression of a numeric universal type is evaluated as if it has type *root\_integer* (for *universal\_integer*) or *root\_real* (otherwise) unless the context identifies a specific type (in which case that type is used).

*Implementation Permissions*

- 11 For the evaluation of a primary that is a name denoting an object of an unconstrained numeric subtype, if the value of the object is outside the base range of its type, the implementation may either raise *Constraint\_Error* or return the value of the object.

*Examples*

12 *Examples of primaries:*

```

13      4.0           -- real literal
      Pi           -- named number
      (1 .. 10 => 0) -- array aggregate
      Sum          -- variable
      Integer'Last -- attribute
      Sine(X)      -- function call
      Color'(Blue) -- qualified expression
      Real(M*N)    -- conversion
      (Line_Count + 10) -- parenthesized expression

```



Examples of expressions:

Volume	-- primary	14
<b>not</b> Destroyed	-- factor	15/2
2*Line_Count	-- term	
-4.0	-- simple expression	
-4.0 + A	-- simple expression	
B**2 - 4.0*A*C	-- simple expression	
R*Sin( $\theta$ )*Cos( $\phi$ )	-- simple expression	
Password(1 .. 3) = "Bwy"	-- relation	
Count <b>in</b> Small_Int	-- relation	
Count <b>not in</b> Small_Int	-- relation	
Index = 0 <b>or</b> Item_Hit	-- expression	
(Cold <b>and</b> Sunny) <b>or</b> Warm	-- expression (parentheses are required)	
A** (B**C)	-- expression (parentheses are required)	

## 4.5 Operators and Expression Evaluation

The language defines the following six categories of operators (given in order of increasing precedence). 1  
The corresponding `operator_symbols`, and only those, can be used as designators in declarations of functions for user-defined operators. See 6.6, “Overloading of Operators”.

	<i>Syntax</i>	
logical_operator ::=	<b>and</b>   <b>or</b>   <b>xor</b>	2
relational_operator ::=	=   /=   <   <=   >   >=	3
binary_adding_operator ::=	+   -   &	4
unary_adding_operator ::=	+   -	5
multiplying_operator ::=	*   /   <b>mod</b>   <b>rem</b>	6
highest_precedence_operator ::=	**   <b>abs</b>   <b>not</b>	7

### *Static Semantics*

For a sequence of operators of the same precedence level, the operators are associated with their operands 8  
in textual order from left to right. Parentheses can be used to impose specific associations.

For each form of type definition, certain of the above operators are *predefined*; that is, they are implicitly 9  
declared immediately after the type definition. For each such implicit operator declaration, the parameters are called Left and Right for *binary* operators; the single parameter is called Right for *unary* operators. An expression of the form X op Y, where op is a binary operator, is equivalent to a `function_call` of the form "op"(X, Y). An expression of the form op Y, where op is a unary operator, is equivalent to a `function_call` of the form "op"(Y). The predefined operators and their effects are described in subclauses 4.5.1 through 4.5.6.

### *Dynamic Semantics*

The predefined operations on integer types either yield the mathematically correct result or raise the 10  
exception `Constraint_Error`. For implementations that support the Numerics Annex, the predefined operations on real types yield results whose accuracy is defined in Annex G, or raise the exception `Constraint_Error`.

*Implementation Requirements*

- 11 The implementation of a predefined operator that delivers a result of an integer or fixed point type may raise `Constraint_Error` only if the result is outside the base range of the result type.
- 12 The implementation of a predefined operator that delivers a result of a floating point type may raise `Constraint_Error` only if the result is outside the safe range of the result type.

*Implementation Permissions*

- 13 For a sequence of predefined operators of the same precedence level (and in the absence of parentheses imposing a specific association), an implementation may impose any association of the operators with operands so long as the result produced is an allowed result for the left-to-right association, but ignoring the potential for failure of language-defined checks in either the left-to-right or chosen order of association.
- 14 NOTE The two operands of an expression of the form `X op Y`, where `op` is a binary operator, are evaluated in an arbitrary order, as for any `function_call` (see 6.4).

*Examples*

15 *Examples of precedence:*

```

16     not Sunny or Warm      -- same as (not Sunny) or Warm
    X > 4.0 and Y > 0.0     -- same as (X > 4.0) and (Y > 0.0)
17     -4.0*A**2             -- same as -(4.0 * (A**2))
    abs(1 + A) + B          -- same as (abs(1 + A)) + B
    Y**(-3)                 -- parentheses are necessary
    A / B * C               -- same as (A/B)*C
    A + (B + C)             -- evaluate B + C before adding it to A

```

## 4.5.1 Logical Operators and Short-circuit Control Forms

*Name Resolution Rules*

- 1 An expression consisting of two relations connected by **and** **then** or **or else** (a *short-circuit control form*) shall resolve to be of some boolean type; the expected type for both relations is that same boolean type.

*Static Semantics*

- 2 The following logical operators are predefined for every boolean type *T*, for every modular type *T*, and for every one-dimensional array type *T* whose component type is a boolean type:
- ```

3     function "and" (Left, Right : T) return T
    function "or" (Left, Right : T) return T
    function "xor" (Left, Right : T) return T

```
- 4 For boolean types, the predefined logical operators **and**, **or**, and **xor** perform the conventional operations of conjunction, inclusive disjunction, and exclusive disjunction, respectively.
- 5 For modular types, the predefined logical operators are defined on a bit-by-bit basis, using the binary representation of the value of the operands to yield a binary representation for the result, where zero represents False and one represents True. If this result is outside the base range of the type, a final subtraction by the modulus is performed to bring the result into the base range of the type.
- 6 The logical operators on arrays are performed on a component-by-component basis on matching components (as for equality — see 4.5.2), using the predefined logical operator for the component type. The bounds of the resulting array are those of the left operand.

*Dynamic Semantics*

The short-circuit control forms **and then** and **or else** deliver the same result as the corresponding predefined **and** and **or** operators for boolean types, except that the left operand is always evaluated first, and the right operand is not evaluated if the value of the left operand determines the result. 7

For the logical operators on arrays, a check is made that for each component of the left operand there is a matching component of the right operand, and vice versa. Also, a check is made that each component of the result belongs to the component subtype. The exception `Constraint_Error` is raised if either of the above checks fails. 8

NOTE The conventional meaning of the logical operators is given by the following truth table: 9

| A     | B     | (A and B) | (A or B) | (A xor B) |
|-------|-------|-----------|----------|-----------|
| True  | True  | True      | True     | False     |
| True  | False | False     | True     | True      |
| False | True  | False     | True     | True      |
| False | False | False     | False    | False     |

*Examples*

*Examples of logical operators:* 11

```
Sunny or Warm
Filter(1 .. 10) and Filter(15 .. 24) -- see 3.6.1
```

*Examples of short-circuit control forms:* 13

```
Next_Car.Owner /= null and then Next_Car.Owner.Age > 25 -- see 3.10.1
N = 0 or else A(N) = Hit_Value
```

## 4.5.2 Relational Operators and Membership Tests

The *equality operators* = (equals) and /= (not equals) are predefined for nonlimited types. The other *relational operators* are the *ordering operators* < (less than), <= (less than or equal), > (greater than), and >= (greater than or equal). The ordering operators are predefined for scalar types, and for *discrete array types*, that is, one-dimensional array types whose components are of a discrete type. 1

A *membership test*, using **in** or **not in**, determines whether or not a value belongs to any given subtype or range, is equal to any given value, has a tag that identifies a type that is covered by a given type, or is convertible to and has an accessibility level appropriate for a given access type. Membership tests are allowed for all types. 2/3

*Name Resolution Rules*

The *tested type* of a membership test is determined by the `membership_choices` of the `membership_choice_list`. Either all `membership_choices` of the `membership_choice_list` shall resolve to the same type, which is the tested type; or each `membership_choice` shall be of an elementary type, and the tested type shall be covered by each of these elementary types. 3/3

If the tested type is tagged, then the *tested\_simple\_expression* shall resolve to be of a type that is convertible (see 4.6) to the tested type; if untagged, the expected type of the *tested\_simple\_expression* is the tested type. The expected type of a *choice\_simple\_expression* in a `membership_choice`, and of a *simple\_expression* of a range in a `membership_choice`, is the tested type of the membership operation. 3.1/5

*Legality Rules*

- 4/4 | For a membership test, if the *tested\_simple\_expression* is of a tagged class-wide type, then the tested type shall be (visibly) tagged.
- 4.1/5 | If a membership test includes one or more *choice\_simple\_expressions* and the tested type of the membership test is limited, then the tested type of the membership test shall have a visible primitive equality operator; if the tested type of the membership test is nonlimited with a user-defined primitive equality operator that is defined at a point where the type is limited, the tested type shall be a record type or record extension.

*Static Semantics*

- 5 | The result type of a membership test is the predefined type Boolean.
- 6 | The equality operators are predefined for every specific type *T* that is not limited, and not an anonymous access type, with the following specifications:
- 7 |     **function** "=" (Left, Right : *T*) **return** Boolean  
    **function** "/=" (Left, Right : *T*) **return** Boolean
- 7.1/2 | The following additional equality operators for the *universal\_access* type are declared in package Standard for use with anonymous access types:
- 7.2/2 |     **function** "=" (Left, Right : *universal\_access*) **return** Boolean  
    **function** "/=" (Left, Right : *universal\_access*) **return** Boolean
- 8 | The ordering operators are predefined for every specific scalar type *T*, and for every discrete array type *T*, with the following specifications:
- 9 |     **function** "<" (Left, Right : *T*) **return** Boolean  
    **function** "<=" (Left, Right : *T*) **return** Boolean  
    **function** ">" (Left, Right : *T*) **return** Boolean  
    **function** ">=" (Left, Right : *T*) **return** Boolean

*Name Resolution Rules*

- 9.1/2 | At least one of the operands of an equality operator for *universal\_access* shall be of a specific anonymous access type. Unless the predefined equality operator is identified using an expanded name with prefix denoting the package Standard, neither operand shall be of an access-to-object type whose designated type is *D* or *D*'Class, where *D* has a user-defined primitive equality operator such that:
- 9.2/2 |     • its result type is Boolean;
- 9.3/3 |     • it is declared immediately within the same declaration list as *D* or any partial or incomplete view of *D*; and
- 9.4/2 |     • at least one of its operands is an access parameter with designated type *D*.

*Legality Rules*

- 9.5/2 | At least one of the operands of the equality operators for *universal\_access* shall be of type *universal\_access*, or both shall be of access-to-object types, or both shall be of access-to-subprogram types. Further:
- 9.6/2 |     • When both are of access-to-object types, the designated types shall be the same or one shall cover the other, and if the designated types are elementary or array types, then the designated subtypes shall statically match;
- 9.7/2 |     • When both are of access-to-subprogram types, the designated profiles shall be subtype conformant.

If the profile of an explicitly declared primitive equality operator of an untagged record type is type conformant with that of the corresponding predefined equality operator, the declaration shall occur before the type is frozen. In addition, no type shall have been derived from the untagged record type before the declaration of the primitive equality operator. In addition to the places where Legality Rules normally apply (see 12.3), this rule applies also in the private part of an instance of a generic unit. 9.8/5

*Dynamic Semantics*

For discrete types, the predefined relational operators are defined in terms of corresponding mathematical operations on the position numbers of the values of the operands. 10

For real types, the predefined relational operators are defined in terms of the corresponding mathematical operations on the values of the operands, subject to the accuracy of the type. 11

Two access-to-object values are equal if they designate the same object, or if both are equal to the null value of the access type. 12

Two access-to-subprogram values are equal if they are the result of the same evaluation of an Access attribute\_reference, or if both are equal to the null value of the access type. Two access-to-subprogram values are unequal if they designate different subprograms. It is unspecified whether two access values that designate the same subprogram but are the result of distinct evaluations of Access attribute\_references are equal or unequal. 13

For a type extension, predefined equality is defined in terms of the primitive (possibly user-defined) equals operator for the parent type and for any components that have a record type in the extension part, and predefined equality for any other components not inherited from the parent type. 14/3

For a private type, if its full type is a record type or a record extension, predefined equality is defined in terms of the primitive equals operator of the full type; otherwise, predefined equality for the private type is that of its full type. 14.1/5  
15/5

For other composite types, the predefined equality operators (and certain other predefined operations on composite types — see 4.5.1 and 4.6) are defined in terms of the corresponding operation on *matching components*, defined as follows: 16

- For two composite objects or values of the same non-array type, matching components are those that correspond to the same component\_declaration or discriminant\_specification; 17
- For two one-dimensional arrays of the same type, matching components are those (if any) whose index values match in the following sense: the lower bounds of the index ranges are defined to match, and the successors of matching indices are defined to match; 18
- For two multidimensional arrays of the same type, matching components are those whose index values match in successive index positions. 19

The analogous definitions apply if the types of the two objects or values are convertible, rather than being the same. 20

Given the above definition of matching components, the result of the predefined equals operator for composite types (other than for those composite types covered earlier) is defined as follows: 21

- If there are no components, the result is defined to be True; 22
- If there are unmatched components, the result is defined to be False; 23

- 24/3
  - Otherwise, the result is defined in terms of the primitive equals operator for any matching components that are records, and the predefined equals for any other matching components.
- 24.1/5 If the primitive equals operator for an untagged record type is abstract, then `Program_Error` is raised at the point of any call to that abstract subprogram, implicitly as part of an equality operation on an enclosing composite object, or in an instance of a generic with a formal private type where the actual type is a record type with an abstract `"=`".
- 24.2/1 For any composite type, the order in which `"=`" is called for components is unspecified. Furthermore, if the result can be determined before calling `"=`" on some components, it is unspecified whether `"=`" is called on those components.
- 25 The predefined `"/=`" operator gives the complementary result to the predefined `"=`" operator.
- 26/3 For a discrete array type, the predefined ordering operators correspond to *lexicographic order* using the predefined order relation of the component type: A null array is lexicographically less than any array having at least one component. In the case of nonnull arrays, the left operand is lexicographically less than the right operand if the first component of the left operand is less than that of the right; otherwise, the left operand is lexicographically less than the right operand only if their first components are equal and the tail of the left operand is lexicographically less than that of the right (the *tail* consists of the remaining components beyond the first and can be null).
- 26.1/3 An *individual membership test* is the membership test of a single `membership_choice`.
- 27/4 For the evaluation of a membership test using `in` whose `membership_choice_list` has a single `membership_choice`, the `tested_simple_expression` and the `membership_choice` are evaluated in an arbitrary order; the result is the result of the individual membership test for the `membership_choice`.
- 27.1/4 For the evaluation of a membership test using `in` whose `membership_choice_list` has more than one `membership_choice`, the `tested_simple_expression` of the membership test is evaluated first and the result of the operation is equivalent to that of a sequence consisting of an individual membership test on each `membership_choice` combined with the short-circuit control form `or else`.
- 28/3 An individual membership test yields the result `True` if:
  - 28.1/5
    - The `membership_choice` is a `choice_simple_expression`, and the `tested_simple_expression` is equal to the value of the `membership_choice`. If the tested type is a record type or a record extension, or is limited at the point where the membership test occurs, the test uses the primitive equality for the type; otherwise, the test uses predefined equality.
  - 28.2/4
    - The `membership_choice` is a `range` and the value of the `tested_simple_expression` belongs to the given range.
  - 29/4
    - The `membership_choice` is a `subtype_mark`, the tested type is scalar, the value of the `tested_simple_expression` belongs to the range of the named subtype, and the value satisfies the predicates of the named subtype.
  - 30/4
    - The `membership_choice` is a `subtype_mark`, the tested type is not scalar, the value of the `tested_simple_expression` satisfies any constraints of the named subtype, the value satisfies the predicates of the named subtype, and:
      - 30.1/4
        - if the type of the `tested_simple_expression` is class-wide, the value has a tag that identifies a type covered by the tested type;
      - 30.2/4
        - if the tested type is an access type and the named subtype excludes null, the value of the `tested_simple_expression` is not null;

- if the tested type is a general access-to-object type, the type of the *tested\_simple\_expression* is convertible to the tested type and its accessibility level is no deeper than that of the tested type; further, if the designated type of the tested type is tagged and the *tested\_simple\_expression* is nonnull, the tag of the object designated by the value of the *tested\_simple\_expression* is covered by the designated type of the tested type. 30.3/4

Otherwise, the test yields the result False. 31/3

A membership test using **not in** gives the complementary result to the corresponding membership test using **in**. 32

#### Implementation Requirements

For all nonlimited types declared in language-defined packages, the "=" and "/=" operators of the type shall behave as if they were the predefined equality operators for the purposes of the equality of composite types and generic formal types. 32.1/1

*This paragraph was deleted.* 33/2

NOTE If a composite type has components that depend on discriminants, two values of this type have matching components if and only if their discriminants are equal. Two nonnull arrays have matching components if and only if the length of each dimension is the same for both. 34

#### Examples

*Examples of expressions involving relational operators and membership tests:* 35

```
X /= Y 36
A_String = "A" -- True (see 3.3.1)
" " < A_String and A_String < "Aa" -- True 37/5
A_String < "Bb" and A_String < "A " -- True
My_Car = null -- True if My_Car has been set to null (see 3.10.1) 38/3
My_Car = Your_Car -- True if we both share the same car
My_Car.all = Your_Car.all -- True if the two cars are identical
N not in 1 .. 10 -- range membership test 39/3
Today in Mon .. Fri -- range membership test
Today in Weekday -- subtype membership test (see 3.5.1)
Card in Clubs | Spades -- list membership test (see 3.5.1)
Archive in Disk_Unit -- subtype membership test (see 3.8.1)
Tree.all in Addition'Class -- class membership test (see 3.9.1)
```

## 4.5.3 Binary Adding Operators

#### Static Semantics

The binary adding operators + (addition) and – (subtraction) are predefined for every specific numeric type *T* with their conventional meaning. They have the following specifications: 1

```
function "+" (Left : T; Right : T) return T 2
function "-" (Left : T; Right : T) return T
```

The concatenation operators & are predefined for every nonlimited, one-dimensional array type *T* with component type *C*. They have the following specifications: 3

```
function "&" (Left : T; Right : T) return T 4
function "&" (Left : T; Right : C) return T
function "&" (Left : C; Right : T) return T
function "&" (Left : C; Right : C) return T
```

*Dynamic Semantics*

- 5 For the evaluation of a concatenation with result type  $T$ , if both operands are of type  $T$ , the result of the concatenation is a one-dimensional array whose length is the sum of the lengths of its operands, and whose components comprise the components of the left operand followed by the components of the right operand. If the left operand is a null array, the result of the concatenation is the right operand. Otherwise, the lower bound of the result is determined as follows:
- 6 • If the ultimate ancestor of the array type was defined by a `constrained_array_definition`, then the lower bound of the result is that of the index subtype;
  - 7 • If the ultimate ancestor of the array type was defined by an `unconstrained_array_definition`, then the lower bound of the result is that of the left operand.
- 8 The upper bound is determined by the lower bound and the length. A check is made that the upper bound of the result of the concatenation belongs to the range of the index subtype, unless the result is a null array. `Constraint_Error` is raised if this check fails.
- 9 If either operand is of the component type  $C$ , the result of the concatenation is given by the above rules, using in place of such an operand an array having this operand as its only component (converted to the component subtype) and having the lower bound of the index subtype of the array type as its lower bound.
- 10 The result of a concatenation is defined in terms of an assignment to an anonymous object, as for any function call (see 6.5).
- 11 NOTE As for all predefined operators on modular types, the binary adding operators `+` and `-` on modular types include a final reduction modulo the modulus if the result is outside the base range of the type.

*Examples*

- 12 *Examples of expressions involving binary adding operators:*
- 13 `Z + 0.1`      -- *Z has to be of a real type*
- 14 `"A" & "BCD"` -- *concatenation of two string literals*  
`'A' & "BCD"` -- *concatenation of a character literal and a string literal*  
`'A' & 'A'`    -- *concatenation of two character literals*

## 4.5.4 Unary Adding Operators

*Static Semantics*

- 1 The unary adding operators `+` (identity) and `-` (negation) are predefined for every specific numeric type  $T$  with their conventional meaning. They have the following specifications:
- 2 `function "+" (Right : T) return T`  
`function "-" (Right : T) return T`
- 3 NOTE For modular integer types, the unary adding operator `-`, when given a nonzero operand, returns the result of subtracting the value of the operand from the modulus; for a zero operand, the result is zero.

## 4.5.5 Multiplying Operators

*Static Semantics*

- 1 The multiplying operators `*` (multiplication), `/` (division), `mod` (modulus), and `rem` (remainder) are predefined for every specific integer type  $T$ :
- 2 `function "*" (Left, Right : T) return T`  
`function "/" (Left, Right : T) return T`  
`function "mod" (Left, Right : T) return T`  
`function "rem" (Left, Right : T) return T`



Signed integer multiplication has its conventional meaning. 3

Signed integer division and remainder are defined by the relation: 4

$$A = (A/B) * B + (A \text{ rem } B) \quad 5$$

where  $(A \text{ rem } B)$  has the sign of  $A$  and an absolute value less than the absolute value of  $B$ . Signed integer division satisfies the identity: 6

$$(-A)/B = -(A/B) = A/(-B) \quad 7$$

The signed integer modulus operator is defined such that the result of  $A \text{ mod } B$  is either zero, or has the sign of  $B$  and an absolute value less than the absolute value of  $B$ ; in addition, for some signed integer value  $N$ , this result satisfies the relation: 8/3

$$A = B * N + (A \text{ mod } B) \quad 9$$

The multiplying operators on modular types are defined in terms of the corresponding signed integer operators, followed by a reduction modulo the modulus if the result is outside the base range of the type (which is only possible for the "\*" operator). 10

Multiplication and division operators are predefined for every specific floating point type  $T$ : 11

```
function "*" (Left, Right : T) return T
function "/" (Left, Right : T) return T
```

The following multiplication and division operators, with an operand of the predefined type Integer, are predefined for every specific fixed point type  $T$ : 13

```
function "*" (Left : T; Right : Integer) return T
function "*" (Left : Integer; Right : T) return T
function "/" (Left : T; Right : Integer) return T
```

All of the above multiplying operators are usable with an operand of an appropriate universal numeric type. The following additional multiplying operators for *root\_real* are predefined, and are usable when both operands are of an appropriate universal or root numeric type, and the result is allowed to be of type *root\_real*, as in a *number\_declaration*: 15

```
function "*" (Left, Right : root_real) return root_real
function "/" (Left, Right : root_real) return root_real

function "*" (Left : root_real; Right : root_integer) return root_real
function "*" (Left : root_integer; Right : root_real) return root_real
function "/" (Left : root_real; Right : root_integer) return root_real
```

Multiplication and division between any two fixed point types are provided by the following two predefined operators: 18

```
function "*" (Left, Right : universal_fixed) return universal_fixed
function "/" (Left, Right : universal_fixed) return universal_fixed
```

#### Name Resolution Rules

The above two fixed-fixed multiplying operators shall not be used in a context where the expected type for the result is itself *universal\_fixed* — the context has to identify some other numeric type to which the result is to be converted, either explicitly or implicitly. Unless the predefined universal operator is identified using an expanded name with *prefix* denoting the package Standard, an explicit conversion is required on the result when using the above fixed-fixed multiplication operator if either operand is of a type having a user-defined primitive multiplication operator such that: 19.1/2

- it is declared immediately within the same declaration list as the type or any partial or incomplete view thereof; and 19.2/3
- both of its formal parameters are of a fixed-point type. 19.3/2

19.4/2 A corresponding requirement applies to the universal fixed-fixed division operator.

*Paragraph 20 was deleted.*

#### Dynamic Semantics

21 The multiplication and division operators for real types have their conventional meaning. For floating point types, the accuracy of the result is determined by the precision of the result type. For decimal fixed point types, the result is truncated toward zero if the mathematical result is between two multiples of the *small* of the specific result type (possibly determined by context); for ordinary fixed point types, if the mathematical result is between two multiples of the *small*, it is unspecified which of the two is the result.

22 The exception `Constraint_Error` is raised by integer division, `rem`, and `mod` if the right operand is zero. Similarly, for a real type *T* with `T*Machine_Overflows` `True`, division by zero raises `Constraint_Error`.

23 NOTE 1 For positive *A* and *B*, *A/B* is the quotient and *A rem B* is the remainder when *A* is divided by *B*. The following relations are satisfied by the `rem` operator:

$$\begin{aligned} A \text{ rem } (-B) &= A \text{ rem } B \\ (-A) \text{ rem } B &= -(A \text{ rem } B) \end{aligned}$$

25 NOTE 2 For any signed integer *K*, the following identity holds:

$$A \text{ mod } B = (A + K*B) \text{ mod } B$$

27 The relations between signed integer division, remainder, and modulus are illustrated by the following table:

|    | A  | B  | A/B | A rem B | A mod B | A   | B  | A/B | A rem B | A mod B |
|----|----|----|-----|---------|---------|-----|----|-----|---------|---------|
| 28 | 10 | 5  | 2   | 0       | 0       | -10 | 5  | -2  | 0       | 0       |
| 29 | 11 | 5  | 2   | 1       | 1       | -11 | 5  | -2  | -1      | 4       |
|    | 12 | 5  | 2   | 2       | 2       | -12 | 5  | -2  | -2      | 3       |
|    | 13 | 5  | 2   | 3       | 3       | -13 | 5  | -2  | -3      | 2       |
|    | 14 | 5  | 2   | 4       | 4       | -14 | 5  | -2  | -4      | 1       |
| 30 | A  | B  | A/B | A rem B | A mod B | A   | B  | A/B | A rem B | A mod B |
|    | 10 | -5 | -2  | 0       | 0       | -10 | -5 | 2   | 0       | 0       |
|    | 11 | -5 | -2  | 1       | -4      | -11 | -5 | 2   | -1      | -1      |
|    | 12 | -5 | -2  | 2       | -3      | -12 | -5 | 2   | -2      | -2      |
|    | 13 | -5 | -2  | 3       | -2      | -13 | -5 | 2   | -3      | -3      |
|    | 14 | -5 | -2  | 4       | -1      | -14 | -5 | 2   | -4      | -4      |

#### Examples

31 *Examples of expressions involving multiplying operators:*

```
32 I : Integer := 1;
   J : Integer := 2;
   K : Integer := 3;
33 X : Real := 1.0;           -- see 3.5.7
   Y : Real := 2.0;
34 F : Fraction := 0.25;     -- see 3.5.9
   G : Fraction := 0.5;
```

| Expression                 | Value | Result Type                                                     |
|----------------------------|-------|-----------------------------------------------------------------|
| <code>I*J</code>           | 2     | same as <i>I</i> and <i>J</i> , that is, Integer                |
| <code>K/J</code>           | 1     | same as <i>K</i> and <i>J</i> , that is, Integer                |
| <code>K mod J</code>       | 1     | same as <i>K</i> and <i>J</i> , that is, Integer                |
| <code>X/Y</code>           | 0.5   | same as <i>X</i> and <i>Y</i> , that is, Real                   |
| <code>F/2</code>           | 0.125 | same as <i>F</i> , that is, Fraction                            |
| <code>3*F</code>           | 0.75  | same as <i>F</i> , that is, Fraction                            |
| <code>0.75*G</code>        | 0.375 | universal_fixed, implicitly convertible to any fixed point type |
| <code>Fraction(F*G)</code> | 0.125 | Fraction, as stated by the conversion                           |
| <code>Real(J)*Y</code>     | 4.0   | Real, the type of both operands after conversion of <i>J</i>    |

## 4.5.6 Highest Precedence Operators

### *Static Semantics*

The highest precedence unary operator **abs** (absolute value) is predefined for every specific numeric type  $T$ , with the following specification: 1

```
function "abs" (Right : T) return T 2
```

The highest precedence unary operator **not** (logical negation) is predefined for every boolean type  $T$ , every modular type  $T$ , and for every one-dimensional array type  $T$  whose components are of a boolean type, with the following specification: 3

```
function "not" (Right : T) return T 4
```

The result of the operator **not** for a modular type is defined as the difference between the high bound of the base range of the type and the value of the operand. For a binary modulus, this corresponds to a bitwise complement of the binary representation of the value of the operand. 5

The operator **not** that applies to a one-dimensional array of boolean components yields a one-dimensional boolean array with the same bounds; each component of the result is obtained by logical negation of the corresponding component of the operand (that is, the component that has the same index value). A check is made that each component of the result belongs to the component subtype; the exception `Constraint_Error` is raised if this check fails. 6

The highest precedence *exponentiation* operator **\*\*** is predefined for every specific integer type  $T$  with the following specification: 7

```
function "***" (Left : T; Right : Natural) return T 8
```

Exponentiation is also predefined for every specific floating point type as well as *root\_real*, with the following specification (where  $T$  is *root\_real* or the floating point type): 9

```
function "***" (Left : T; Right : Integer'Base) return T 10
```

The right operand of an exponentiation is the *exponent*. The value of  $X^{**}N$  with the value of the exponent  $N$  positive is the same as the value of  $X * X * \dots * X$  (with  $N-1$  multiplications) except that the multiplications are associated in an arbitrary order. With  $N$  equal to zero, the result is one. With the value of  $N$  negative (only defined for a floating point operand), the result is the reciprocal of the result using the absolute value of  $N$  as the exponent. 11/3

### *Implementation Permissions*

The implementation of exponentiation for the case of a negative exponent is allowed to raise `Constraint_Error` if the intermediate result of the repeated multiplications is outside the safe range of the type, even though the final result (after taking the reciprocal) would not be. (The best machine approximation to the final result in this case would generally be 0.0.) 12

NOTE As implied by the specification given above for exponentiation of an integer type, a check is made that the exponent is not negative. `Constraint_Error` is raised if this check fails. 13

## 4.5.7 Conditional Expressions

A `conditional_expression` selects for evaluation at most one of the enclosed *dependent\_expressions*, depending on a decision among the alternatives. One kind of `conditional_expression` is the `if_expression`, which selects for evaluation a *dependent\_expression* depending on the value of one or more corresponding conditions. The other kind of `conditional_expression` is the `case_expression`, which 1/3

selects for evaluation one of a number of alternative *dependent\_expressions*; the chosen alternative is determined by the value of a *selecting\_expression*.

*Syntax*

2/3 conditional\_expression ::= if\_expression | case\_expression

3/3 if\_expression ::=  
     **if** condition **then** *dependent\_expression*  
     { **elsif** condition **then** *dependent\_expression* }  
     [ **else** *dependent\_expression* ]

4/3 condition ::= *boolean\_expression*

5/3 case\_expression ::=  
     **case** *selecting\_expression* **is**  
     *case\_expression\_alternative* {,  
     *case\_expression\_alternative* }

6/3 case\_expression\_alternative ::=  
     **when** *discrete\_choice\_list* =>  
     *dependent\_expression*

7/3 Wherever the Syntax Rules allow an expression, a conditional\_expression may be used in place of the expression, so long as it is immediately surrounded by parentheses.

*Name Resolution Rules*

8/3 If a conditional\_expression is expected to be of a type *T*, then each *dependent\_expression* of the conditional\_expression is expected to be of type *T*. Similarly, if a conditional\_expression is expected to be of some class of types, then each *dependent\_expression* of the conditional\_expression is subject to the same expectation. If a conditional\_expression shall resolve to be of a type *T*, then each *dependent\_expression* shall resolve to be of type *T*.

9/3 The possible types of a conditional\_expression are further determined as follows:

- 10/3 • If the conditional\_expression is the operand of a type conversion, the type of the conditional\_expression is the target type of the conversion; otherwise,
- 11/3 • If all of the *dependent\_expressions* are of the same type, the type of the conditional\_expression is that type; otherwise,
- 12/3 • If a *dependent\_expression* is of an elementary type, the type of the conditional\_expression shall be covered by that type; otherwise,
- 13/3 • If the conditional\_expression is expected to be of type *T* or shall resolve to type *T*, then the conditional\_expression is of type *T*.

14/3 A condition is expected to be of any boolean type.

15/3 The expected type for the *selecting\_expression* and the *discrete\_choices* are as for case statements (see 5.4).

*Legality Rules*

16/3 All of the *dependent\_expressions* shall be convertible (see 4.6) to the type of the conditional\_expression.

17/3 If the expected type of a conditional\_expression is a specific tagged type, all of the *dependent\_expressions* of the conditional\_expression shall be dynamically tagged, or none shall be

dynamically tagged. In this case, the `conditional_expression` is dynamically tagged if all of the `dependent_expressions` are dynamically tagged, is tag-indeterminate if all of the `dependent_expressions` are tag-indeterminate, and is statically tagged otherwise.

If there is no `else dependent_expression`, the `if_expression` shall be of a boolean type. 18/3

All Legality Rules that apply to the `discrete_choices` of a `case_statement` (see 5.4) also apply to the `discrete_choices` of a `case_expression` except within an instance of a generic unit. 19/3

#### Dynamic Semantics

For the evaluation of an `if_expression`, the condition specified after `if`, and any conditions specified after `elsif`, are evaluated in succession (treating a final `else` as `elsif True then`), until one evaluates to True or all conditions are evaluated and yield False. If a condition evaluates to True, the associated `dependent_expression` is evaluated, converted to the type of the `if_expression`, and the resulting value is the value of the `if_expression`. Otherwise (when there is no `else` clause), the value of the `if_expression` is True. 20/3

For the evaluation of a `case_expression`, the `selecting_expression` is first evaluated. If the value of the `selecting_expression` is covered by the `discrete_choice_list` of some `case_expression_alternative`, then the `dependent_expression` of the `case_expression_alternative` is evaluated, converted to the type of the `case_expression`, and the resulting value is the value of the `case_expression`. Otherwise (the value is not covered by any `discrete_choice_list`, perhaps due to being outside the base range), `Constraint_Error` is raised. 21/3

#### Examples

Example of use of an `if_expression`:

```
Put_Line ("Casey is " &
         (if Casey.Sex = M then "Male" else "Female")); -- see 3.10.1
```

Example of use of a `case_expression`:

```
function Card_Color (Card : Suit) return Color is -- see 3.5.1
  (case Card is
   when Clubs   | Spades   => Black,
   when Hearts  | Diamonds => Red);
```

## 4.5.8 Quantified Expressions

Quantified expressions provide a way to write universally and existentially quantified predicates over containers and arrays. 0.1/4

#### Syntax

`quantified_expression ::=` 1/3

```
  for quantifier loop_parameter_specification => predicate
  | for quantifier iterator_specification => predicate
```

`quantifier ::= all | some` 2/3

`predicate ::= boolean_expression` 3/3

Wherever the Syntax Rules allow an expression, a `quantified_expression` may be used in place of the expression, so long as it is immediately surrounded by parentheses. 4/3

*Name Resolution Rules*

5/3 The expected type of a `quantified_expression` is any Boolean type. The predicate in a `quantified_expression` is expected to be of the same type.

*Dynamic Semantics*

6/5 For the evaluation of a `quantified_expression`, the `loop_parameter_specification` or `iterator_specification` is first elaborated. The evaluation of a `quantified_expression` then performs an iteration, and evaluates the predicate for each value conditionally produced by the iteration (see 5.5 and 5.5.2).

7/3 The value of the `quantified_expression` is determined as follows:

- 8/4 • If the quantifier is **all**, the expression is False if the evaluation of any predicate yields False; evaluation of the `quantified_expression` stops at that point. Otherwise (every predicate has been evaluated and yielded True), the expression is True. Any exception raised by evaluation of the predicate is propagated.
- 9/4 • If the quantifier is **some**, the expression is True if the evaluation of any predicate yields True; evaluation of the `quantified_expression` stops at that point. Otherwise (every predicate has been evaluated and yielded False), the expression is False. Any exception raised by evaluation of the predicate is propagated.

*Examples*

10/5 *Example of a quantified expression as a postcondition for a sorting routine on an array A with an index subtype T:*

```
11/3 Post => (A'Length < 2 or else
           (for all I in A'First .. T'Pred(A'Last) => A (I) <= A (T'Succ (I))))
```

12/5 *Example of use of a quantified expression as an assertion that a positive number N is composite (as opposed to prime):*

```
13/5 pragma Assert (for some X in 2 .. N when X * X <= N => N mod X = 0);
      -- see iterator_filter in 5.5
```

## 4.5.9 Declare Expressions

1/5 Declare expressions provide a way to declare local constants and object renamings in an expression context.

*Syntax*

```
2/5 declare_expression ::=
      declare {declare_item}
      begin body_expression
```

```
3/5 declare_item ::= object_declaration | object_renaming_declaration
```

4/5 Wherever the Syntax Rules allow an expression, a `declare_expression` may be used in place of the expression, so long as it is immediately surrounded by parentheses.

*Legality Rules*

5/5 A `declare_item` that is an `object_declaration` shall declare a constant of a nonlimited type.

6/5 A `declare_item` that is an `object_renaming_declaration` (see 8.5.1) shall not rename an object of a limited type if any operative constituent of the `object_name` is a value conversion or is newly constructed (see 4.4).

The following are not allowed within a `declare_expression`: a declaration containing the reserved word **aliased**; the `attribute_designator` `Access` or `Unchecked_Access`; or an anonymous access type. 7/5

*Name Resolution Rules*

If a `declare_expression` is expected to be of a type  $T$ , then the `body_expression` is expected to be of type  $T$ . Similarly, if a `declare_expression` is expected to be of some class of types, then the `body_expression` is subject to the same expectation. If a `declare_expression` shall resolve to be of a type  $T$ , then the `body_expression` shall resolve to be of type  $T$ . 8/5

The type of a `declare_expression` is the type of the `body_expression`. 9/5

*Dynamic Semantics*

For the evaluation of a `declare_expression`, the `declare_items` are elaborated in order, and then the `body_expression` is evaluated. The value of the `declare_expression` is that of the `body_expression`. 10/5

*Examples*

*Example of use of a declare expression as a replacement postcondition for Ada.Containers.Vectors."&" (see A.18.2):* 11/5

```
with Post =>
  (declare
    Result renames Vectors."&"'Result;
    Length : constant Count_Type := Left.Length + Right.Length;
  begin
    Result.Length = Length and then
    not Tampering_With_Elements_Prohibited (Result) and then
    not Tampering_With_Cursors_Prohibited (Result) and then
    Result.Capacity >= Length) 12/5
```

## 4.5.10 Reduction Expressions

Reduction expressions provide a way to map or transform a collection of values into a new set of values, and then summarize the values produced by applying an operation to reduce the set to a single value result. A reduction expression is represented as an `attribute_reference` of the reduction attributes `Reduce` or `Parallel_Reduce`. 1/5

*Syntax*

```
reduction_attribute_reference ::=
  value_sequence'reduction_attribute_designator
  | prefix'reduction_attribute_designator 2/5
```

```
value_sequence ::=
  '[' [parallel[(chunk_specification)] [aspect_specification]]
  iterated_element_association '[' 3/5
```

```
reduction_attribute_designator ::=
  reduction_identifier(reduction_specification) 4/5
```

```
reduction_specification ::= reducer_name, initial_value_expression 5/5
```

The `iterated_element_association` of a `value_sequence` shall not have a `key_expression`, nor shall it have a `loop_parameter_specification` that has the reserved word **reverse**. 6/5

The `chunk_specification`, if any, of a `value_sequence` shall be an *integer\_simple\_expression*. 7/5

## Name Resolution Rules

- 8/5 The expected type for a `reduction_attribute_reference` shall be a single nonlimited type.
- 9/5 In the remainder of this subclause, we will refer to nonlimited subtypes *Value\_Type* and *Accum\_Type* of a `reduction_attribute_reference`. These subtypes and interpretations of the names and expressions of a `reduction_attribute_reference` are determined by the following rules:
- 10/5 • *Accum\_Type* is a subtype of the expected type of the `reduction_attribute_reference`.
  - 11/5 • A *reducer subprogram* is subtype conformant with one of the following specifications:
 

```
12/5     function Reducer(Accumulator : Accum_Type;  
13/5                          Value : Value_Type) return Accum_Type;  
14/5     procedure Reducer(Accumulator : in out Accum_Type;  
15/5                          Value : in Value_Type);
```
  - 16/5 • The *reducer\_name* of a `reduction_specification` denotes a reducer subprogram.
  - The expected type of an *initial\_value\_expression* of a `reduction_specification` is that of subtype *Accum\_Type*.
  - The expected type of the expression of the *iterated\_element\_association* of a *value\_sequence* is that of subtype *Value\_Type*.

## Legality Rules

- 17/5 If the `reduction_attribute_reference` has a *value\_sequence* with the reserved word **parallel**, the subtypes *Accum\_Type* and *Value\_Type* shall statically match.
- 18/5 If the identifier of a `reduction_attribute_designator` is `Parallel_Reduce`, the subtypes *Accum\_Type* and *Value\_Type* shall statically match.

## Static Semantics

- 19/5 A `reduction_attribute_reference` denotes a value, with its nominal subtype being the subtype of the first parameter of the subprogram denoted by the *reducer\_name*.

## Dynamic Semantics

- 20/5 For the evaluation of a *value\_sequence*, the *iterated\_element\_association*, the *chunk\_specification*, and the *aspect\_specification*, if any, are elaborated in an arbitrary order. Next an iteration is performed, and for each value conditionally produced by the iteration (see 5.5 and 5.5.2), the associated expression is evaluated with the loop parameter having this value, which produces a result that is converted to *Value\_Type* and is used to define the next value in the sequence.
- 21/5 If the *value\_sequence* does not have the reserved word **parallel**, it is produced as a single sequence of values by a single logical thread of control. If the reserved word **parallel** is present in the *value\_sequence*, the enclosing `reduction_attribute_reference` is a parallel construct, and the sequence of values is generated by a parallel iteration (as defined in 5.5, 5.5.1, and 5.5.2), as a set of non-empty, non-overlapping contiguous chunks (*subsequences*) with one logical thread of control (see Clause 9) associated with each subsequence. If there is a *chunk\_specification*, it determines the maximum number of chunks, as defined in 5.5; otherwise the maximum number of chunks is implementation defined.
- 22/5 For a *value\_sequence* V, the following attribute is defined:
- 23/5 V'Reduce(Reducer, Initial\_Value)  
This attribute represents a *reduction expression*, and is in the form of a `reduction_attribute_reference`.



The evaluation of a use of this attribute begins by evaluating the parts of the `reduction_attribute_designator` (the `reducer_name` `Reducer` and the `initial_value_expression` `Initial_Value`), in an arbitrary order. It then initializes the `accumulator` of the reduction expression to the value of the `initial_value_expression` (the `initial value`). The `value_sequence` `V` is then evaluated. 24/5

If the `value_sequence` does not have the reserved word **parallel**, each value of the `value_sequence` is passed, in order, as the second (`Value`) parameter to a call on `Reducer`, with the first (`Accumulator`) parameter being the prior value of the accumulator, saving the result as the new value of the accumulator. The reduction expression yields the final value of the accumulator. 25/5

If the reserved word **parallel** is present in a `value_sequence`, then the (parallel) reduction expression is a parallel construct and the sequence has been partitioned into one or more subsequences (see above) each with its own separate logical thread of control. 26/5

Each logical thread of control creates a local accumulator for processing its subsequence. The accumulator for a subsequence is initialized to the first value of the subsequence, and calls on `Reducer` start with the second value of the subsequence (if any). The result for the subsequence is the final value of its local accumulator. 27/5

After all logical threads of control of a parallel reduction expression have completed, `Reducer` is called for each subsequence, in the original sequence order, passing the local accumulator for that subsequence as the second (`Value`) parameter, and the overall accumulator (initialized above to the initial value) as the first (`Accumulator`) parameter, with the result saved back in the overall accumulator. The parallel reduction expression yields the final value of the overall accumulator. 28/5

If the evaluation of the `value_sequence` yields an empty sequence of values, the reduction expression yields the initial value. 29/5

If an exception is propagated by one of the calls on `Reducer`, that exception is propagated from the reduction expression. If different exceptions are propagated in different logical threads of control, one is chosen arbitrarily to be propagated from the reduction expression as a whole. 30/5

For a prefix `X` of an array type (after any implicit dereference), or that denotes an iterable container object (see 5.5.1), the following attributes are defined: 31/5

`X'Reduce(Reducer, Initial_Value)` 32/5

`X'Reduce` is a reduction expression that yields a result equivalent to replacing the prefix of the attribute with the `value_sequence`:

```
[for Item of X => Item]
```

32.1/5

`X'Parallel_Reduce(Reducer, Initial_Value)` 33/5

`X'Parallel_Reduce` is a reduction expression that yields a result equivalent to replacing the attribute identifier with `Reduce` and the prefix of the attribute with the `value_sequence`:

```
[parallel for Item of X => Item]
```

33.1/5

#### *Bounded (Run-Time) Errors*

For a parallel reduction expression, it is a bounded error if the reducer subprogram is not associative. That is, for any arbitrary values of subtype `Value_Type` `A`, `B`, `C` and a reducer function `R`, the result of `R (A, R (B, C))` should produce a result equal to `R (R (A, B), C)`; it is a bounded error if `R` does not. The possible consequences are `Program_Error`, or a result that does not match the equivalent sequential reduction expression due to the order of calls on the reducer subprogram being unspecified in the overall reduction. Analogous rules apply in the case of a reduction procedure. 34/5

## Examples

35/5 *Example of an expression function that returns its result as a reduction expression:*

```
36/5     function Factorial(N : Natural) return Natural is
        ([for J in 1..N => J] 'Reduce("*", 1));
```

37/5 *Example of a reduction expression that computes the Sine of X using a Taylor expansion:*

```
38/5     function Sine (X : Float; Num_Terms : Positive := 5) return Float is
        ([for I in 1..Num_Terms =>
         (-1.0)**(I-1) * X**(2*I-1)/Float(Factorial(2*I-1))]
         'Reduce("+", 0.0));
```

39/5 *Example of a reduction expression that outputs the sum of squares:*

```
40/5     Put_Line ("Sum of Squares is" &
                 Integer'Image([for I in 1 .. 10 => I**2]'Reduce("+", 0)));
```

41/5 *Example of a reduction expression used to compute the value of Pi:*

```
42/5     -- See 3.5.7.
        function Pi (Number_Of_Steps : Natural := 10_000) return Real is
        (1.0 / Real (Number_Of_Steps) *
         [for I in 1 .. Number_Of_Steps =>
          (4.0 / (1.0 + ((Real(I) - 0.5) *
                     (1.0 / Real (Number_Of_Steps)))**2))]
         'Reduce("+", 0.0));
```

43/5 *Example of a reduction expression used to calculate the sum of elements of an array of integers:*

```
44/5     A'Reduce("+", 0) -- See 4.3.3.
```

45/5 *Example of a reduction expression used to determine if all elements in a two-dimensional array of booleans are set to true:*

```
46/5     Grid'Reduce("and", True) -- See 3.6.
```

47/5 *Example of a reduction expression used to calculate the minimum value of an array of integers in parallel:*

```
48/5     A'Parallel_Reduce(Integer'Min, Integer'Last)
```

49/5 *Example of a parallel reduction expression used to calculate the mean of the elements of a two-dimensional array of subtype Matrix (see 3.6) that are greater than 100.0:*

```
50/5     type Accumulator is record
        Sum   : Real; -- See 3.5.7.
        Count : Integer;
        end record;

51/5     function Accumulate (L, R : Accumulator) return Accumulator is
        (Sum  => L.Sum  + R.Sum,
         Count => L.Count + R.Count);

52/5     function Average_of_Values_Greater_Than_100 (M : Matrix) return Real is
        (declare
         Acc : constant Accumulator :=
         [parallel for Val of M when Val > 100.0 => (Val, 1)]
         'Reduce(Accumulate, (Sum => 0, Count => 0));
         begin
         Acc.Sum / Real(Acc.Count));
```

## 4.6 Type Conversions

Explicit type conversions, both value conversions and view conversions, are allowed between closely related types as defined below. This subclause also defines rules for value and view conversions to a particular subtype of a type, both explicit ones and those implicit in other constructs. 1/3

### Syntax

```
type_conversion ::=
  subtype_mark(expression)
  | subtype_mark(name) 2
```

The *target subtype* of a `type_conversion` is the subtype denoted by the `subtype_mark`. The *operand* of a `type_conversion` is the expression or name within the parentheses; its type is the *operand type*. 3

One type is *convertible* to a second type if a `type_conversion` with the first type as operand type and the second type as target type is legal according to the rules of this subclause. Two types are convertible if each is convertible to the other. 4/3

A `type_conversion` is called a *view conversion* if both its target type and operand type are tagged, or if it appears in a call as an actual parameter of mode **out** or **in out**; other `type_conversions` are called *value conversions*. 5/5

### Name Resolution Rules

The operand of a `type_conversion` is expected to be of any type. 6

The operand of a view conversion is interpreted only as a `name`; the operand of a value conversion is interpreted as an `expression`. 7

### Legality Rules

In a view conversion for an untagged type, the target type shall be convertible (back) to the operand type. 8/2

*Paragraphs 9 through 20 were reorganized and moved below.*

If there is a type (other than a root numeric type) that is an ancestor of both the target type and the operand type, or both types are class-wide types, then at least one of the following rules shall apply: 21/3

- The target type shall be untagged; or 21.1/2
- The operand type shall be covered by or descended from the target type; or 22
- The operand type shall be a class-wide type that covers the target type; or 23/2
- The operand and target types shall both be class-wide types and the specific type associated with at least one of them shall be an interface type. 23.1/2

If there is no type (other than a root numeric type) that is the ancestor of both the target type and the operand type, and they are not both class-wide types, one of the following rules shall apply: 24/3

- If the target type is a numeric type, then the operand type shall be a numeric type. 24.1/2
- If the target type is an array type, then the operand type shall be an array type. Further: 24.2/2
  - The types shall have the same dimensionality; 24.3/2
  - Corresponding index types shall be convertible; 24.4/2
  - The component subtypes shall statically match; 24.5/2

- 24.6/2 • If the component types are anonymous access types, then the accessibility level of the operand type shall not be statically deeper than that of the target type;
- 24.7/2 • Neither the target type nor the operand type shall be limited;
- 24.8/2 • If the target type of a view conversion has aliased components, then so shall the operand type; and
- 24.9/2 • The operand type of a view conversion shall not have a tagged, private, or volatile subcomponent.
- 24.10/2 • If the target type is *universal\_access*, then the operand type shall be an access type.
- 24.11/2 • If the target type is a general access-to-object type, then the operand type shall be *universal\_access* or an access-to-object type. Further, if the operand type is not *universal\_access*:
  - 24.12/2 • If the target type is an access-to-variable type, then the operand type shall be an access-to-variable type;
  - 24.13/2 • If the target designated type is tagged, then the operand designated type shall be convertible to the target designated type;
  - 24.14/2 • If the target designated type is not tagged, then the designated types shall be the same, and either:
    - 24.15/2 • the designated subtypes shall statically match; or
    - 24.16/2 • the designated type shall be discriminated in its full view and unconstrained in any partial view, and one of the designated subtypes shall be unconstrained;
  - 24.17/4 • The accessibility level of the operand type shall not be statically deeper than that of the target type, unless the target type is an anonymous access type of a stand-alone object. If the target type is that of such a stand-alone object, the accessibility level of the operand type shall not be statically deeper than that of the declaration of the stand-alone object.
- 24.18/2 • If the target type is a pool-specific access-to-object type, then the operand type shall be *universal\_access*.
- 24.19/2 • If the target type is an access-to-subprogram type, then the operand type shall be *universal\_access* or an access-to-subprogram type. Further, if the operand type is not *universal\_access*:
  - 24.20/3 • The designated profiles shall be subtype conformant.
  - 24.21/4 • The accessibility level of the operand type shall not be statically deeper than that of the target type. If the operand type is declared within a generic body, the target type shall be declared within the generic body.
  - 24.22/5 • If the target type has a Global aspect other than **in out all** or Unspecified, then each mode of the Global aspect of the operand type shall identify a subset of the variables identified by the corresponding mode of the target type Global aspect, or by the **in out** mode of the target type Global aspect.
  - 24.23/5 • If the target type is nonblocking, the operand type shall be nonblocking.
- 24.24/5 In addition to the places where Legality Rules normally apply (see 12.3), these rules apply also in the private part of an instance of a generic unit.

*Static Semantics*

- 25 A `type_conversion` that is a value conversion denotes the value that is the result of converting the value of the operand to the target subtype.

A `type_conversion` that is a view conversion denotes a view of the object denoted by the operand. This view is a variable of the target type if the operand denotes a variable; otherwise, it is a constant of the target type. 26/3

The nominal subtype of a `type_conversion` is its target subtype. 27

#### *Dynamic Semantics*

For the evaluation of a `type_conversion` that is a value conversion, the operand is evaluated, and then the value of the operand is *converted* to a *corresponding* value of the target type, if any. If there is no value of the target type that corresponds to the operand value, `Constraint_Error` is raised; this can only happen on conversion to a modular type, and only when the operand value is outside the base range of the modular type. Additional rules follow: 28

- Numeric Type Conversion 29
  - If the target and the operand types are both integer types, then the result is the value of the target type that corresponds to the same mathematical integer as the operand. 30
  - If the target type is a decimal fixed point type, then the result is truncated (toward 0) if the value of the operand is not a multiple of the *small* of the target type. 31
  - If the target type is some other real type, then the result is within the accuracy of the target type (see G.2, “Numeric Performance Requirements”, for implementations that support the Numerics Annex). 32
  - If the target type is an integer type and the operand type is real, the result is rounded to the nearest integer (away from zero if exactly halfway between two integers). 33
- Enumeration Type Conversion 34
  - The result is the value of the target type with the same position number as that of the operand value. 35
- Array Type Conversion 36
  - If the target subtype is a constrained array subtype, then a check is made that the length of each dimension of the value of the operand equals the length of the corresponding dimension of the target subtype. The bounds of the result are those of the target subtype. 37
  - If the target subtype is an unconstrained array subtype, then the bounds of the result are obtained by converting each bound of the value of the operand to the corresponding index type of the target type. For each nonnull index range, a check is made that the bounds of the range belong to the corresponding index subtype. 38
  - In either array case, the value of each component of the result is that of the matching component of the operand value (see 4.5.2). 39
  - If the component types of the array types are anonymous access types, then a check is made that the accessibility level of the operand type is not deeper than that of the target type. 39.1/2
- Composite (Non-Array) Type Conversion 40
  - The value of each nondiscriminant component of the result is that of the matching component of the operand value. 41
  - The tag of the result is that of the operand. If the operand type is class-wide, a check is made that the tag of the operand identifies a (specific) type that is covered by or descended from the target type. 42
  - For each discriminant of the target type that corresponds to a discriminant of the operand type, its value is that of the corresponding discriminant of the operand value; if it 43

corresponds to more than one discriminant of the operand type, a check is made that all these discriminants are equal in the operand value.

- 44 • For each discriminant of the target type that corresponds to a discriminant that is specified by the `derived_type_definition` for some ancestor of the operand type (or if class-wide, some ancestor of the specific type identified by the tag of the operand), its value in the result is that specified by the `derived_type_definition`.
- 45 • For each discriminant of the operand type that corresponds to a discriminant that is specified by the `derived_type_definition` for some ancestor of the target type, a check is made that in the operand value it equals the value specified for it.
- 46 • For each discriminant of the result, a check is made that its value belongs to its subtype.
- 47 • Access Type Conversion
- 48/3 • For an access-to-object type, a check is made that the accessibility level of the operand type is not deeper than that of the target type, unless the target type is an anonymous access type of a stand-alone object. If the target type is that of such a stand-alone object, a check is made that the accessibility level of the operand type is not deeper than that of the declaration of the stand-alone object; then if the check succeeds, the accessibility level of the target type becomes that of the operand type.
- 49/2 • If the operand value is null, the result of the conversion is the null value of the target type.
- 50 • If the operand value is not null, then the result designates the same object (or subprogram) as is designated by the operand value, but viewed as being of the target designated subtype (or profile); any checks associated with evaluating a conversion to the target designated subtype are performed.

51/5 After conversion of the value to the target type, if the target subtype is constrained, a check is performed that the value satisfies this constraint. If the target subtype excludes null, then a check is made that the value is not null. If predicate checks are enabled for the target subtype (see 3.2.4), a check is performed that the value satisfies the predicates of the target subtype, unless the conversion is:

- 51.1/5 • a view conversion that is the target of an assignment statement and is not referenced with a `target_name`, or an actual parameter of mode `out`; or
- 51.2/5 • an implicit subtype conversion of an actual parameter of mode `out` to the nominal subtype of its formal parameter.

52 For the evaluation of a view conversion, the operand `name` is evaluated, and a new view of the object denoted by the operand is created, whose type is the target type; if the target type is composite, checks are performed as above for a value conversion.

53 The properties of this new view are as follows:

- 54/1 • If the target type is composite, the bounds or discriminants (if any) of the view are as defined above for a value conversion; each nondiscriminant component of the view denotes the matching component of the operand object; the subtype of the view is constrained if either the target subtype or the operand object is constrained, or if the target subtype is indefinite, or if the operand type is a descendant of the target type and has discriminants that were not inherited from the target type;
- 55/5 • If the target type is tagged, then an assignment to the view assigns to the corresponding part of the object denoted by the operand; otherwise, an assignment to the view assigns to the object, after converting the assigned value to the subtype of the object (which can raise `Constraint_Error`);

- Reading the value of the view yields the result of converting the value of the operand object to the target subtype (which can raise `Constraint_Error`), except if the object is of an elementary type and the view conversion is passed as an **out** parameter; in this latter case, the value of the operand object may be used to initialize the formal parameter without checking against any constraint of the target subtype (as described more precisely in 6.4.1). 56/5

If an `Accessibility_Check` fails, `Program_Error` is raised. If a predicate check fails, the effect is as defined in 3.2.4. Any other check associated with a conversion raises `Constraint_Error` if it fails. 57/5

Conversion to a type is the same as conversion to an unconstrained subtype of the type. 58

Evaluation of a value conversion of an object either creates a new anonymous object (similar to the object created by the evaluation of an **aggregate** or a function call) or yields a new view of the operand object without creating a new object: 58.1/5

- If the target type is a by-reference type and there is a type that is an ancestor of both the target type and the operand type then no new object is created; 58.2/4
- If the target type is an array type having aliased components and the operand type is an array type having unaliased components, then a new object is created; 58.3/4
- If the target type is an elementary type, then a new object is created; 58.4/5
- Otherwise, it is unspecified whether a new object is created. 58.5/5

If a new object is created, then the initialization of that object is an assignment operation. 58.6/5

NOTE 1 In addition to explicit `type_conversions`, type conversions are performed implicitly in situations where the expected type and the actual type of a construct differ, as is permitted by the type resolution rules (see 8.6). For example, an integer literal is of the type *universal\_integer*, and is implicitly converted when assigned to a target of some specific integer type. Similarly, an actual parameter of a specific tagged type is implicitly converted when the corresponding formal parameter is of a class-wide type. 59

Even when the expected and actual types are the same, implicit subtype conversions are performed to adjust the array bounds (if any) of an operand to match the desired target subtype, or to raise `Constraint_Error` if the (possibly adjusted) value does not satisfy the constraints of the target subtype. 60

NOTE 2 A ramification of the overload resolution rules is that the operand of an (explicit) `type_conversion` cannot be an allocator, an **aggregate**, a `string_literal`, a `character_literal`, or an `attribute_reference` for an `Access` or `Unchecked_Access` attribute. Similarly, such an expression enclosed by parentheses is not allowed. A `qualified_expression` (see 4.7) can be used instead of such a `type_conversion`. 61/2

NOTE 3 The constraint of the target subtype has no effect for a `type_conversion` of an elementary type passed as an **out** parameter. Hence, it is recommended that the first subtype be specified as the target to minimize confusion (a similar recommendation applies to renaming and generic formal **in out** objects). 62

#### Examples

*Examples of numeric type conversion:* 63

```
Real (2*J)      -- value is converted to floating point 64
Integer (1.6)  -- value is 2
Integer (-0.4) -- value is 0
```

*Example of conversion between derived types:* 65

```
type A_Form is new B_Form; 66

X : A_Form; 67
Y : B_Form;

X := A_Form(Y); 68
Y := B_Form(X); -- the reverse conversion
```

69 *Examples of conversions between array types:*

```
70     type Sequence is array (Integer range <>) of Integer;
       subtype Dozen is Sequence(1 .. 12);
       Ledger : array(1 .. 100) of Integer;
71     Sequence(Ledger)           -- bounds are those of Ledger
       Sequence(Ledger(31 .. 42)) -- bounds are 31 and 42
       Dozen(Ledger(31 .. 42))   -- bounds are those of Dozen
```

## 4.7 Qualified Expressions

1 A `qualified_expression` is used to state explicitly the type, and to verify the subtype, of an operand that is either an expression or an aggregate.

*Syntax*

```
2     qualified_expression ::=
       subtype_mark'(expression) | subtype_mark'aggregate
```

*Name Resolution Rules*

3/5 The expected type for the *operand* (the `expression` or `aggregate`) is determined by the `subtype_mark`. Furthermore, the operand shall resolve to be either the specified expected type or a universal type that covers it.

*Static Semantics*

3.1/3 If the operand of a `qualified_expression` denotes an object, the `qualified_expression` denotes a constant view of that object. The nominal subtype of a `qualified_expression` is the subtype denoted by the `subtype_mark`.

*Dynamic Semantics*

4/5 The evaluation of a `qualified_expression` evaluates the operand (and if of a universal type, converts it to the type determined by the `subtype_mark`) and checks that its value belongs to the subtype denoted by the `subtype_mark`. The exception `Constraint_Error` is raised if this check fails. Furthermore, if predicate checks are enabled for the subtype denoted by the `subtype_mark`, a check is performed as defined in 3.2.4 that the value satisfies the predicates of the subtype.

5/5 NOTE When a given context does not uniquely identify an expected type, a `qualified_expression` can be used to do so. In particular, if an overloaded name or `aggregate` is passed to an overloaded subprogram, it can be necessary to qualify the operand to resolve its type.

*Examples*

6 *Examples of disambiguating expressions using qualification:*

```
7     type Mask is (Fix, Dec, Exp, Signif);
       type Code is (Fix, Cla, Dec, Tnz, Sub);
8     Print (Mask'(Dec)); -- Dec is of type Mask
       Print (Code'(Dec)); -- Dec is of type Code
9/5 |   for J in Code'(Fix) .. Code'(Dec) loop ... -- qualification is necessary for either Fix or Dec
       for J in Code range Fix .. Dec loop ...   -- qualification unnecessary
       for J in Code'(Fix) .. Dec loop ...       -- qualification unnecessary for Dec
10    Dozen'(1 | 3 | 5 | 7 => 2, others => 0) -- see 4.6
```



## 4.8 Allocators

The evaluation of an **allocator** creates an object and yields an access value that designates the object. 1

### *Syntax*

```
allocator ::= 2/3
  new [subpool_specification] subtype_indication
  | new [subpool_specification] qualified_expression

subpool_specification ::= (subpool_handle_name) 2.1/3
```

For an **allocator** with a **subtype\_indication**, the **subtype\_indication** shall not specify a **null\_exclusion**. 2.2/3

### *Name Resolution Rules*

The expected type for an **allocator** shall be a single access-to-object type with designated type *D* such that either *D* covers the type determined by the **subtype\_mark** of the **subtype\_indication** or **qualified\_expression**, or the expected type is anonymous and the determined type is *D*'Class. A *subpool\_handle\_name* is expected to be of any type descended from `Subpool_Handle`, which is the type used to identify a subpool, declared in package `System.Storage_Pools.Subpools` (see 13.11.4). 3/3

### *Legality Rules*

An *initialized* **allocator** is an **allocator** with a **qualified\_expression**. An *uninitialized* **allocator** is one with a **subtype\_indication**. In the **subtype\_indication** of an uninitialized **allocator**, a **constraint** is permitted only if the **subtype\_mark** denotes an unconstrained composite subtype; if there is no **constraint**, then the **subtype\_mark** shall denote a definite subtype. 4

If the type of the **allocator** is an access-to-constant type, the **allocator** shall be an initialized **allocator**. 5/2

If a **subpool\_specification** is given, the type of the storage pool of the access type shall be a descendant of `Root_Storage_Pool_With_Subpools`. 5.1/3

If the designated type of the type of the **allocator** is class-wide, the accessibility level of the type determined by the **subtype\_indication** or **qualified\_expression** shall not be statically deeper than that of the type of the **allocator**. 5.2/3

If the subtype determined by the **subtype\_indication** or **qualified\_expression** of the **allocator** has one or more access discriminants, then the accessibility level of the anonymous access type of each access discriminant shall not be statically deeper than that of the type of the **allocator** (see 3.10.2). 5.3/3

An **allocator** shall not be of an access type for which the `Storage_Size` has been specified by a static expression with value zero or is defined by the language to be zero. 5.4/3

If the designated type of the type of the **allocator** is limited, then the **allocator** shall not be used to define the value of an access discriminant, unless the discriminated type is immutably limited (see 7.5). 5.5/3

In addition to the places where Legality Rules normally apply (see 12.3), these rules apply also in the private part of an instance of a generic unit. 5.6/3

### *Static Semantics*

If the designated type of the type of the **allocator** is elementary, then the subtype of the created object is the designated subtype. If the designated type is composite, then the subtype of the created object is the

designated subtype when the designated subtype is constrained or there is an ancestor of the designated type that has a constrained partial view; otherwise, the created object is constrained by its initial value (even if the designated subtype is unconstrained with defaults).

*Dynamic Semantics*

- 7/2 For the evaluation of an initialized allocator, the evaluation of the `qualified_expression` is performed first. An object of the designated type is created and the value of the `qualified_expression` is converted to the designated subtype and assigned to the object.
- 8 For the evaluation of an uninitialized allocator, the elaboration of the `subtype_indication` is performed first. Then:
- 9/2 • If the designated type is elementary, an object of the designated subtype is created and any implicit initial value is assigned;
  - 10/2 • If the designated type is composite, an object of the designated type is created with tag, if any, determined by the `subtype_mark` of the `subtype_indication`. This object is then initialized by default (see 3.3.1) using the `subtype_indication` to determine its nominal subtype. A check is made that the value of the object belongs to the designated subtype. `Constraint_Error` is raised if this check fails. This check and the initialization of the object are performed in an arbitrary order.
- 10.1/3 For any `allocator`, if the designated type of the type of the `allocator` is class-wide, then a check is made that the master of the type determined by the `subtype_indication`, or by the tag of the value of the `qualified_expression`, includes the elaboration of the type of the `allocator`. If any part of the subtype determined by the `subtype_indication` or `qualified_expression` of the `allocator` (or by the tag of the value if the type of the `qualified_expression` is class-wide) has one or more access discriminants, then a check is made that the accessibility level of the anonymous access type of each access discriminant is not deeper than that of the type of the `allocator`. `Program_Error` is raised if either such check fails.
- 10.2/2 If the object to be created by an `allocator` has a controlled or protected part, and the finalization of the collection of the type of the `allocator` (see 7.6.1) has started, `Program_Error` is raised.
- 10.3/2 If the object to be created by an `allocator` contains any tasks, and the master of the type of the `allocator` is completed, and all of the dependent tasks of the master are terminated (see 9.3), then `Program_Error` is raised.
- 10.4/3 If the `allocator` includes a `subpool_handle_name`, `Constraint_Error` is raised if the subpool handle is **null**. `Program_Error` is raised if the subpool does not *belong* (see 13.11.4) to the storage pool of the access type of the `allocator`.
- 11 If the created object contains any tasks, they are activated (see 9.2). Finally, an access value that designates the created object is returned.

*Bounded (Run-Time) Errors*

- 11.1/2 It is a bounded error if the finalization of the collection of the type (see 7.6.1) of the `allocator` has started. If the error is detected, `Program_Error` is raised. Otherwise, the allocation proceeds normally.
- 12 NOTE 1 Allocators cannot create objects of an abstract type. See 3.9.3.
- 13 NOTE 2 If any part of the created object is controlled, the initialization includes calls on corresponding Initialize or Adjust procedures. See 7.6.
- 14/5 NOTE 3 As explained in 13.11, “Storage Management”, the storage for an object allocated by an `allocator` comes from a storage pool (possibly user defined). The exception `Storage_Error` is raised by an `allocator` if there is not enough storage. Instances of `Unchecked_Deallocation` can be used to explicitly reclaim storage.

NOTE 4 Implementations can, if desired, provide garbage collection.

15/5

#### Examples

#### Examples of allocators:

```

new Cell'(0, null, null)           -- initialized explicitly, see 3.10.1    16
new Cell'(Value => 0, Succ => null, Pred => null)           17
new Cell                           -- initialized explicitly
                                   -- not initialized
new Matrix(1 .. 10, 1 .. 20)       -- the bounds only are given       18
new Matrix'(1 .. 10 => (1 .. 20 => 0.0)) -- initialized explicitly
new Buffer(100)                     -- the discriminant only is given   19
new Buffer'(Size => 80, Pos => 0, Value => (1 .. 80 => 'A'))
                                   -- initialized explicitly
Expr_Ptr'(new Literal)             20
                                   -- allocator for access-to-class-wide type, see 3.9.1
Expr_Ptr'(new Literal'(Expression with 3.5)) -- initialized explicitly

```

## 4.9 Static Expressions and Static Subtypes

Certain expressions of a scalar or string type are defined to be static. Similarly, certain discrete ranges are defined to be static, and certain scalar and string subtypes are defined to be static subtypes. *Static* means determinable at compile time, using the declared properties or values of the program entities.

1

#### Static Semantics

A static expression is a scalar or string expression that is one of the following:

2

- a `numeric_literal` of a numeric type; 3/5
- a `string_literal` of a static string subtype; 4
- a name that denotes the declaration of a static constant; 5/5
- a name that denotes a named number, and that is interpreted as a value of a numeric type; 5.1/5
- a `function_call` whose *function\_name* or *function\_prefix* statically denotes a static function, and whose actual parameters, if any (whether given explicitly or by default), are all static expressions; 6
- an `attribute_reference` that denotes a scalar value, and whose *prefix* denotes a static scalar subtype; 7
- an `attribute_reference` whose *prefix* statically names a statically constrained array object or array subtype, and whose *attribute\_designator* is `First`, `Last`, or `Length`, with an optional dimension; 8/5
- an `attribute_reference` whose *prefix* denotes a non-generic entity that is not declared in a generic unit, and whose *attribute\_designator* is `Nonblocking`; 8.1/5
- a `type_conversion` whose *subtype\_mark* denotes a static (scalar or string) subtype, and whose operand is a static expression; 9/5
- a `qualified_expression` whose *subtype\_mark* denotes a static (scalar or string) subtype, and whose operand is a static expression; 10
- a membership test whose *tested\_simple\_expression* is a static expression, and whose *membership\_choice\_list* consists only of *membership\_choices* that are either static *choice\_simple\_expressions*, static ranges, or *subtype\_marks* that denote a static (scalar or string) subtype; 11/4

- 12 • a short-circuit control form both of whose `relations` are static expressions;
  - 12.1/3 • a `conditional_expression` all of whose `conditions`, `selecting_expressions`, and `dependent_expressions` are static expressions;
  - 12.2/5 • a `declare_expression` whose `body_expression` is static and each of whose declarations, if any, is either the declaration of a static constant or is an `object_renaming_declaration` with an `object_name` that statically names the renamed object;
  - 13 • a static expression enclosed in parentheses.
- 14 A name *statically denotes* an entity if it denotes the entity and:
- 15 • It is a `direct_name`, expanded name, or `character_literal`, and it denotes a declaration other than a `renaming_declaration`; or
  - 16 • It is an `attribute_reference` whose `prefix` statically denotes some entity; or
  - 16.1/5 • It is a `target_name` (see 5.2.1) in an `assignment_statement` whose `variable_name` statically denotes some entity; or
  - 17 • It denotes a `renaming_declaration` with a name that statically denotes the renamed entity.
- 17.1/5 A name *statically names* an object if it:
- 17.2/5 • statically denotes the declaration of an object (possibly through one or more renames);
  - 17.3/5 • is a `selected_component` whose `prefix` statically names an object, there is no implicit dereference of the prefix, and the `selector_name` does not denote a `component_declaration` occurring within a `variant_part`; or
  - 17.4/5 • is an `indexed_component` whose `prefix` statically names an object, there is no implicit dereference of the prefix, the object is statically constrained, and the index expressions of the object are static and have values that are within the range of the index constraint.
- 17.5/5 For an entity other than an object, a name statically names an entity if the name statically denotes the entity.
- 18 A *static function* is one of the following:
- 19 • a predefined operator whose parameter and result types are all scalar types none of which are descendants of formal scalar types;
  - 19.1/5 • a predefined relational operator whose parameters are of a string type that is not a descendant of a formal array type;
  - 20/5 • a predefined concatenation operator whose result type is a string type that is not a descendant of a formal array type;
  - 20.1/5 • a shifting or rotating function associated with a modular type declared in package `Interfaces` (see B.2);
  - 21 • an enumeration literal;
  - 21.1/5 • a static expression function (see 6.8);
  - 22 • a language-defined attribute that is a function, if the `prefix` denotes a static scalar subtype, and if the parameter and result types are scalar.
- 23 In any case, a generic formal subprogram is not a static function.
- 24/5 A *static constant* is a constant view declared by a full constant declaration or an `object_renaming_declaration` with a static nominal subtype, having a value defined by a static scalar expression or by a static string expression, and which satisfies any constraint or predicate that applies to the nominal subtype.

A *static range* is a *range* whose bounds are static expressions, or a *range\_attribute\_reference* that is equivalent to such a *range*. A *static discrete\_range* is one that is a static range or is a *subtype\_indication* that defines a static scalar subtype. The base range of a scalar type is a static range, unless the type is a descendant of a formal scalar type. 25

A *static subtype* is either a *static scalar subtype* or a *static string subtype*. A static scalar subtype is an unconstrained scalar subtype whose type is not a descendant of a formal type, or a constrained scalar subtype formed by imposing a compatible static constraint on a static scalar subtype. A static string subtype is an unconstrained string subtype whose index subtype and component subtype are static, or a constrained string subtype formed by imposing a compatible static constraint on a static string subtype. In any case, the subtype of a generic formal object of mode **in out**, and the result subtype of a generic formal function, are not static. Also, a subtype is not static if any *Dynamic\_Predicate* specifications apply to it. 26/3

The different kinds of *static constraint* are defined as follows: 27

- A null constraint is always static; 28
- A scalar constraint is static if it has no *range\_constraint*, or one with a static range; 29
- An index constraint is static if each *discrete\_range* is static, and each index subtype of the corresponding array type is static; 30
- A discriminant constraint is static if each *expression* of the constraint is static, and the subtype of each discriminant is static. 31

In any case, the constraint of the first subtype of a scalar formal type is neither static nor null. 31.1/2

A subtype is *statically constrained* if it is constrained, and its constraint is static. An object is *statically constrained* if its nominal subtype is statically constrained, or if it is a static string constant. 32

#### *Legality Rules*

An expression is *statically unevaluated* if it is part of: 32.1/3

- the right operand of a static short-circuit control form whose value is determined by its left operand; or 32.2/3
- a *dependent\_expression* of an *if\_expression* whose associated condition is static and equals False; or 32.3/3
- a condition or *dependent\_expression* of an *if\_expression* where the condition corresponding to at least one preceding *dependent\_expression* of the *if\_expression* is static and equals True; or 32.4/3
- a *dependent\_expression* of a *case\_expression* whose *selecting\_expression* is static and whose value is not covered by the corresponding *discrete\_choice\_list*; or 32.5/3
- a *choice simple\_expression* (or a *simple\_expression* of a range that occurs as a *membership\_choice* of a *membership\_choice\_list*) of a static membership test that is preceded in the enclosing *membership\_choice\_list* by another item whose individual membership test (see 4.5.2) statically yields True. 32.6/4

A static expression is evaluated at compile time except when it is statically unevaluated. The compile-time evaluation of a static expression is performed exactly, without performing *Overflow\_Checks*. For a static expression that is evaluated: 33/3

- The expression is illegal if its evaluation fails a language-defined check other than *Overflow\_Check*. For the purposes of this evaluation, the assertion policy is assumed to be *Check*. 34/3

- 35/2 • If the expression is not part of a larger static expression and the expression is expected to be of a single specific type, then its value shall be within the base range of its expected type. Otherwise, the value may be arbitrarily large or small.
  - 36/2 • If the expression is of type *universal\_real* and its expected type is a decimal fixed point type, then its value shall be a multiple of the *small* of the decimal type. This restriction does not apply if the expected type is a descendant of a formal scalar type (or a corresponding actual type in an instance).
- 37/2 In addition to the places where Legality Rules normally apply (see 12.3), the above restrictions also apply in the private part of an instance of a generic unit.

*Implementation Requirements*

- 38/2 For a real static expression that is not part of a larger static expression, and whose expected type is not a descendant of a formal type, the implementation shall round or truncate the value (according to the `Machine_Rounds` attribute of the expected type) to the nearest machine number of the expected type; if the value is exactly half-way between two machine numbers, the rounding performed is implementation-defined. If the expected type is a descendant of a formal type, or if the static expression appears in the body of an instance of a generic unit and the corresponding expression is nonstatic in the corresponding generic body, then no special rounding or truncating is required — normal accuracy rules apply (see Annex G).

*Implementation Advice*

- 38.1/2 For a real static expression that is not part of a larger static expression, and whose expected type is not a descendant of a formal type, the rounding should be the same as the default rounding for the target system.
- 39 NOTE 1 An expression can be static even if it occurs in a context where staticness is not required.
- 40 NOTE 2 A static (or run-time) `type_conversion` from a real type to an integer type performs rounding. If the operand value is exactly half-way between two integers, the rounding is performed away from zero.

*Examples*

41 *Examples of static expressions:*

```

42     1 + 1      -- 2
     abs(-10)*3 -- 30
43     Kilo : constant := 1000;
     Mega : constant := Kilo*Kilo;  -- 1_000_000
     Long  : constant := Float'Digits*2;
44     Half_Pi   : constant := Pi/2;           -- see 3.3.2
     Deg_To_Rad : constant := Half_Pi/90;
     Rad_To_Deg : constant := 1.0/Deg_To_Rad;
                       -- equivalent to 1.0/((3.14159_26536/2)/90)

```

## 4.9.1 Statically Matching Constraints and Subtypes

*Static Semantics*

- 1/2 A constraint *statically matches* another constraint if:
- 1.1/2 • both are null constraints;
  - 1.2/2 • both are static and have equal corresponding bounds or discriminant values;
  - 1.3/2 • both are nonstatic and result from the same elaboration of a constraint of a `subtype_indication` or the same evaluation of a range of a `discrete_subtype_definition`; or

- both are nonstatic and come from the same `formal_type_declaration`.

1.4/2

The Global or Global'Class aspects (see 6.1.2) of two entities *statically match* if both consist of a single `global_aspect_definition` where each is the reserved word `null`, or each is of the form “`global_mode global_designator`” with each `global_mode` being the same sequence of reserved words and each `global_designator` being the same reserved word, or each being a `global_name` that statically names the same entity.

1.5/5

A subtype *statically matches* another subtype of the same type if they have statically matching constraints, all predicate specifications that apply to them come from the same declarations, Nonblocking aspects have the same value, global aspects statically match, `Object_Size` (see 13.3) has been specified to have a nonconfirming value for either both or neither, and the nonconfirming values, if any, are the same, and, for access subtypes, either both or neither exclude null. Two anonymous access-to-object subtypes statically match if their designated subtypes statically match, and either both or neither exclude null, and either both or neither are access-to-constant. Two anonymous access-to-subprogram subtypes statically match if their designated profiles are subtype conformant, and either both or neither exclude null.

2/5

Two ranges of the same type *statically match* if both result from the same evaluation of a range, or if both are static and have equal corresponding bounds.

3

A constraint is *statically compatible* with a scalar subtype if it statically matches the constraint of the subtype, or if both are static and the constraint is compatible with the subtype. A constraint is *statically compatible* with an access or composite subtype if it statically matches the constraint of the subtype, or if the subtype is unconstrained.

4/3

Two statically matching subtypes are statically compatible with each other. In addition, a subtype *S1* is statically compatible with a subtype *S2* if:

5/3

- the constraint of *S1* is statically compatible with *S2*, and
- if *S2* excludes null, so does *S1*, and
- either:
  - all predicate specifications that apply to *S2* apply also to *S1*, or
  - both subtypes are static, every value that satisfies the predicates of *S1* also satisfies the predicates of *S2*, and it is not the case that both types each have at least one applicable predicate specification, predicate checks are enabled (see 11.4.2) for *S2*, and predicate checks are not enabled for *S1*.

6/3

7/3

8/3

9/3

10/4

## 4.10 Image Attributes

An *image* of a value is a string representing the value in display form. The attributes `Image`, `Wide_Image`, and `Wide_Wide_Image` are available to produce the image of a value as a `String`, `Wide_String`, or `Wide_Wide_String` (respectively). User-defined images for a given type can be implemented by overriding the default implementation of the attribute `Put_Image`.

1/5

### Static Semantics

For every subtype *S* of a type *T* other than *universal\_real* or *universal\_fixed*, the following type-related operational attribute is defined:

2/5

`S'Put_Image`

`S'Put_Image` denotes a procedure with the following specification:

3/5

```

3.1/5      procedure S'Put_Image
           (Buffer : in out
            Ada.Strings.Text_Buffers.Root_Buffer_Type'Class;
            Arg    : in T);

```

3.2/5 The default implementation of S'Put\_Image writes (using Wide\_Wide\_Put) an *image* of the value of *Arg*.

4/5 The Put\_Image attribute may be specified for any specific type T either via an `attribute_definition_clause` or via an `aspect_specification` specifying the Put\_Image aspect of the type. The Put\_Image aspect is not inherited, but rather is implicitly composed for derived types, as defined below.

5/5 For an `aspect_specification` or `attribute_definition_clause` specifying Put\_Image, the subtype of the *Arg* parameter shall be the first subtype or the base subtype if scalar, and the first subtype if not scalar.

6/5 The behavior of the default implementation of S'Put\_Image depends on the class of T.

7/5 For an untagged derived type, or a null extension, the default implementation of T'Put\_Image invokes the Put\_Image for its parent type on a conversion of the parameter of type T to the parent type.

8/5 For a nonderived elementary type, the implementation is equivalent to:

```

9/5      procedure Scalar_Type'Put_Image
           (Buffer : in out Ada.Strings.Text_Buffers.Root_Buffer_Type'Class;
            Arg    : in Scalar_Type) is
           begin
             Buffer.Wide_Wide_Put (<described below>);
           end Scalar_Type'Put_Image;

```

10/5 where the Wide\_Wide\_String value written out to the text buffer is defined as follows:

- 11/5 • For an integer type, the image written out is the corresponding decimal literal, without underlines, leading zeros, exponent, or trailing spaces, but with a single leading character that is either a minus sign or a space.
- 12/5 • For an enumeration type, the image written out is either the corresponding identifier in upper case or the corresponding character literal (including the two apostrophes); neither leading nor trailing spaces are included. For a *nongraphic character* (a value of a character type that has no enumeration literal associated with it), the value is a corresponding language-defined name in upper case (for example, the image of the nongraphic character identified as *nul* is "NUL" — the quotes are not part of the image).
- 13/5 • For a floating point type, the image written out is a decimal real literal best approximating the value (rounded away from zero if halfway between) with a single leading character that is either a minus sign or a space, a single digit (that is nonzero unless the value is zero), a decimal point, S'Digits-1 (see 3.5.8) digits after the decimal point (but one if S'Digits is one), an upper case E, the sign of the exponent (either + or -), and two or more digits (with leading zeros if necessary) representing the exponent. If S'Signed\_Zeros is True, then the leading character is a minus sign for a negatively signed zero.
- 14/5 • For a fixed point type, the image written out is a decimal real literal best approximating the value (rounded away from zero if halfway between) with a single leading character that is either a minus sign or a space, one or more digits before the decimal point (with no redundant leading zeros), a decimal point, and S'Aft (see 3.5.10) digits after the decimal point.
- 15/5 • For an access type (named or anonymous), the image written out depends on whether the value is **null**. If it is **null**, then the image is "NULL". Otherwise the image is a left parenthesis followed by "ACCESS", a space, and a sequence of graphic characters, other than space or right parenthesis, representing the location of the designated object, followed by a right parenthesis, as in "(ACCESS FF0012AC)".



For a nonnull type extension, the default implementation of `T'Put_Image` depends on whether there exists a noninterface ancestor of `T` (other than `T` itself) for which the `Put_Image` aspect has been directly specified. If so, then `T'Put_Image` will generate an image based on extension aggregate syntax where the ancestor type of the extension aggregate is the nearest ancestor type whose `Put_Image` aspect has been specified. If no such ancestor exists, then the default implementation of `T'Put_Image` is the same as described below for a nonderived record type.

For a specific, nonderived composite type:

- If the default implementation of `Put_Image` writes components, the order in which components are written is the same canonical order in which components of a composite type `T` are written out by the default implementation of `T'Write`. This is also the order that is used in determining the meaning of a positional aggregate of type `T`.
- For an array type `T`, the default implementation of `T'Put_Image` generates an image based on named (not positional) array aggregate syntax (with '[' and ']' as the delimiters) using calls to the `Put_Image` procedures of the index type(s) and the element type to generate images for values of those types.

The case of a null array is handled specially, using ranges for index bounds and "<>" as a syntactic component-value placeholder.

- For a record type (or, as indicated above, a type extension with no noninterface ancestor specifying `Put_Image`), or a protected type, the default implementation of `T'Put_Image` generates an image based on named (not positional) record aggregate syntax (except that for a protected type, the initial left parenthesis is followed by "PROTECTED with "). Component names are displayed in upper case, following the rules for the image of an enumeration value. Component values are displayed via calls to the component type's `Put_Image` procedure.

The image written out for a record having no components (including any interface type) is "(NULL RECORD)". The image written out for a componentless protected type is "(PROTECTED NULL RECORD)". In the case of a protected type `T`, a call to the default implementation of `T'Put_Image` begins only one protected (read-only) action.

- For an undiscriminated task type, the default implementation of `T'Put_Image` generates an image of the form "(TASK <task\_id\_image>)" where <task\_id\_image> is the result obtained by calling `Task_Identification.Image` with the id of the given task and then passing that String to `Characters.Conversions.To_Wide_Wide_String`.
- For a discriminated task type, the default implementation of `T'Put_Image` also includes discriminant values, as in:

```
"(TASK <task_id_image> with D1 => 123, D2 => 456)"
```

For a class-wide type, the default implementation of `T'Put_Image` generates an image based on qualified expression syntax. `Wide_Wide_Put` is called with `Wide_Wide_Expanded_Name` of `Arg`'Tag. Then `S'Put_Image` is called, where `S` is the specific type identified by `Arg`'Tag.

`T'Put_Image` is the same for both the partial view and full view of `T`, if `T` has a partial view.

In the `parameter_and_result_profile` for the default implementation of `Put_Image`, the subtype of the `Arg` parameter is the base subtype of `T` if `T` is a scalar type, and the first subtype otherwise. For an `aspect_specification` or `attribute_definition_clause` specifying `Put_Image`, the subprogram name shall denote a nonabstract procedure whose second parameter is either of the first subtype of `T`, or as an option when `T` is scalar, the base subtype of `T`.

29/5 For every subtype *S* of a type *T*, the following attributes are defined:

30/5 **S'Wide\_Wide\_Image**

*S'Wide\_Wide\_Image* denotes a function with the following specification:

```
30.1/5      function S'Wide_Wide_Image (Arg : S'Base)
           return Wide_Wide_String
```

30.2/5 *S'Wide\_Wide\_Image* calls *S'Put\_Image* passing *Arg* (which will typically store a sequence of character values in a text buffer) and then returns the result of retrieving the contents of that buffer with function *Wide\_Wide\_Get*. The lower bound of the result is one. Any exception propagated by the call of *S'Put\_Image* is propagated.

31/5 **S'Wide\_Image**

*S'Wide\_Image* denotes a function with the following specification:

```
32/5      function S'Wide_Image (Arg : S'Base)
           return Wide_String
```

33/5 *S'Wide\_Image* calls *S'Put\_Image* passing *Arg* (which will typically store a sequence of character values in a text buffer) and then returns the result of retrieving the contents of that buffer with function *Wide\_Get*. The lower bound of the result is one. Any exception propagated by the call of *S'Put\_Image* is propagated.

34/5 **S'Image**

*S'Image* denotes a function with the following specification:

```
35/5      function S'Image (Arg : S'Base)
           return String
```

36/5 *S'Image* calls *S'Put\_Image* passing *Arg* (which will typically store a sequence of character values in a text buffer) and then returns the result of retrieving the contents of that buffer with function *Get*. The lower bound of the result is one. Any exception propagated by the call of *S'Put\_Image* is propagated.

37/5 For a prefix *X* of a type *T* other than *universal\_real* or *universal\_fixed*, the following attributes are defined:

38/5 **X'Wide\_Wide\_Image**

*X'Wide\_Wide\_Image* denotes the result of calling function *S'Wide\_Wide\_Image* with *Arg* being *X*, where *S* is the nominal subtype of *X*.

39/5 **X'Wide\_Image**

*X'Wide\_Image* denotes the result of calling function *S'Wide\_Image* with *Arg* being *X*, where *S* is the nominal subtype of *X*.

40/5 **X'Image**

*X'Image* denotes the result of calling function *S'Image* with *Arg* being *X*, where *S* is the nominal subtype of *X*.

#### *Implementation Permissions*

41/5 An implementation may transform the image generated by the default implementation of *S'Put\_Image* for a composite subtype *S* in the following ways:

- 42/5 • If *S* is a composite subtype, the leading character of the image *M* of a component value or index value is a space, and the immediately preceding character (if any) is an open parenthesis, open bracket, or space, then the leading space of the image *M* may be omitted.
- 43/5 • If *S* is an array subtype, the low bound of the array in each dimension equals the low bound of the corresponding index subtype, and the array value is not a null array value, then positional array aggregate syntax may be used.
- 44/5 • If *S* is an array subtype and the given value can be displayed using *named\_array\_aggregate* syntax where some *discrete\_choice\_list* identifies more than one index value by identifying a

sequence of one or more ranges and values separated by vertical bars, then this image may be generated instead; this may involve the reordering of component values.

- Similarly, if S is a record subtype (or a discriminated type) and the given value can be displayed using named component association syntax where the length of some component\_choice\_list is greater than one, then this image may be generated instead; this may involve the reordering of component values. 45/5
- Additional spaces (Wide\_Wide\_Characters with position 32), and calls to the New\_Line operation of a text buffer, may be inserted to improve readability of the generated image, with the spaces inserted directly or via use of the Increase\_Indent and Decrease\_Indent procedures. 46/5
- For a string type, implementations may produce an image corresponding to a string literal. 47/5
- For an unchecked union type, implementations may raise Program\_Error or produce some recognizable image (such as "(UNCHECKED UNION)") that does not require reading the discriminants. 48/5

For each language-defined nonscalar type T, T'Put\_Image may be specified. 49/5

#### *Implementation Requirements*

For each language-defined container type T (that is, each of the Vector, List, Map, Set, Tree, and Holder types defined in the various children of Ada.Containers), T'Put\_Image shall be specified so that T'Image produces a result consistent with array aggregate syntax (using '[' and ']' as delimiters) as follows: 50/5

- Vector images shall be consistent with the default image of an array type with the same index and component types. 51/5
- Map images shall be consistent with named array aggregate syntax, using key value images in place of discrete choice names. For example, [Key1 => Value1, Key2 => Value2]. 52/5
- Set, List, and Holder images shall be consistent with positional array aggregate syntax. List elements shall occur in order within an image of a list. The image of an empty holder shall be []. 53/5
- Tree images (and images of subtrees of trees) shall be consistent with positional array aggregate syntax. For example, [[1, 2], [111, 222, 333]]. 54/5

For each language-defined nonscalar type T that has a primitive language-defined Image function whose profile is type conformant with that of T'Image (for example, Ada.Numerics.Float\_Random.State has such an Image function), T'Put\_Image shall be specified so that T'Image yields the same result as that Image function. 55/5

#### *Implementation Advice*

For each language-defined private type T, T'Image should generate an image that would be meaningful based only on the relevant public interfaces, as opposed to requiring knowledge of the implementation of the private type. 56/5



## 5 Statements

A **statement** defines an action to be performed upon its execution. 1

This clause describes the general rules applicable to all **statements**. Some **statements** are discussed in later clauses: **Procedure\_call\_statements** and return statements are described in Clause 6, “Subprograms”. **Entry\_call\_statements**, **requeue\_statements**, **delay\_statements**, **accept\_statements**, **select\_statements**, and **abort\_statements** are described in Clause 9, “Tasks and Synchronization”. **Raise\_statements** are described in Clause 11, “Exceptions”, and **code\_statements** in Clause 13, “Representation Issues”. The remaining forms of **statements** are presented in this clause. 2/5

### 5.1 Simple and Compound Statements - Sequences of Statements

A **statement** is either simple or compound. A **simple\_statement** encloses no other **statement**. A **compound\_statement** can enclose **simple\_statements** and other **compound\_statements**. A *parallel construct* is a construct that introduces additional logical threads of control (see Clause 9) without creating a new task. Parallel loops (see 5.5) and **parallel\_block\_statements** (see 5.6.1) are parallel constructs. 1/5

*Syntax*

```
sequence_of_statements ::= statement {statement} {label} 2/3
statement ::= 3
  {label} simple_statement | {label} compound_statement
simple_statement ::= null_statement 4/2
  | assignment_statement      | exit_statement
  | goto_statement           | procedure_call_statement
  | simple_return_statement  | entry_call_statement
  | requeue_statement        | delay_statement
  | abort_statement          | raise_statement
  | code_statement
compound_statement ::= 5/5
  if_statement              | case_statement
  | loop_statement          | block_statement
  | extended_return_statement
  | parallel_block_statement
  | accept_statement        | select_statement
null_statement ::= null; 6
label ::= <<label_statement_identifier>> 7
statement_identifier ::= direct_name 8
The direct_name of a statement_identifier shall be an identifier (not an operator_symbol). 9
```

*Name Resolution Rules*

The **direct\_name** of a **statement\_identifier** shall resolve to denote its corresponding implicit declaration (see below). 10

*Legality Rules*

- 11 Distinct identifiers shall be used for all `statement_identifiers` that appear in the same body, including inner `block_statements` but excluding inner program units.

*Static Semantics*

- 12 For each `statement_identifier`, there is an implicit declaration (with the specified identifier) at the end of the `declarative_part` of the innermost `block_statement` or body that encloses the `statement_identifier`. The implicit declarations occur in the same order as the `statement_identifiers` occur in the source text. If a usage name denotes such an implicit declaration, the entity it denotes is the `label`, `loop_statement`, or `block_statement` with the given `statement_identifier`.
- 12.1/3 If one or more labels end a `sequence_of_statements`, an implicit `null_statement` follows the labels before any following constructs.

*Dynamic Semantics*

- 13 The execution of a `null_statement` has no effect.
- 14/2 A *transfer of control* is the run-time action of an `exit_statement`, `return statement`, `goto_statement`, or `requeue_statement`, selection of a `terminate_alternative`, raising of an exception, or an abort, which causes the next action performed to be one other than what would normally be expected from the other rules of the language. As explained in 7.6.1, a transfer of control can cause the execution of constructs to be completed and then left, which may trigger finalization.
- 15 The execution of a `sequence_of_statements` consists of the execution of the individual `statements` in succession until the `sequence_` is completed.
- 16/5 Within a parallel construct, if a transfer of control out of the construct is initiated by one of the logical threads of control, an attempt is made to *cancel* all other logical threads of control initiated by the parallel construct. Once all other logical threads of control of the construct either complete or are canceled, the transfer of control occurs. If two or more logical threads of control of the same construct initiate such a transfer of control concurrently, one of them is chosen arbitrarily and the others are canceled.
- 17/5 When a logical thread of control is canceled, the cancellation causes it to complete as though it had performed a transfer of control to the point where it would have finished its execution. Such a cancellation is deferred while the logical thread of control is executing within an abort-deferred operation (see 9.8), and may be deferred further, but not past a point where the logical thread initiates a new nested parallel construct or reaches an exception handler that is outside such an abort-deferred operation.

*Bounded (Run-Time) Errors*

- 18/5 During the execution of a parallel construct, it is a bounded error to invoke an operation that is potentially blocking (see 9.5). `Program_Error` is raised if the error is detected by the implementation; otherwise, the execution of the potentially blocking operation can either proceed normally, or it can result in the indefinite blocking of some or all of the logical threads of control making up the current task.
- 19/5 **NOTE** A `statement_identifier` that appears immediately within the declarative region of a named `loop_statement` or an `accept_statement` is nevertheless implicitly declared immediately within the declarative region of the innermost enclosing body or `block_statement`; in other words, the expanded name for a named statement is not affected by whether the statement occurs inside or outside a named loop or an `accept_statement` — only nesting within `block_statements` is relevant to the form of its expanded name.

*Examples**Examples of labeled statements:*

```

<<Here>> <<Ici>> <<Aqui>> <<Hier>> null;
<<After>> X := 1;

```

20  
21  
22

## 5.2 Assignment Statements

An `assignment_statement` replaces the current value of a variable with the result of evaluating an expression.

1

*Syntax*

```

assignment_statement ::=
    variable_name := expression;

```

2

The execution of an `assignment_statement` includes the evaluation of the `expression` and the *assignment* of the value of the `expression` into the *target*. An assignment operation (as opposed to an `assignment_statement`) is performed in other contexts as well, including object initialization and by-copy parameter passing. The *target* of an assignment operation is the view of the object to which a value is being assigned; the target of an `assignment_statement` is the variable denoted by the *variable\_name*.

3

*Name Resolution Rules*

The *variable\_name* of an `assignment_statement` is expected to be of any type. The expected type for the `expression` is the type of the target.

4/2

*Legality Rules*

The target denoted by the *variable\_name* shall be a variable of a nonlimited type.

5/2

If the target is of a tagged class-wide type *TClass*, then the `expression` shall either be dynamically tagged, or of type *T* and tag-indeterminate (see 3.9.2).

6

*Dynamic Semantics*

For the execution of an `assignment_statement`, the *variable\_name* and the `expression` are first evaluated in an arbitrary order.

7

When the type of the target is class-wide:

8

- If the `expression` is tag-indeterminate (see 3.9.2), then the controlling tag value for the `expression` is the tag of the target;
- Otherwise (the `expression` is dynamically tagged), a check is made that the tag of the value of the `expression` is the same as that of the target; if this check fails, `Constraint_Error` is raised.

9

10

The value of the `expression` is converted to the subtype of the target. The conversion can raise an exception (see 4.6).

11/5

In cases involving controlled types, the target is finalized, and an anonymous object can be used as an intermediate in the assignment, as described in 7.6.1, “Completion and Finalization”. In any case, the converted value of the `expression` is then *assigned* to the target, which consists of the following two steps:

12/5

- The value of the target becomes the converted value.
- If any part of the target is controlled, its value is adjusted as explained in 7.6.

13

14/5

NOTE The tag of an object never changes; in particular, an `assignment_statement` does not change the tag of the target.

15

16/2 *This paragraph was deleted.*

#### Examples

17 *Examples of assignment statements:*

```
18 Value := Max_Value - 1;
   Shade := Blue;
19 Next_Frame(F)(M, N) := 2.5;      -- see 4.1.1
   U := Dot_Product(V, W);        -- see 6.3
20/4 Writer := (Status => Open, Unit => Printer, Line_Count => 60);
   -- see 3.8.1
   Next.all := (72074, null, Head); -- see 3.10.1
```

21 *Examples involving scalar subtype conversions:*

```
22 I, J : Integer range 1 .. 10 := 5;
   K   : Integer range 1 .. 20 := 15;
   ...
23 I := J;  -- identical ranges
   K := J;  -- compatible ranges
   J := K;  -- will raise Constraint_Error if K > 10
```

24 *Examples involving array subtype conversions:*

```
25 A : String(1 .. 31);
   B : String(3 .. 33);
   ...
26 A := B;  -- same number of components
27 A(1 .. 9) := "tar sauce";
   A(4 .. 12) := A(1 .. 9);  -- A(1 .. 12) = "tartar sauce"
```

28/5 Assignment\_statements are well-defined even in the case of overlapping slices of the same array, because the *variable\_name* and *expression* are both evaluated before copying the value into the variable. In the above example, an implementation yielding  $A(1 .. 12) = \text{"tartartartar"}$  would be incorrect.

29/5 NOTE 2

## 5.2.1 Target Name Symbols

1/5 *@*, known as the *target name* of an assignment statement, provides an abbreviation to avoid repetition of potentially long names in assignment statements.

#### Syntax

2/5 `target_name ::= @`

#### Name Resolution Rules

3/5 If a *target\_name* occurs in an *assignment\_statement* *A*, the *variable\_name* *V* of *A* is a complete context. The target name is a constant view of *V*, having the nominal subtype of *V*.

#### Legality Rules

4/5 A *target\_name* shall appear only in the *expression* of an *assignment\_statement*.

#### Dynamic Semantics

5/5 For the execution of an *assignment\_statement* with one or more *target\_names* appearing in its *expression*, the *variable\_name* *V* of the *assignment\_statement* is evaluated first to determine the object denoted by *V*, and then the *expression* of the *assignment\_statement* is evaluated with the evaluation of



each `target_name` yielding a constant view of the target whose properties are otherwise identical to those of the view provided by *V*. The remainder of the execution of the `assignment_statement` is as given in 5.2.

#### Examples

Examples of the use of target name symbols:

```
Board(1, 1) := @ + 1.0;
-- An abbreviation for Board(1, 1) := Board(1, 1) + 1.0;
-- (Board is declared in 3.6.1).

My_Complex_Array : array (1 .. Max) of Complex; -- See 3.3.2, 3.8.
...
-- Square the element in the Count (see 3.3.1) position:
My_Complex_Array (Count) := (Re => @.Re**2 - @.Im**2,
                             Im => 2.0 * @.Re * @.Im);
-- A target_name can be used multiple times and
-- as a prefix if desired.
```

6/5

7/5

8/5

## 5.3 If Statements

An `if_statement` selects for execution at most one of the enclosed `sequences_of_statements`, depending on the (truth) value of one or more corresponding conditions.

1

#### Syntax

```
if_statement ::=
  if condition then
    sequence_of_statements
  {elsif condition then
    sequence_of_statements}
  [else
    sequence_of_statements]
  end if;
```

2

Paragraphs 3 and 4 were deleted.

#### Dynamic Semantics

For the execution of an `if_statement`, the condition specified after `if`, and any conditions specified after `elsif`, are evaluated in succession (treating a final `else` as `elsif True then`), until one evaluates to True or all conditions are evaluated and yield False. If a condition evaluates to True, then the corresponding `sequence_of_statements` is executed; otherwise, none of them is executed.

5/3

#### Examples

Examples of if statements:

```
if Month = December and Day = 31 then
  Month := January;
  Day := 1;
  Year := Year + 1;
end if;
```

6

7

```

8   if Line_Too_Short then
      raise Layout_Error;
   elsif Line_Full then
      New_Line;
      Put(Item);
   else
      Put(Item);
   end if;
9   if My_Car.Owner.Vehicle /= My_Car then           -- see 3.10.1
      Report ("Incorrect data");
   end if;

```

## 5.4 Case Statements

1 A `case_statement` selects for execution one of a number of alternative `sequences_of_statements`; the chosen alternative is defined by the value of an expression.

*Syntax*

```

2/3  case_statement ::=
      case selecting_expression is
        case_statement_alternative
        {case_statement_alternative}
      end case;
3   case_statement_alternative ::=
      when discrete_choice_list =>
        sequence_of_statements

```

*Name Resolution Rules*

4/3 The *selecting\_expression* is expected to be of any discrete type. The expected type for each `discrete_choice` is the type of the *selecting\_expression*.

*Legality Rules*

5/3 The `choice_expressions`, `subtype_indications`, and `ranges` given as `discrete_choices` of a `case_statement` shall be static. A `discrete_choice` **others**, if present, shall appear alone and in the last `discrete_choice_list`.

6/3 The possible values of the *selecting\_expression* shall be covered (see 3.8.1) as follows:

- 7/4 • If the *selecting\_expression* is a name (including a `type_conversion`, `qualified_expression`, or `function_call`) having a static and constrained nominal subtype, then each non-**others** `discrete_choice` shall cover only values in that subtype that satisfy its predicates (see 3.2.4), and each value of that subtype that satisfies its predicates shall be covered by some `discrete_choice` (either explicitly or by **others**).
- 8/3 • If the type of the *selecting\_expression* is *root\_integer*, *universal\_integer*, or a descendant of a formal scalar type, then the `case_statement` shall have an **others** `discrete_choice`.
- 9/3 • Otherwise, each value of the base range of the type of the *selecting\_expression* shall be covered (either explicitly or by **others**).

10 Two distinct `discrete_choices` of a `case_statement` shall not cover the same value.

*Dynamic Semantics*

11/3 For the execution of a `case_statement`, the *selecting\_expression* is first evaluated.

If the value of the *selecting\_expression* is covered by the *discrete\_choice\_list* of some *case\_statement\_alternative*, then the *sequence\_of\_statements* of the *\_alternative* is executed. 12/3

Otherwise (the value is not covered by any *discrete\_choice\_list*, perhaps due to being outside the base range), *Constraint\_Error* is raised. 13

NOTE The execution of a *case\_statement* chooses one and only one alternative. Qualification of the expression of a *case\_statement* by a static subtype can often be used to limit the number of choices that can be given explicitly. 14/5

#### Examples

Examples of case statements: 15

```

case Sensor is
  when Elevation => Record_Elevation(Sensor_Value);
  when Azimuth   => Record_Azimuth (Sensor_Value);
  when Distance  => Record_Distance (Sensor_Value);
  when others    => null;
end case;

```

16

```

case Today is
  when Mon      => Compute_Initial_Balance;
  when Fri      => Compute_Closing_Balance;
  when Tue .. Thu => Generate_Report(Today);
  when Sat .. Sun => null;
end case;

```

17

```

case Bin_Number(Count) is
  when 1      => Update_Bin(1);
  when 2      => Update_Bin(2);
  when 3 | 4 =>
    Empty_Bin(1);
    Empty_Bin(2);
  when others => raise Error;
end case;

```

18

## 5.5 Loop Statements

A *loop\_statement* includes a *sequence\_of\_statements* that is to be executed repeatedly, zero or more times with the iterations running sequentially or concurrently with one another. 1/5

#### Syntax

```

loop_statement ::=
  [loop_statement_identifier:]
  [iteration_scheme] loop
    sequence_of_statements
  end loop [loop_identifier];

```

2

```

iteration_scheme ::= while condition
  | for loop_parameter_specification
  | for iterator_specification
  | [parallel [aspect_specification]]
  | for procedural_iterator
  | parallel [(chunk_specification)] [aspect_specification]
  | for loop_parameter_specification
  | parallel [(chunk_specification)] [aspect_specification]
  | for iterator_specification

```

3/5

```

chunk_specification ::=

```

3.1/5

*integer\_simple\_expression*  
| *defining\_identifier* **in** *discrete\_subtype\_definition*

4/5 *loop\_parameter\_specification* ::=  
    *defining\_identifier* **in** [**reverse**] *discrete\_subtype\_definition*  
    [*iterator\_filter*]

4.1/5 *iterator\_filter* ::= **when** *condition*

5 If a *loop\_statement* has a *loop\_statement\_identifier*, then the identifier shall be repeated after the **end loop**; otherwise, there shall not be an identifier after the **end loop**.

5.1/5 An *iteration\_scheme* that begins with the reserved word **parallel** shall not have the reserved word **reverse** in its *loop\_parameter\_specification*.

#### *Name Resolution Rules*

5.2/5 In a *chunk\_specification* that is an *integer\_simple\_expression*, the *integer\_simple\_expression* is expected to be of any integer type.

#### *Static Semantics*

6/5 A *loop\_parameter\_specification* declares a *loop\_parameter*, which is an object whose subtype (and nominal subtype) is that defined by the *discrete\_subtype\_definition*.

6.1/5 In a *chunk\_specification* that has a *discrete\_subtype\_definition*, the *chunk\_specification* declares a *chunk\_parameter* object whose subtype (and nominal subtype) is that defined by the *discrete\_subtype\_definition*.

#### *Dynamic Semantics*

6.2/5 The *filter* of an *iterator\_construct* (a *loop\_parameter\_specification*, *iterator\_specification*, or *procedural\_iterator*) is defined to be *satisfied* when there is no *iterator\_filter* for the iterator construct, or when the *condition* of the *iterator\_filter* evaluates to True for a given iteration of the iterator construct.

6.3/5 If a *sequence\_of\_statements* of a *loop\_statement* with an iterator construct is said to be *conditionally executed*, then the *statements* are executed only when the filter of the iterator construct is satisfied.

6.4/5 The loop iterators *loop\_parameter\_specification* and *iterator\_specification* can also be used in contexts other than *loop\_statements* (for example, see 4.3.5 and 4.5.8). In such a context, the iterator *conditionally produces* values in the order specified for the associated construct below or in 5.5.2. The values produced are the values given to the loop parameter when the filter of the iterator construct is satisfied for that value. No value is produced when the *condition* of an *iterator\_filter* evaluates to False.

7/5 For the execution of a *loop\_statement*, the *sequence\_of\_statements* is executed zero or more times, until the *loop\_statement* is complete. The *loop\_statement* is complete when a transfer of control occurs that transfers control out of the loop, or, in the case of an *iteration\_scheme*, as specified below.

8 For the execution of a *loop\_statement* with a **while** *iteration\_scheme*, the *condition* is evaluated before each execution of the *sequence\_of\_statements*; if the value of the *condition* is True, the *sequence\_of\_statements* is executed; if False, the execution of the *loop\_statement* is complete.

8.1/5 If the reserved word **parallel** is present in the *iteration\_scheme* of a *loop\_statement* (a *parallel loop*), the iterations are partitioned into one or more *chunks*, each with its own separate logical thread of control (see Clause 9). If a *chunk\_specification* is present in a parallel loop, it is elaborated first, and the result of the elaboration determines the maximum number of chunks used for the parallel loop. If the *chunk\_specification* is an *integer\_simple\_expression*, the elaboration evaluates the expression, and the

value of the expression determines the maximum number of chunks. If a `discrete_subtype_definition` is present, the elaboration elaborates the `discrete_subtype_definition`, which defines the subtype of the chunk parameter, and the number of values in this subtype determines the maximum number of chunks. After elaborating the `chunk_specification`, a check is made that the determined maximum number of chunks is greater than zero. If this check fails, `Program_Error` is raised.

For the execution of a `loop_statement` that has an `iteration_scheme` including a `loop_parameter_specification`, after elaborating the `chunk_specification` and `aspect_specification`, if any, the `loop_parameter_specification` is elaborated. This elaborates the `discrete_subtype_definition`, which defines the subtype of the loop parameter. If the `discrete_subtype_definition` defines a subtype with a null range, the execution of the `loop_statement` is complete. Otherwise, the `sequence_of_statements` is conditionally executed once for each value of the discrete subtype defined by the `discrete_subtype_definition` that satisfies the predicates of the subtype (or until the loop is left as a consequence of a transfer of control). Prior to each such iteration, the corresponding value of the discrete subtype is assigned to the loop parameter associated with the given iteration. If the loop is a parallel loop, each chunk has its own logical thread of control with its own copy of the loop parameter; otherwise (a *sequential loop*), a single logical thread of control performs the loop, and there is a single copy of the loop parameter. Each logical thread of control handles a distinct subrange of the values of the subtype of the loop parameter such that all values are covered with no overlaps. Within each logical thread of control, the values are assigned to the loop parameter in increasing order unless the reserved word **reverse** is present, in which case the values are assigned in decreasing order. In the absence of a transfer of control, the associated parallel construct of a `loop_parameter_specification` is complete when all of its logical threads of control are complete.

If a `chunk_specification` with a `discrete_subtype_definition` is present, then the logical thread of control associated with a given chunk has its own copy of the chunk parameter initialized with a distinct value from the discrete subtype defined by the `discrete_subtype_definition`. The values of the chunk parameters are assigned such that they increase with increasing values of the ranges covered by the corresponding loop parameters.

Whether or not a `chunk_specification` is present in a parallel loop, the total number of iterations of the loop represents an upper bound on the number of logical threads of control devoted to the loop.

For details about the execution of a `loop_statement` with the `iteration_scheme` including an `iterator_specification`, see 5.5.2. For details relating to a `procedural_iterator`, see 5.5.3.

NOTE 1 A loop parameter declared by a `loop_parameter_specification` is a constant; it cannot be updated within the `sequence_of_statements` of the loop (see 3.3).

NOTE 2 No separate `object_declaration` is expected for a loop parameter, since the loop parameter is automatically declared by the `loop_parameter_specification`. The scope of a loop parameter extends from the `loop_parameter_specification` to the end of the `loop_statement`, and the visibility rules are such that a loop parameter is only visible within the `sequence_of_statements` of the loop.

NOTE 3 The `discrete_subtype_definition` of a for loop is elaborated just once. Use of the reserved word **reverse** does not alter the discrete subtype defined, so that the following `iteration_schemes` are not equivalent; the first has a null range.

```
for J in reverse 1 .. 0
for J in 0 .. 1
```

#### Examples

*Example of a loop statement without an iteration scheme:*

```
loop
  Get(Current_Character);
  exit when Current_Character = '*';
end loop;
```

19 *Example of a loop statement with a **while** iteration scheme:*

```
20   while Bid(N).Price < Cut_Off.Price loop
      Record_Bid(Bid(N).Price);
      N := N + 1;
   end loop;
```

21 *Example of a loop statement with a **for** iteration scheme:*

```
22   for J in Buffer'Range loop      -- works even with a null range
      if Buffer(J) /= Space then
         Put(Buffer(J));
      end if;
   end loop;
```

23 *Example of a loop statement with a name:*

```
24   Summation:
      while Next /= Head loop      -- see 3.10.1
         Sum := Sum + Next.Value;
         Next := Next.Succ;
      end loop Summation;
```

25/5 *Example of a simple parallel loop:*

```
26/5   -- see 3.6
      parallel
      for I in Grid'Range(1) loop
         Grid(I, 1) := (for all J in Grid'Range(2) => Grid(I,J) = True);
      end loop;
```

27/5 *Example of a parallel loop with a chunk specification:*

```
28/5   declare
      subtype Chunk_Number is Natural range 1 .. 8;
29/5   Partial_Sum,
      Partial_Max : array (Chunk_Number) of Natural := (others => 0);
      Partial_Min : array (Chunk_Number) of Natural :=
         (others => Natural'Last);
30/5   begin
      parallel (Chunk in Chunk_Number)
      for I in Grid'Range(1) loop
         declare
            True_Count : constant Natural :=
               [for J in Grid'Range(2) =>
                  (if Grid (I, J) then 1 else 0)]'Reduce("+", 0);
            begin
               Partial_Sum (Chunk) := @ + True_Count;
               Partial_Min (Chunk) := Natural'Min(@, True_Count);
               Partial_Max (Chunk) := Natural'Max(@, True_Count);
            end;
         end loop;
31/5   Put_Line
      ("Total=" & Partial_Sum'Reduce("+", 0)'Image &
       ", Min=" & Partial_Min'Reduce(Natural'Min, Natural'Last)'Image &
       ", Max=" & Partial_Max'Reduce(Natural'Max, 0)'Image);
      end;
```

32/5 *For an example of an iterator\_filter, see 4.5.8.*

## 5.5.1 User-Defined Iterator Types

### Static Semantics

The following language-defined generic library package exists:

```

generic
  type Cursor;
  with function Has_Element (Position : Cursor) return Boolean;
package Ada.Iterator_Interfaces
  with Pure, Nonblocking => False is
    type Forward_Iterator is limited interface;
    function First (Object : Forward_Iterator) return Cursor is abstract;
    function Next (Object : Forward_Iterator; Position : Cursor)
      return Cursor is abstract;

    type Reversible_Iterator is limited interface and Forward_Iterator;
    function Last (Object : Reversible_Iterator) return Cursor is abstract;
    function Previous (Object : Reversible_Iterator; Position : Cursor)
      return Cursor is abstract;

    type Parallel_Iterator is limited interface and Forward_Iterator;
    subtype Chunk_Index is Positive;

    function Is_Split (Object : Parallel_Iterator)
      return Boolean is abstract;

    procedure Split_Into_Chunks (Object      : in out Parallel_Iterator;
                               Max_Chunks : in      Chunk_Index) is abstract
      with Pre'Class => not Object.Is_Split or else raise Program_Error,
          Post'Class => Object.Is_Split and then
            Object.Chunk_Count <= Max_Chunks;

    function Chunk_Count (Object : Parallel_Iterator)
      return Chunk_Index is abstract
      with Pre'Class => Object.Is_Split or else raise Program_Error;

    function First (Object : Parallel_Iterator;
                  Chunk   : Chunk_Index) return Cursor is abstract
      with Pre'Class => (Object.Is_Split and then
                       Chunk <= Object.Chunk_Count)
                       or else raise Program_Error;

    function Next (Object      : Parallel_Iterator;
                  Position    : Cursor;
                  Chunk       : Chunk_Index) return Cursor is abstract
      with Pre'Class => (Object.Is_Split and then
                       Chunk <= Object.Chunk_Count)
                       or else raise Program_Error;

    type Parallel_Reversible_Iterator is limited interface
      and Parallel_Iterator and Reversible_Iterator;
  end Ada.Iterator_Interfaces;

```

An *iterator type* is a type descended from the `Forward_Iterator` interface from some instance of `Ada.Iterator_Interfaces`. A *reversible iterator type* is a type descended from the `Reversible_Iterator` interface from some instance of `Ada.Iterator_Interfaces`. A *parallel iterator type* is a type descended from the `Parallel_Iterator` interface from some instance of `Ada.Iterator_Interfaces`. A type descended from the `Parallel_Reversible_Iterator` interface from some instance of `Ada.Iterator_Interfaces` is both a parallel iterator type and a reversible iterator type. An *iterator object* is an object of an iterator type. A *reversible iterator object* is an object of a reversible iterator type. A *parallel iterator object* is an object of a parallel iterator type. The formal subtype `Cursor` from the associated instance of `Ada.Iterator_Interfaces` is the *iteration cursor subtype* for the iterator type.

7/3 The following type-related operational aspects may be specified for an indexable container type  $T$  (see 4.1.6):

8/5 `Default_Iterator`

This aspect is specified by a **name** that denotes exactly one function declared immediately within the same declaration list in which  $T$ , or the declaration completed by  $T$ , is declared, whose first parameter is of type  $T$  or  $T$ Class or an access parameter whose designated type is type  $T$  or  $T$ Class, whose other parameters, if any, have default expressions, and whose result type is an iterator type. This function is the *default iterator function* for  $T$ . Its result subtype is the *default iterator subtype* for  $T$ . The iteration cursor subtype for the default iterator subtype is the *default cursor subtype* for  $T$ . This aspect is inherited by descendants of type  $T$  (including  $T$ Class).

9/5 `Iterator_Element`

This aspect is specified by a **name** that denotes a subtype. This is the *default element subtype* for  $T$ . This aspect is inherited by descendants of type  $T$  (including  $T$ Class).

9.1/5 `Iterator_View`

This aspect is specified by a **name** that denotes a type  $T2$  with the following properties:

- 9.2/5 •  $T2$  is declared in the same compilation unit as  $T$ ;
- 9.3/5 •  $T2$  is an iterable container type;
- 9.4/5 •  $T2$  has a single discriminant which is an access discriminant designating  $T$ ; and
- 9.5/5 • The default iterator subtypes for  $T$  and  $T2$  statically match.

9.6/5 This aspect is never inherited, even by  $T$ Class.

10/5 *This paragraph was deleted.*

11/5 An *iterable container type* is an indexable container type with specified `Default_Iterator` and `Iterator_Element` aspects. A *reversible iterable container type* is an iterable container type with the default iterator type being a reversible iterator type. A *parallel iterable container type* is an iterable container type with the default iterator type being a parallel iterator type. An *iterable container object* is an object of an iterable container type. A *reversible iterable container object* is an object of a reversible iterable container type. A *parallel iterable container object* is an object of a parallel iterable container type.

11.1/4 The `Default_Iterator` and `Iterator_Element` aspects are nonoverridable (see 13.1.1).

*Legality Rules*

12/3 The `Constant_Indexing` aspect (if any) of an iterable container type  $T$  shall denote exactly one function with the following properties:

- 13/3 • the result type of the function is covered by the default element type of  $T$  or is a reference type (see 4.1.5) with an access discriminant designating a type covered by the default element type of  $T$ ;
- 14/3 • the type of the second parameter of the function covers the default cursor type for  $T$ ;
- 15/3 • if there are more than two parameters, the additional parameters all have default expressions.

16/3 This function (if any) is the *default constant indexing function* for  $T$ .

17/3 The `Variable_Indexing` aspect (if any) of an iterable container type  $T$  shall denote exactly one function with the following properties:

- 18/3 • the result type of the function is a reference type (see 4.1.5) with an access discriminant designating a type covered by the default element type of  $T$ ;



- the type of the second parameter of the function covers the default cursor type for *T*; 19/3
- if there are more than two parameters, the additional parameters all have default expressions. 20/3

This function (if any) is the *default variable indexing function* for *T*. 21/3

#### Erroneous Execution

A call on the First or Next operation on a given Parallel\_Iterator object with a given Chunk value, which does not propagate an exception, should return a Cursor value that either yields False when passed to Has\_Element, or that identifies an element distinct from any Cursor value returned by a call on a First or Next operation on the same Parallel\_Iterator object with a different Chunk value. If the First or Next operations with a Chunk parameter behave in any other manner, execution is erroneous. 22/5

## 5.5.2 Generalized Loop Iteration

Generalized forms of loop iteration are provided by an iterator\_specification. 1/3

#### Syntax

```
iterator_specification ::=
    defining_identifier [: loop_parameter_subtype_indication] in [reverse] iterator_name
    [iterator_filter]
    | defining_identifier [: loop_parameter_subtype_indication] of [reverse] iterable_name
    [iterator_filter] 2/5
```

loop\_parameter\_subtype\_indication ::= subtype\_indication | access\_definition 2.1/5

If an iterator\_specification is for a parallel construct, the reserved word **reverse** shall not appear in the iterator\_specification. 2.2/5

#### Name Resolution Rules

For the first form of iterator\_specification, called a *generalized iterator*, the expected type for the *iterator\_name* is any iterator type. For the second form of iterator\_specification, the expected type for the *iterable\_name* is any array or iterable container type. If the *iterable\_name* denotes an array object, the iterator\_specification is called an *array component iterator*; otherwise it is called a *container element iterator*. 3/3

#### Legality Rules

If the reserved word **reverse** appears, the iterator\_specification is a *reverse iterator*. If the iterator\_specification is for a parallel construct, the iterator\_specification is a *parallel iterator*. Otherwise, it is a *forward iterator*. Forward and reverse iterators are collectively called *sequential iterators*. In a reverse generalized iterator, the *iterator\_name* shall be of a reversible iterator type. In a parallel generalized iterator, the *iterator\_name* shall be of a parallel iterator type. In a reverse container element iterator, the default iterator type for the type of the *iterable\_name* shall be a reversible iterator type. In a parallel container element iterator, the default iterator type for the type of the *iterable\_name* shall be of a parallel iterator type. 4/5

The subtype defined by the loop\_parameter\_subtype\_indication, if any, of a generalized iterator shall statically match the iteration cursor subtype. The subtype defined by the loop\_parameter\_subtype\_indication, if any, of an array component iterator shall statically match the component subtype of the type of the *iterable\_name*. The subtype defined by the loop\_parameter\_subtype\_indication, if any, of a 5/5

container element iterator shall statically match the default element subtype for the type of the *iterable\_name*.

6/3 In a container element iterator whose *iterable\_name* has type *T*, if the *iterable\_name* denotes a constant or the Variable\_Indexing aspect is not specified for *T*, then the Constant\_Indexing aspect shall be specified for *T*.

6.1/4 The *iterator\_name* or *iterable\_name* of an *iterator\_specification* shall not denote a subcomponent that depends on discriminants of an object whose nominal subtype is unconstrained, unless the object is known to be constrained.

6.2/4 A container element iterator is illegal if the call of the default iterator function that creates the loop iterator (see below) is illegal.

6.3/4 A generalized iterator is illegal if the iteration cursor subtype of the *iterator\_name* is a limited type at the point of the generalized iterator. A container element iterator is illegal if the default cursor subtype of the type of the *iterable\_name* is a limited type at the point of the container element iterator.

#### Static Semantics

7/5 An *iterator\_specification* declares a *loop\_parameter*. In a generalized iterator, an array component iterator, or a container element iterator, if a *loop\_parameter\_subtype\_indication* is present, it determines the nominal subtype of the loop parameter. In a generalized iterator, if a *loop\_parameter\_subtype\_indication* is not present, the nominal subtype of the loop parameter is the iteration cursor subtype. In an array component iterator, if a *loop\_parameter\_subtype\_indication* is not present, the nominal subtype of the loop parameter is the component subtype of the type of the *iterable\_name*. In a container element iterator, if a *loop\_parameter\_subtype\_indication* is not present, the nominal subtype of the loop parameter is the default element subtype for the type of the *iterable\_name*.

8/3 In a generalized iterator, the loop parameter is a constant. In an array component iterator, the loop parameter is a constant if the *iterable\_name* denotes a constant; otherwise it denotes a variable. In a container element iterator, the loop parameter is a constant if the *iterable\_name* denotes a constant, or if the Variable\_Indexing aspect is not specified for the type of the *iterable\_name*; otherwise it is a variable.

#### Dynamic Semantics

9/3 For the execution of a *loop\_statement* with an *iterator\_specification*, the *iterator\_specification* is first elaborated. This elaboration elaborates the *subtype\_indication*, if any.

10/5 For a sequential generalized iterator, the loop parameter is created, the *iterator\_name* is evaluated, and the denoted iterator object becomes the *loop\_iterator*. In a forward generalized iterator, the operation First of the iterator type is called on the loop iterator, to produce the initial value for the loop parameter. If the result of calling Has\_Element on the initial value is False, then the execution of the *loop\_statement* is complete. Otherwise, the *sequence\_of\_statements* is conditionally executed and then the Next operation of the iterator type is called with the loop iterator and the current value of the loop parameter to produce the next value to be assigned to the loop parameter. This repeats until the result of calling Has\_Element on the loop parameter is False, or the loop is left as a consequence of a transfer of control. For a reverse generalized iterator, the operations Last and Previous are called rather than First and Next.

10.1/5 For a parallel generalized iterator, the *chunk\_specification*, if any, of the associated parallel construct, is first elaborated, to determine the maximum number of chunks (see 5.5), and then the operation Split\_Into\_Chunks of the iterator type is called, with the determined maximum passed as the Max\_Chunks parameter, specifying the upper bound for the number of loop parameter objects (and the number of

logical threads of control) to be associated with the iterator. In the absence of a `chunk_specification`, the maximum number of chunks is determined in an implementation-defined manner.

Upon return from `Split_Into_Chunks`, the actual number of chunks for the loop is determined by calling the `Chunk_Count` operation of the iterator, at which point one logical thread of control is initiated for each chunk, with an associated chunk index in the range from one to the actual number of chunks.

Within each logical thread of control, a loop parameter is created. If a `chunk_specification` with a `discrete_subtype_definition` is present in the associated parallel construct, then a chunk parameter is created and initialized with a value from the discrete subtype defined by the `discrete_subtype_definition`, so that the order of the chosen chunk parameter values correspond to the order of the chunk indices associated with the logical threads of control. The operation `First` of the iterator type that has a `Chunk` parameter is called on the loop iterator, with `Chunk` initialized from the corresponding chunk index, to produce the initial value for the loop parameter. If the result of calling `Has_Element` on this initial value is `False`, then the execution of the logical thread of control is complete. Otherwise, the `sequence_of_statements` is conditionally executed, and then the `Next` operation of the iterator type that has a `Chunk` parameter is called with the loop iterator, the current value of the loop parameter, and the corresponding chunk index, to produce the next value to be assigned to the loop parameter. This repeats until the result of calling `Has_Element` on the loop parameter is `False`, or the associated parallel construct is left as a consequence of a transfer of control.

In the absence of a transfer of control, the associated parallel construct of a parallel generalized iterator is complete when all of its logical threads of control are complete.

For an array component iterator, the `chunk_specification` of the associated parallel construct, if any, is first elaborated to determine the maximum number of chunks (see 5.5), and then the `iterable_name` is evaluated and the denoted array object becomes the *array for the loop*. If the array for the loop is a null array, then the execution of the `loop_statement` is complete. Otherwise, the `sequence_of_statements` is conditionally executed with the loop parameter denoting each component of the array for the loop, using a *canonical* order of components, which is last dimension varying fastest (unless the array has convention Fortran, in which case it is first dimension varying fastest). For a forward array component iterator, the iteration starts with the component whose index values are each the first in their index range, and continues in the canonical order. For a reverse array component iterator, the iteration starts with the component whose index values are each the last in their index range, and continues in the reverse of the canonical order. For a parallel array component iterator, the iteration is broken up into contiguous chunks of the canonical order, such that all components are covered with no overlaps; each chunk has its own logical thread of control with its own loop parameter and iteration within each chunk is in the canonical order. The number of chunks is implementation defined, but is limited in the presence of a `chunk_specification` to the determined maximum. The loop iteration proceeds until the `sequence_of_statements` has been conditionally executed for each component of the array for the loop, or until the loop is left as a consequence of a transfer of control.

If a `chunk_specification` with a `discrete_subtype_definition` is present in the associated parallel construct, then the logical thread of control associated with a given chunk has a chunk parameter initialized with a distinct value from the discrete subtype defined by the `discrete_subtype_definition`. The values of the chunk parameters are assigned such that they increase in the canonical order of the starting array components for the chunks.

For a container element iterator, the `chunk_specification` of the associated parallel construct, if any, is first elaborated to determine the maximum number of chunks (see 5.5), and then the `iterable_name` is evaluated. If the container type has `Iterator_View` specified, an object of the `Iterator_View` type is created

with the discriminant referencing the iterable container object denoted by the *iterable\_name*. This is the *iterable container object for the loop*. Otherwise, the iterable container object denoted by the *iterable\_name* becomes the iterable container object for the loop. The default iterator function for the type of the iterable container object for the loop is called on the iterable container object and the result is the *loop iterator*. For a sequential container element iterator, an object of the default cursor subtype is created (the *loop cursor*). For a parallel container element iterator, each chunk of iterations will have its own loop cursor, again of the default cursor subtype.

13/5 A container element iterator then proceeds as described above for a generalized iterator, except that each reference to a loop parameter is replaced by a reference to the corresponding loop cursor. For a container element iterator, the loop parameter for each iteration instead denotes an indexing (see 4.1.6) into the iterable container object for the loop, with the only parameter to the indexing being the value of the loop cursor for the given iteration. If the loop parameter is a constant (see above), then the indexing uses the default constant indexing function for the type of the iterable container object for the loop; otherwise it uses the default variable indexing function.

14/4 Any exception propagated by the execution of a generalized iterator or container element iterator is propagated by the immediately enclosing loop statement.

#### *Examples*

15/5 *Example of a parallel generalized loop over an array:*

```
16/5  parallel
      for Element of Board loop -- See 3.6.1.
          Element := Element * 2.0; -- Double each element of Board, a two-dimensional array.
      end loop;
```

17/5 *For examples of use of generalized iterators, see A.18.33 and the corresponding container packages in A.18.2 and A.18.3.*

## 5.5.3 Procedural Iterators

1/5 A *procedural\_iterator* invokes a user-defined procedure, passing in the body of the enclosing *loop\_statement* as a parameter of an anonymous access-to-procedure type, to allow the loop body to be executed repeatedly as part of the invocation of the user-defined procedure.

#### *Syntax*

```
2/5  procedural_iterator ::=
      iterator_parameter_specification of iterator_procedure_call
      [iterator_filter]

3/5  iterator_parameter_specification ::=
      formal_part
      | (defining_identifier {, defining_identifier})

4/5  iterator_procedure_call ::=
      procedure_name
      | procedure_prefix iterator_actual_parameter_part

5/5  iterator_actual_parameter_part ::=
      (iterator_parameter_association {, iterator_parameter_association})

6/5  iterator_parameter_association ::=
      parameter_association
```

| parameter\_association\_with\_box

```
parameter_association_with_box ::=
  [ formal_parameter_selector_name => ] <>
```

7/5

At most one `iterator_parameter_association` within an `iterator_actual_parameter_part` shall be a `parameter_association_with_box`.

8/5

#### *Name Resolution Rules*

The name or prefix given in an `iterator_procedure_call` shall resolve to denote a callable entity *C* (the *iterating procedure*) that is a procedure, or an entry renamed as (viewed as) a procedure. When there is an `iterator_actual_parameter_part`, the prefix can be an `implicit_dereference` of an access-to-subprogram value.

9/5

An `iterator_procedure_call` without a `parameter_association_with_box` is equivalent to one with an `iterator_actual_parameter_part` with an additional `parameter_association_with_box` at the end, with the *formal\_parameter\_selector\_name* identifying the last formal parameter of the callable entity denoted by the name or prefix.

10/5

An `iterator_procedure_call` shall contain at most one `iterator_parameter_association` for each formal parameter of the callable entity *C*. Each formal parameter without an `iterator_parameter_association` shall have a `default_expression` (in the profile of the view of *C* denoted by the name or prefix).

11/5

The formal parameter of the callable entity *C* associated with the `parameter_association_with_box` shall be of an anonymous access-to-procedure type *A*.

12/5

#### *Legality Rules*

The anonymous access-to-procedure type *A* shall have at least one formal parameter in its parameter profile. If the `iterator_parameter_specification` is a `formal_part`, then this `formal_part` shall be mode conformant with that of *A*. If the `iterator_parameter_specification` is a list of `defining_identifiers`, the number of formal parameters of *A* shall be the same as the length of this list.

13/5

If the name or prefix given in an `iterator_procedure_call` denotes an abstract subprogram, the subprogram shall be a dispatching subprogram.

14/5

#### *Static Semantics*

A `loop_statement` with an `iteration_scheme` that has a `procedural_iterator` is equivalent to a local declaration of a procedure *P* followed by a `procedure_call_statement` that is formed from the `iterator_procedure_call` by replacing the <> of the `parameter_association_with_box` with *P*'Access. The `formal_part` of the locally declared procedure *P* is formed from the `formal_part` of the anonymous access-to-procedure type *A*, by replacing the `identifier` of each formal parameter of this `formal_part` with the `identifier` of the corresponding formal parameter or element of the list of `defining_identifiers` given in the `iterator_parameter_specification`. The body of *P* consists of the conditionally executed `sequence_of_statements`. The procedure *P* is called the *loop body procedure*.

15/5

In a procedural iterator, the `Parallel_Calls` aspect (see 9.10.1) of the loop body procedure is `True` if the reserved word **parallel** occurs in the corresponding loop statement, and `False` otherwise.

16/5

The following aspects may be specified for a callable entity *S* that has exactly one formal parameter of an anonymous access-to-subprogram type:

17/5

- 18/5 **Allows\_Exit**  
 The `Allows_Exit` aspect is of type Boolean. The specified value shall be static. The `Allows_Exit` aspect of an inherited primitive subprogram is True if `Allows_Exit` is True either for the corresponding subprogram of the progenitor type or for any other inherited subprogram that it overrides. If not specified or inherited as True, the `Allows_Exit` aspect of a callable entity is False. For an entry, only a confirming specification of False is permitted for the `Allows_Exit` aspect.
- 19/5  
 Specifying the `Allows_Exit` aspect to be True for a subprogram indicates that the subprogram *allows exit*, meaning that it is prepared to be completed by arbitrary transfers of control from the loop body procedure, including propagation of exceptions. A subprogram for which `Allows_Exit` is True should use finalization as appropriate rather than exception handling to recover resources and make any necessary final updates to data structures.
- 20/5 **Parallel\_Iterator**  
 The `Parallel_Iterator` aspect is of type Boolean. The specified value shall be static. The `Parallel_Iterator` aspect of an inherited primitive subprogram is True if `Parallel_Iterator` is True either for the corresponding subprogram of the progenitor type or for any other inherited subprogram that it overrides. If not specified or inherited as True, the `Parallel_Iterator` aspect of a callable entity is False.
- 21/5  
 Specifying the `Parallel_Iterator` aspect to be True for a callable entity indicates that the entity is allowed to invoke the loop body procedure from multiple distinct logical threads of control. The `Parallel_Iterator` aspect for a subprogram shall be statically False if the subprogram allows exit.

#### *Legality Rules*

- 22/5 If a callable entity overrides an inherited dispatching subprogram that allows exit, the overriding callable entity also shall allow exit. If a callable entity overrides an inherited dispatching subprogram that has a True `Parallel_Iterator` aspect, the overriding callable entity also shall have a True `Parallel_Iterator` aspect.
- 23/5 A `loop_statement` with a `procedural_iterator` as its `iteration_scheme` shall begin with the reserved word **parallel** if and only if the callable entity identified in the `iterator_procedure_call` has a `Parallel_iterator` aspect of True.
- 24/5 If the actual parameter of an anonymous access-to-subprogram type, passed in an explicit call of a subprogram for which the `Parallel_Iterator` aspect is True, is of the form  $P^{\text{Access}}$ , the designated subprogram  $P$  shall have a `Parallel_Calls` aspect True (see 9.10.1).
- 25/5 The `sequence_of_statements` of a `loop_statement` with a `procedural_iterator` as its `iteration_scheme` shall contain an `exit_statement`, `return_statement`, `goto_statement`, or `requeue_statement` that leaves the loop only if the callable entity associated with the `procedural_iterator` allows exit.
- 26/5 The `sequence_of_statements` of a `loop_statement` with a `procedural_iterator` as its `iteration_scheme` shall not contain an `accept_statement` whose `entry_declaration` occurs outside the `loop_statement`.

#### *Dynamic Semantics*

- 27/5 For the execution of a `loop_statement` with an `iteration_scheme` that has a `procedural_iterator`, the procedure denoted by the name or prefix of the `iterator_procedure_call` (the *iterating procedure*) is invoked, passing an access value designating the loop body procedure as a parameter. The iterating procedure then calls the loop body procedure zero or more times and returns, whereupon the `loop_statement` is complete. If the **parallel** reserved word is present, the iterating procedure is allowed to invoke the loop body procedure from multiple distinct logical threads of control. The `aspect_specification`, if any, is elaborated prior to the invocation of the iterating procedure.

*Bounded (Run-Time) Errors*

If the callable entity identified in the `iterator_procedure_call` allows exit, then it is a bounded error for a call of the loop body procedure to be performed from within an abort-deferred operation (see 9.8), unless the entire `loop_statement` was within the same abort-deferred operation. If detected, `Program_Error` is raised at the point of the call; otherwise, a transfer of control from the `sequence_of_statements` of the `loop_statement` will not necessarily terminate the `loop_statement`, and the loop body procedure can be called again.

28/5

If a `loop_statement` with the `procedural_iterator` as its `iteration_scheme` (see 5.5) does not begin with the reserved word **parallel**, it is a bounded error if the loop body procedure is invoked from a different logical thread of control than the one that initiates the `loop_statement`. If detected, `Program_Error` is raised; otherwise, conflicts associated with concurrent executions of the loop body procedure can occur without being detected by the applicable conflict check policy (see 9.10.1). Furthermore, propagating an exception or making an attempt to exit in the presence of multiple threads of control will not necessarily terminate the `loop_statement`, deadlock can occur, or the loop body procedure can be called again.

29/5

*Examples*

*Example of iterating over a map from `My_Key_Type` to `My_Element_Type` (see A.18.4):*

30/5

```
for (C : Cursor) of My_Map.Iterate loop
  Put_Line (My_Key_Type'Image (Key (C)) & " => " &
    My_Element_Type'Image (Element (C)));
end loop;
```

31/5

-- The above is equivalent to:

32/5

```
declare
  procedure P (C : Cursor) is
  begin
    Put_Line (My_Key_Type'Image (Key (c)) & " => " &
      My_Element_Type'Image (Element (C)));
  end P;
begin
  My_Map.Iterate (P'Access);
end;
```

33/5

*Example of iterating over the environment variables (see A.17):*

34/5

```
for (Name, Val) of Ada.Environment_Variables.Iterate(<>) loop
  -- "<>" is optional because it is the last parameter
  Put_Line (Name & " => " & Val);
end loop;
```

35/5

-- The above is equivalent to:

36/5

```
declare
  procedure P (Name : String; Val : String) is
  begin
    Put_Line (Name & " => " & Val);
  end P;
begin
  Ada.Environment_Variables.Iterate (P'Access);
end;
```

37/5

## 5.6 Block Statements

A `block_statement` encloses a `handled_sequence_of_statements` optionally preceded by a `declarative_part`.

1

*Syntax*

```
block_statement ::=
```

2

```

[block_statement_identifier:]
  declare
    declarative_part]
  begin
    handled_sequence_of_statements
  end [block_identifier];

```

- 3 If a *block\_statement* has a *block\_statement\_identifier*, then the identifier shall be repeated after the **end**; otherwise, there shall not be an identifier after the **end**.

*Static Semantics*

- 4 A *block\_statement* that has no explicit *declarative\_part* has an implicit empty *declarative\_part*.

*Dynamic Semantics*

- 5 The execution of a *block\_statement* consists of the elaboration of its *declarative\_part* followed by the execution of its *handled\_sequence\_of\_statements*.

*Examples*

- 6 *Example of a block statement with a local variable:*

```

7 Swap:
  declare
    Temp : Integer;
  begin
    Temp := V; V := U; U := Temp;
  end Swap;

```

## 5.6.1 Parallel Block Statements

- 1/5 A *parallel\_block\_statement* comprises two or more *sequence\_of\_statements* separated by **and** where each represents an independent activity that is intended to proceed concurrently with the others.

*Syntax*

```

2/5 parallel_block_statement ::=
  parallel [(chunk_specification)] [aspect_specification] do
    sequence_of_statements
  and
    sequence_of_statements
  {and
    sequence_of_statements}
  end do;

```

- 3/5 The *chunk\_specification*, if any, of a *parallel\_block\_statement* shall be an *integer\_simple\_expression*.

*Dynamic Semantics*

- 4/5 For the execution of a *parallel\_block\_statement*, the *chunk\_specification* and the *aspect\_specification*, if any, are elaborated in an arbitrary order. After elaborating the *chunk\_specification*, if any, a check is made that the determined maximum number of chunks is greater than zero. If this check fails, *Program\_Error* is raised.



Then, the various `sequence_of_statements` are grouped into one or more *chunks*, each with its own logical thread of control (see Clause 9), up to the maximum number of chunks specified by the `chunk_specification`, if any. Within each chunk every `sequence_of_statements` of the chunk is executed in turn, in an arbitrary order. The `parallel_block_statement` is complete once every one of the `sequence_of_statements` has completed, either by reaching the end of its execution, or due to a transfer of control out of the construct by one of the `sequence_of_statements` (see 5.1).

5/5

## Examples

6/5 *Example of a parallel block used to walk a binary tree in parallel:*

```
7/5  procedure Traverse (T : Expr_Ptr) is -- see 3.9.1
      begin
        if T /= null and then
          T.all in Binary_Operation'Class -- see 3.9.1
        then -- recurse down the binary tree
          parallel do
            Traverse (T.Left);
          and
            Traverse (T.Right);
          and
            Ada.Text_IO.Put_Line
              ("Processing " & Ada.Tags.Expanded_Name (T'Tag));
          end do;
        end if;
      end Traverse;
```

8/5 *Example of a parallel block used to search two halves of a string in parallel:*

```
9/5  function Search (S : String; Char : Character) return Boolean is
      begin
        if S'Length <= 1000 then
          -- Sequential scan
          return (for some C of S => C = Char);
        else
          -- Parallel divide and conquer
          declare
            Mid : constant Positive := S'First + S'Length/2 - 1;
          begin
            parallel do
              for C of S(S'First .. Mid) loop
                if C = Char then
                  return True; -- Terminates enclosing do
                end if;
              end loop;
            and
              for C of S(Mid + 1 .. S'Last) loop
                if C = Char then
                  return True; -- Terminates enclosing do
                end if;
              end loop;
            end do;
            -- Not found
            return False;
          end;
        end if;
      end Search;
```

## 5.7 Exit Statements

An `exit_statement` is used to complete the execution of an enclosing `loop_statement`; the completion is conditional if the `exit_statement` includes a condition. 1

*Syntax*

```
exit_statement ::= 2
    exit [loop_name] [when condition];
```

*Name Resolution Rules*

The *loop\_name*, if any, in an `exit_statement` shall resolve to denote a `loop_statement`. 3

*Legality Rules*

Each `exit_statement` *applies to* a `loop_statement`; this is the `loop_statement` being exited. An `exit_statement` with a name is only allowed within the `loop_statement` denoted by the name, and applies to that `loop_statement`. An `exit_statement` without a name is only allowed within a `loop_statement`, and applies to the innermost enclosing one. An `exit_statement` that applies to a given `loop_statement` shall not appear within a body or `accept_statement`, if this construct is itself enclosed by the given `loop_statement`. 4

*Dynamic Semantics*

For the execution of an `exit_statement`, the `condition`, if present, is first evaluated. If the value of the `condition` is True, or if there is no `condition`, a transfer of control is done to complete the `loop_statement`. If the value of the `condition` is False, no transfer of control takes place. 5

NOTE Several nested loops can be exited by an `exit_statement` that names the outer loop. 6

*Examples*

*Examples of loops with exit statements:* 7

```
for N in 1 .. Max_Num_Items loop 8
    Get_New_Item(New_Item);
    Merge_Item(New_Item, Storage_File);
    exit when New_Item = Terminal_Item;
end loop;
Main_Cycle: 9
    loop
        -- initial statements
        exit Main_Cycle when Found;
        -- final statements
    end loop Main_Cycle;
```

## 5.8 Goto Statements

- 1 A `goto_statement` specifies an explicit transfer of control from this statement to a target statement with a given label.

### *Syntax*

- 2 `goto_statement ::= goto label_name;`

### *Name Resolution Rules*

- 3 The `label_name` shall resolve to denote a label; the statement with that label is the *target statement*.

### *Legality Rules*

- 4 The innermost `sequence_of_statements` that encloses the target statement shall also enclose the `goto_statement`. Furthermore, if a `goto_statement` is enclosed by an `accept_statement` or a body, then the target statement shall not be outside this enclosing construct.

### *Dynamic Semantics*

- 5 The execution of a `goto_statement` transfers control to the target statement, completing the execution of any `compound_statement` that encloses the `goto_statement` but does not enclose the target.

- 6 NOTE The above rules allow transfer of control to a statement of an enclosing `sequence_of_statements` but not the reverse. Similarly, they prohibit transfers of control such as between alternatives of a `case_statement`, `if_statement`, or `select_statement`; between `exception_handlers`; or from an `exception_handler` of a `handled_sequence_of_statements` back to its `sequence_of_statements`.

### *Examples*

- 7 *Example of a loop containing a goto statement:*

- 8 

```
<<Sort>>
for I in 1 .. N-1 loop
  if A(I) > A(I+1) then
    Exchange(A(I), A(I+1));
    goto Sort;
  end if;
end loop;
```

## 6 Subprograms

A subprogram is a program unit or intrinsic operation whose execution is invoked by a subprogram call. There are two forms of subprogram: procedures and functions. A procedure call is a **statement**; a function call is an expression and returns a value. The definition of a subprogram can be given in two parts: a subprogram declaration defining its interface, and a `subprogram_body` defining its execution. Operators and enumeration literals are functions. 1

A *callable entity* is a subprogram or entry (see Section 9). A callable entity is invoked by a *call*; that is, a subprogram call or entry call. A *callable construct* is a construct that defines the action of a call upon a callable entity: a `subprogram_body`, `entry_body`, or `accept_statement`. 2/3

### 6.1 Subprogram Declarations

A `subprogram_declaration` declares a procedure or function. 1

*Syntax*

```
subprogram_declaration ::=
  [overriding_indicator]
  subprogram_specification
  [aspect_specification]; 2/3
```

*This paragraph was deleted.* 3/2

```
subprogram_specification ::=
  procedure_specification
  | function_specification 4/2
```

```
procedure_specification ::=
  procedure defining_program_unit_name parameter_profile 4.1/2
```

```
function_specification ::=
  function defining_designator parameter_and_result_profile 4.2/2
```

```
designator ::= [parent_unit_name . ]identifier | operator_symbol 5
```

```
defining_designator ::=
  defining_program_unit_name | defining_operator_symbol 6
```

```
defining_program_unit_name ::= [parent_unit_name . ]defining_identifier 7
```

The optional `parent_unit_name` is only allowed for library units (see 10.1.1). 8

```
operator_symbol ::= string_literal 9
```

The sequence of characters in an `operator_symbol` shall form a reserved word, a delimiter, or compound delimiter that corresponds to an operator belonging to one of the six categories of operators defined in 4.5. 10/5

```
defining_operator_symbol ::= operator_symbol 11
```

```
parameter_profile ::= [formal_part] 12
```

```
parameter_and_result_profile ::= 13/2
```

```

    [formal_part] return [null_exclusion] subtype_mark
  | [formal_part] return access_definition
14  formal_part ::=
    (parameter_specification {; parameter_specification})
15/5  parameter_specification ::=
    defining_identifier_list : [aliased] mode [null_exclusion] subtype_mark [:= default_expression]
    [aspect_specification]
  | defining_identifier_list : access_definition [:= default_expression]
    [aspect_specification]
16  mode ::= [in] | in out | out

```

*Name Resolution Rules*

17 A *formal parameter* is an object directly visible within a `subprogram_body` that represents the actual parameter passed to the subprogram in a call; it is declared by a `parameter_specification`. For a formal parameter, the expected type for its `default_expression`, if any, is that of the formal parameter.

*Legality Rules*

18/3 The *parameter mode* of a formal parameter conveys the direction of information transfer with the actual parameter: **in**, **in out**, or **out**. Mode **in** is the default, and is the mode of a parameter defined by an `access_definition`.

19 A `default_expression` is only allowed in a `parameter_specification` for a formal parameter of mode **in**.

20/3 A `subprogram_declaration` or a `generic_subprogram_declaration` requires a completion unless the `Import` aspect (see B.1) is `True` for the declaration; the completion shall be a body or a `renaming_declaration` (see 8.5). A completion is not allowed for an `abstract_subprogram_declaration` (see 3.9.3), a `null_procedure_declaration` (see 6.7), or an `expression_function_declaration` (see 6.8).

21 A name that denotes a formal parameter is not allowed within the `formal_part` in which it is declared, nor within the `formal_part` of a corresponding body or `accept_statement`.

*Static Semantics*

22 The *profile* of (a view of) a callable entity is either a `parameter_profile` or `parameter_and_result_profile`; it embodies information about the interface to that entity — for example, the profile includes information about parameters passed to the callable entity. All callable entities have a profile — enumeration literals, other subprograms, and entries. An access-to-subprogram type has a designated profile. Associated with a profile is a calling convention. A `subprogram_declaration` declares a procedure or a function, as indicated by the initial reserved word, with name and profile as given by its specification.

23/2 The nominal subtype of a formal parameter is the subtype determined by the optional `null_exclusion` and the `subtype_mark`, or defined by the `access_definition`, in the `parameter_specification`. The nominal subtype of a function result is the subtype determined by the optional `null_exclusion` and the `subtype_mark`, or defined by the `access_definition`, in the `parameter_and_result_profile`.

23.1/3 An *explicitly aliased parameter* is a formal parameter whose `parameter_specification` includes the reserved word **aliased**.

24/2 An *access parameter* is a formal **in** parameter specified by an `access_definition`. An *access result type* is a function result type specified by an `access_definition`. An access parameter or result type is of an anonymous access type (see 3.10). Access parameters of an access-to-object type allow dispatching calls

to be controlled by access values. Access parameters of an access-to-subprogram type permit calls to subprograms passed as parameters irrespective of their accessibility level.

The *subtypes of a profile* are:

- For any non-access parameters, the nominal subtype of the parameter. 25
- For any access parameters of an access-to-object type, the designated subtype of the parameter type. 26
- For any access parameters of an access-to-subprogram type, the subtypes of the designated profile of the parameter type. 27.1/3
- For any non-access result, the nominal subtype of the function result. 28/2
- For any access result type of an access-to-object type, the designated subtype of the result type. 28.1/2
- For any access result type of an access-to-subprogram type, the subtypes of the designated profile of the result type. 28.2/3

The *types of a profile* are the types of those subtypes. 29

A subprogram declared by an `abstract_subprogram_declaration` is abstract; a subprogram declared by a `subprogram_declaration` is not. See 3.9.3, “Abstract Types and Subprograms”. Similarly, a procedure declared by a `null_procedure_declaration` is a null procedure; a procedure declared by a `subprogram_declaration` is not. See 6.7, “Null Procedures”. Finally, a function declared by an `expression_function_declaration` is an expression function; a function declared by a `subprogram_declaration` is not. See 6.8, “Expression Functions”.

An `overriding_indicator` is used to indicate whether overriding is intended. See 8.3.1, “Overriding Indicators”.

#### *Dynamic Semantics*

The elaboration of a `subprogram_declaration` has no effect. 31/2

NOTE 1 A `parameter_specification` with several identifiers is equivalent to a sequence of single `parameter_specifications`, as explained in 3.3. 32

NOTE 2 Abstract subprograms do not have bodies, and cannot be used in a nondispatching call (see 3.9.3, “Abstract Types and Subprograms”). 33

NOTE 3 The evaluation of `default_expressions` is caused by certain calls, as described in 6.4.1. They are not evaluated during the elaboration of the subprogram declaration. 34

NOTE 4 Subprograms can be called recursively and can be called concurrently from multiple tasks. 35

#### *Examples*

*Examples of subprogram declarations:*

```

procedure Traverse_Tree; 36
procedure Increment(X : in out Integer); 37
procedure Right_Indent(Margin : out Line_Size); -- see 3.5.4
procedure Switch(From, To : in out Link); -- see 3.10.1

function Random return Probability; -- see 3.5.7 38
function Min_Cell(X : Link) return Cell; -- see 3.10.1 39/4
function Next_Frame(K : Positive) return Frame; -- see 3.10
function Dot_Product(Left, Right : Vector) return Real; -- see 3.6
function Find(B : aliased in out Barrel; Key : String) return Real; -- see 4.1.5
function "*" (Left, Right : Matrix) return Matrix; -- see 3.6 40

```

41 *Examples of **in** parameters with default expressions:*

```
42   procedure Print_Header(Pages : in Natural;
      Header : in Line := (1 .. Line'Last => ' '); -- see 3.6
      Center : in Boolean := True);
```

## 6.1.1 Preconditions and Postconditions

1/5 For a noninstance subprogram (including a generic formal subprogram), a generic subprogram, an entry, or an access-to-subprogram type, the following language-defined assertion aspects may be specified with an `aspect_specification` (see 13.1.1):

2/5 Pre This aspect specifies a specific precondition for a callable entity or an access-to-subprogram type; it shall be specified by an **expression**, called a *specific precondition expression*. If not specified for an entity, the specific precondition expression for the entity is the enumeration literal `True`.

3/5 Pre'Class This aspect specifies a class-wide precondition for a dispatching operation of a tagged type and its descendants; it shall be specified by an **expression**, called a *class-wide precondition expression*. If not specified for an entity, then if no other class-wide precondition applies to the entity, the class-wide precondition expression for the entity is the enumeration literal `True`.

4/5 Post This aspect specifies a specific postcondition for a callable entity or an access-to-subprogram type; it shall be specified by an **expression**, called a *specific postcondition expression*. If not specified for an entity, the specific postcondition expression for the entity is the enumeration literal `True`.

5/5 Post'Class This aspect specifies a class-wide postcondition for a dispatching operation of a tagged type and its descendants; it shall be specified by an **expression**, called a *class-wide postcondition expression*. If not specified for an entity, the class-wide postcondition expression for the entity is the enumeration literal `True`.

### *Name Resolution Rules*

6/3 The expected type for a precondition or postcondition expression is any boolean type.

7/5 Within the expression for a Pre'Class or Post'Class aspect for a primitive subprogram *S* of a tagged type *T*, a **name** that denotes a formal parameter (or *S*'Result) of type *T* is interpreted as though it had a (notional) nonabstract type *NT* that is a formal derived type whose ancestor type is *T*, with directly visible primitive operations. Similarly, a **name** that denotes a formal access parameter (or *S*'Result for an access result) of type access-to-*T* is interpreted as having type access-to-*NT*. The result of this interpretation is that the only operations that can be applied to such **names** are those defined for such a formal derived type.

8/5 For an `attribute_reference` with `attribute_designator` `Old`, if the attribute reference has an expected type (or class of types) or shall resolve to a given type, the same applies to the `prefix`; otherwise, the `prefix` shall be resolved independently of context.

### *Legality Rules*

9/3 The Pre or Post aspect shall not be specified for an abstract subprogram or a null procedure. Only the Pre'Class and Post'Class aspects may be specified for such a subprogram.

10/3 If a type *T* has an implicitly declared subprogram *P* inherited from a parent type *TI* and a homograph (see 8.3) of *P* from a progenitor type *T2*, and

- 11/3 • the corresponding primitive subprogram *PI* of type *TI* is neither null nor abstract; and
- 12/3 • the class-wide precondition expression `True` does not apply to *PI* (implicitly or explicitly); and



|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                      |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------|
| <ul style="list-style-type: none"> <li>• there is a class-wide precondition expression that applies to the corresponding primitive subprogram <math>P2</math> of <math>T2</math> that does not fully conform to any class-wide precondition expression that applies to <math>P1</math>,</li> </ul>                                                                                                                                                                                                                                                                                                                                                                  | 13/3                                                 |
| then:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 14/3                                                 |
| <ul style="list-style-type: none"> <li>• If the type <math>T</math> is abstract, the implicitly declared subprogram <math>P</math> is <i>abstract</i>.</li> <li>• Otherwise, the subprogram <math>P</math> <i>requires overriding</i> and shall be overridden with a nonabstract subprogram.</li> </ul>                                                                                                                                                                                                                                                                                                                                                             | 15/3<br>16/3                                         |
| If a renaming of a subprogram or entry $SI$ overrides an inherited subprogram $S2$ , then the overriding is illegal unless each class-wide precondition expression that applies to $SI$ fully conforms to some class-wide precondition expression that applies to $S2$ and each class-wide precondition expression that applies to $S2$ fully conforms to some class-wide precondition expression that applies to $SI$ .                                                                                                                                                                                                                                            | 17/3                                                 |
| Pre'Class shall not be specified for an overriding primitive subprogram of a tagged type $T$ unless the Pre'Class aspect is specified for the corresponding primitive subprogram of some ancestor of $T$ .                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 17.1/4                                               |
| In addition to the places where Legality Rules normally apply (see 12.3), these rules also apply in the private part of an instance of a generic unit.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | 17.2/4                                               |
| <i>Static Semantics</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                      |
| If a Pre'Class or Post'Class aspect is specified for a primitive subprogram $S$ of a tagged type $T$ , or such an aspect defaults to True, then a corresponding expression also applies to the corresponding primitive subprogram $S$ of each descendant of $T$ (including $T$ itself). The <i>corresponding expression</i> is constructed from the associated expression as follows:                                                                                                                                                                                                                                                                               | 18/5                                                 |
| <ul style="list-style-type: none"> <li>• References to formal parameters of <math>S</math> (or to <math>S</math> itself) are replaced with references to the corresponding formal parameters of the corresponding inherited or overriding subprogram <math>S</math> (or to the corresponding subprogram <math>S</math> itself).</li> </ul>                                                                                                                                                                                                                                                                                                                          | 18.1/4                                               |
| If the primitive subprogram $S$ is not abstract, but the given descendant of $T$ is abstract, then a nondispatching call on $S$ is illegal if any Pre'Class or Post'Class aspect that applies to $S$ is other than a static boolean expression. Similarly, a primitive subprogram of an abstract type $T$ , to which a non-static Pre'Class or Post'Class aspect applies, shall neither be the prefix of an Access attribute_reference, nor shall it be a generic actual subprogram for a formal subprogram declared by a formal_concrete_subprogram_declaration.                                                                                                   | 18.2/5                                               |
| If performing checks is required by the Pre, Pre'Class, Post, or Post'Class assertion policies (see 11.4.2) in effect at the point of a corresponding aspect specification applicable to a given subprogram, entry, or access-to-subprogram type, then the respective precondition or postcondition expressions are considered <i>enabled</i> .                                                                                                                                                                                                                                                                                                                     | 19/5                                                 |
| A subexpression of a postcondition expression is <i>known on entry</i> if it is any of:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 20/5                                                 |
| <ul style="list-style-type: none"> <li>• a static subexpression (see 4.9);</li> <li>• a literal whose type does not have any Integer_Literal, Real_Literal, or String_Literal aspect specified, or the function specified by such an attribute has aspect Global specified to be <b>null</b>;</li> <li>• a name statically denoting a full constant declaration which is known to have no variable views (see 3.3);</li> <li>• a name statically denoting a nonaliased <b>in</b> parameter of an elementary type;</li> <li>• an Old attribute_reference;</li> <li>• an invocation of a predefined operator where all of the operands are known on entry;</li> </ul> | 21/5<br>22/5<br>22.1/5<br>22.2/5<br>22.3/5<br>22.4/5 |

- 22.5/5 • a function call where the function has aspect `Global` => **null** where all of the actual parameters are known on entry;
  - 22.6/5 • a `selected_component` of a known-on-entry prefix;
  - 22.7/5 • an `indexed_component` of a known-on-entry prefix where all index `expressions` are known on entry;
  - 22.8/5 • a parenthesized known-on-entry expression;
  - 22.9/5 • a `qualified_expression` or `type_conversion` whose operand is a known-on-entry expression;
  - 22.10/5 • a `conditional_expression` where all of the `conditions`, `selecting_expressions`, and `dependent_expressions` are known on entry.
- 22.11/5 A subexpression of a postcondition expression is *unconditionally evaluated*, *conditionally evaluated*, or *repeatedly evaluated*. A subexpression is considered unconditionally evaluated unless it is conditionally evaluated or repeatedly evaluated.
- 22.12/5 The following subexpressions are repeatedly evaluated:
- 22.13/5 • A subexpression of a predicate of a `quantified_expression`;
  - 22.14/5 • A subexpression of the expression of an `array_component_association`;
  - 22.15/5 • A subexpression of the expression of a `container_element_association`.
- 22.16/5 For a subexpression that is conditionally evaluated, there is a set of *determining expressions* that determine whether the subexpression is actually evaluated at run time. Subexpressions that are conditionally evaluated and their determining expressions are as follows:
- 22.17/5 • For an `if_expression` that is not repeatedly evaluated, a subexpression of any part other than the first condition is conditionally evaluated, and its determining expressions include all conditions of the `if_expression` that precede the subexpression textually;
  - 22.18/5 • For a `case_expression` that is not repeatedly evaluated, a subexpression of any *dependent expression* is conditionally evaluated, and its determining expressions include the `selecting_expression` of the `case_expression`;
  - 23/5 • For a short-circuit control form that is not repeatedly evaluated, a subexpression of the right-hand operand is conditionally evaluated, and its determining expressions include the left-hand operand of the short-circuit control form;
  - 24/5 • For a membership test that is not repeatedly evaluated, a subexpression of a `membership_choice` other than the first is conditionally evaluated, and its determining expressions include the `tested_simple_expression` and the preceding `membership_choices` of the membership test.
- 24.1/5 A conditionally evaluated subexpression is *determined to be unevaluated* at run time if its set of determining expressions are all known on entry, and when evaluated on entry their values are such that the given subexpression is not evaluated.
- 25/3 For a prefix `X` that denotes an object of a nonlimited type, the following attribute is defined:
- 26/5 `X'Old` Each `X'Old` in a postcondition expression that is enabled, other than those that occur in subexpressions that are determined to be unevaluated, denotes a constant that is implicitly declared at the beginning of the subprogram body, entry body, or accept statement.
- 26.1/4 The implicitly declared entity denoted by each occurrence of `X'Old` is declared as follows:
- 26.2/4 • If `X` is of an anonymous access type defined by an `access_definition` `A` then
- 26.3/4 `X'Old` : **constant** `A` := `X`;

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |         |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|
| • If X is of a specific tagged type <i>T</i> then                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 26.4/4  |
| <i>anonymous</i> : <b>constant</b> <i>T</i> 'Class := <i>T</i> 'Class(X);                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 26.5/4  |
| <i>X'Old</i> : <i>T</i> <b>renames</b> <i>T</i> ( <i>anonymous</i> );                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |         |
| where the name <i>X'Old</i> denotes the object renaming.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 26.6/4  |
| • Otherwise                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 26.7/4  |
| <i>X'Old</i> : <b>constant</b> <i>S</i> := <i>X</i> ;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 26.8/4  |
| where <i>S</i> is the nominal subtype of <i>X</i> . This includes the case where the type of <i>S</i> is an anonymous array type or a universal type.                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 26.9/4  |
| The type and nominal subtype of <i>X'Old</i> are as implied by the above definitions.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 26.10/5 |
| Reference to this attribute is only allowed within a postcondition expression. The prefix of an Old attribute_reference shall not contain a Result attribute_reference, nor an Old attribute_reference, nor a use of an entity declared within the postcondition expression but not within prefix itself (for example, the loop parameter of an enclosing quantified_expression). The prefix of an Old attribute_reference shall statically name (see 4.9) an entity, unless the attribute_reference is unconditionally evaluated, or is conditionally evaluated where all of the determining expressions are known on entry. | 27/5    |
| For a prefix <i>F</i> that denotes a function declaration or an access-to-function type, the following attribute is defined:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 28/5    |
| <i>F</i> 'Result      Within a postcondition expression for <i>F</i> , denotes the return object of the function call for which the postcondition expression is evaluated. The type of this attribute is that of the result subtype of the function or access-to-function type except within a Post'Class postcondition expression for a function with a controlling result or with a controlling access result; in those cases the type of the attribute is described above as part of the Name Resolution Rules for Post'Class.                                                                                             | 29/5    |
| Use of this attribute is allowed only within a postcondition expression for <i>F</i> .                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | 30/3    |
| For a prefix <i>E</i> that denotes an entry declaration of an entry family (see 9.5.2), the following attribute is defined:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 30.1/5  |
| <i>E</i> 'Index      Within a precondition or postcondition expression for entry family <i>E</i> , denotes the value of the entry index for the call of <i>E</i> . The nominal subtype of this attribute is the entry index subtype.                                                                                                                                                                                                                                                                                                                                                                                          | 30.2/5  |
| Use of this attribute is allowed only within a precondition or postcondition expression for <i>E</i> .                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | 30.3/5  |
| <i>Dynamic Semantics</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |         |
| Upon a call of the subprogram or entry, after evaluating any actual parameters, precondition checks are performed as follows:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 31/3    |
| • The specific precondition check begins with the evaluation of the specific precondition expression that applies to the subprogram or entry, if it is enabled; if the expression evaluates to False, Assertions.Assertion_Error is raised; if the expression is not enabled, the check succeeds.                                                                                                                                                                                                                                                                                                                             | 32/3    |
| • The class-wide precondition check begins with the evaluation of any enabled class-wide precondition expressions that apply to the subprogram or entry. If and only if all the class-wide precondition expressions evaluate to False, Assertions.Assertion_Error is raised.                                                                                                                                                                                                                                                                                                                                                  | 33/3    |
| The precondition checks are performed in an arbitrary order, and if any of the class-wide precondition expressions evaluate to True, it is not specified whether the other class-wide precondition expressions are evaluated. The precondition checks and any check for elaboration of the subprogram body are performed                                                                                                                                                                                                                                                                                                      | 34/5    |

- in an arbitrary order. In a call on a protected operation, the checks are performed before starting the protected action. For an entry call, the checks are performed prior to checking whether the entry is open.
- 35/3 Upon successful return from a call of the subprogram or entry, prior to copying back any by-copy **in out** or **out** parameters, the postcondition check is performed. This consists of the evaluation of any enabled specific and class-wide postcondition expressions that apply to the subprogram or entry. If any of the postcondition expressions evaluate to `False`, then `Assertions.Assertion_Error` is raised. The postcondition expressions are evaluated in an arbitrary order, and if any postcondition expression evaluates to `False`, it is not specified whether any other postcondition expressions are evaluated. The postcondition check, and any constraint or predicate checks associated with **in out** or **out** parameters are performed in an arbitrary order.
- 35.1/4 For a call to a task entry, the postcondition check is performed before the end of the rendezvous; for a call to a protected operation, the postcondition check is performed before the end of the protected action of the call. The postcondition check for any call is performed before the finalization of any implicitly-declared constants associated (as described above) with `Old attribute_references` but after the finalization of any other entities whose accessibility level is that of the execution of the callable construct.
- 36/3 If a precondition or postcondition check fails, the exception is raised at the point of the call; the exception cannot be handled inside the called subprogram or entry. Similarly, any exception raised by the evaluation of a precondition or postcondition expression is raised at the point of call.
- 37/4 For any call to a subprogram or entry *S* (including dispatching calls), the checks that are performed to verify specific precondition expressions and specific and class-wide postcondition expressions are determined by those for the subprogram or entry actually invoked. Note that the class-wide postcondition expressions verified by the postcondition check that is part of a call on a primitive subprogram of type *T* includes all class-wide postcondition expressions originating in any progenitor of *T*, even if the primitive subprogram called is inherited from a type *TI* and some of the postcondition expressions do not apply to the corresponding primitive subprogram of *TI*. Any operations within a class-wide postcondition expression that were resolved as primitive operations of the (notional) formal derived type *NT*, are in the evaluation of the postcondition bound to the corresponding operations of the type identified by the controlling tag of the call on *S*. This applies to both dispatching and non-dispatching calls on *S*.
- 38/4 The class-wide precondition check for a call to a subprogram or entry *S* consists solely of checking the class-wide precondition expressions that apply to the denoted callable entity (not necessarily to the one that is invoked). Any operations within such an expression that were resolved as primitive operations of the (notional) formal derived type *NT* are in the evaluation of the precondition bound to the corresponding operations of the type identified by the controlling tag of the call on *S*. This applies to both dispatching and non-dispatching calls on *S*.
- 39/5 For the purposes of the above rules, a call on an inherited subprogram is considered to involve a call on a subprogram *S'* whose body consists only of a call (with appropriate conversions) on the non-inherited subprogram *S* from which the inherited subprogram was derived. It is not specified whether class-wide precondition or postcondition expressions that are equivalent (with respect to which non-inherited function bodies are executed) for *S* and *S'* are evaluated once or twice. If evaluated only once, the value returned is used for both associated checks.
- 40/5 For a call via an access-to-subprogram value, precondition and postcondition checks performed are as determined by the subprogram or entry denoted by the prefix of the Access attribute reference that produced the value. In addition, a precondition check of any precondition expression associated with the access-to-subprogram type is performed. Similarly, a postcondition check of any postcondition expression associated with the access-to-subprogram type is performed.

For a call on a generic formal subprogram, precondition and postcondition checks performed are as determined by the subprogram or entry denoted by the actual subprogram, along with any specific precondition and specific postcondition of the formal subprogram itself. 41/5

*Implementation Permissions*

An implementation may evaluate a known-on-entry subexpression of a postcondition expression of an entity at the place where X'Old constants are created for the entity, with the normal evaluation of the postcondition expression, or both. 42/5

NOTE 1 A precondition is checked just before the call. If another task can change any value that the precondition expression depends on, the precondition can evaluate to False within the subprogram or entry body. 43/5

NOTE 2 For an example of the use of these aspects and attributes, see the Streams Subsystem definitions in 13.13.1. 44/5

## 6.1.2 The Global and Global'Class Aspects

The Global and Global'Class aspects of a program unit are used to identify the objects global to the unit that can be read or written during its execution. 1/5

*Syntax*

`global_aspect_definition ::=` 2/5

```

null
| Unspecified
| global_mode global_designator
| (global_aspect_element{; global_aspect_element})

```

`global_aspect_element ::=` 3/5

```

global_mode global_set
| global_mode all
| global_mode synchronized

```

`global_mode ::=` 4/5

```

basic_global_mode
| extended_global_mode

```

`basic_global_mode ::= in | in out | out` 5/5

`global_set ::= global_name {, global_name}` 6/5

`global_designator ::= all | synchronized | global_name` 7/5

`global_name ::= object_name | package_name` 8/5

*Name Resolution Rules*

A `global_name` shall resolve to statically name an object or a package (including a limited view of a package). 9/5

10/5 For a subprogram, an entry, an access-to-subprogram type, a task unit, a protected unit, or a library package or generic library package, the following language-defined aspect may be specified with an `aspect_specification` (see 13.1.1):

11/5 `Global`

The `Global` aspect shall be specified with a `global_aspect_definition`.

12/5 The `Global` aspect identifies the set of variables (which, for the purposes of this clause, includes all constants except those which are known to have no variable views (see 3.3)) that are global to a callable entity or task body, and that are read or updated as part of the execution of the callable entity or task body. If specified for a protected unit, it refers to all of the protected operations of the protected unit. Constants of any type may also be mentioned in a `Global` aspect.

13/5 If not specified or otherwise defined below, the aspect defaults to the `Global` aspect for the enclosing library unit if the entity is declared at library level, and to `Unspecified` otherwise. If not specified for a library unit, the aspect defaults to `Global => null` for a library unit that is declared `Pure`, and to `Global => Unspecified` otherwise.

14/5 For a dispatching subprogram, the following language-defined aspect may be specified with an `aspect_specification` (see 13.1.1):

15/5 `Global'Class`

The `Global'Class` aspect shall be specified with a `global_aspect_definition`. This aspect identifies an upper bound on the set of variables global to a dispatching operation that can be read or updated as a result of a dispatching call on the operation. If not specified, the aspect defaults to the `Global` aspect for the dispatching subprogram.

16/5 Together, we refer to the `Global` and `Global'Class` aspects as *global* aspects.

17/5 A `global_aspect_definition` defines the `Global` or `Global'Class` aspect of some entity. The `Global` aspect identifies the sets of global variables that can be read, written, or modified as a side effect of executing the operation(s) associated with the entity. The `Global'Class` aspect associated with a dispatching operation of type *T* represents a restriction on the `Global` aspect on a corresponding operation of any descendant of type *T*.

18/5 The `Global` aspect for a callable entity defines the global variables that can be referenced as part of a call on the entity, including any assertion expressions that apply to the call (even if not enabled), such as preconditions, postconditions, predicates, and type invariants.

19/5 The `Global` aspect for an access-to-subprogram object (or subtype) identifies the global variables that can be referenced when calling via the object (or any object of that subtype) including assertion expressions that apply.

20/5 For a predefined operator of an elementary type, the function representing an enumeration literal, or any other static function (see 4.9), the `Global` aspect is `null`. For a predefined operator of a composite type, the `Global` aspect of the operator defaults to that of the enclosing library unit (unless a `Global` aspect is specified for the type — see H.7).

21/5 The following is defined in terms of operations that are performed by or on behalf of an entity. The rules on operations apply to the entity(s) associated with those operations.

22/5 The global variables associated with any `global_mode` can be read as a side effect of an operation. The **in** **out** and **out** `global_modes` together identify the set of global variables that can be updated as a side effect of an operation. Creating an access-to-variable value that designates an object is considered an update of

the designated object, and creating an access-to-constant value that designates an object is considered a read of the designated object.

The overall set of objects associated with each `global_mode` includes all objects identified for the mode in the `global_aspect_definition`.

A `global_set` identifies a *global variable set* as follows:

- **all** identifies the set of all global variables;
- **synchronized** identifies the set of all synchronized variables (see 9.10), as well as variables of a composite type all of whose non-discriminant subcomponents are synchronized;
- `global_name`{, `global_name`} identifies the union of the sets of variables identified by the `global_names` in the list, for the following forms of `global_name`:
  - `object_name` identifies the specified global variable (or constant);
  - `package_name` identifies the set of all variables declared in the private part or body of the package, or anywhere within a private descendant of the package.

#### *Legality Rules*

Within a `global_aspect_definition`, a given `global_mode` shall be specified at most once. Similarly, within a `global_aspect_definition`, a given entity shall be named at most once by a `global_name`.

If an entity (other than a library package or generic library package) has a Global aspect other than Unspecified or **in out all**, then the associated operation(s) shall read only those variables global to the entity that are within the global variable set associated with the **in**, **in out**, or **out** `global_modes`, and the operation(s) shall update only those variables global to the entity that are within the global variable set associated with either the **in out** or **out** `global_modes`. In the absence of the `No_Hidden_Indirect_Globals` restriction (see H.4), this ignores objects reached via a dereference of an access value. The above rule includes any possible Global effects of calls occurring during the execution of the operation, except for the following excluded calls:

- calls to formal subprograms;
- calls associated with operations on formal subtypes;
- calls through formal objects of an access-to-subprogram type;
- calls through access-to-subprogram parameters;
- calls on operations with Global aspect Unspecified.

The possible Global effects of these excluded calls (other than those that are Unspecified) are taken into account by the caller of the original operation, by presuming they occur at least once during its execution. For calls that are not excluded, the possible Global effects of the call are those permitted by the Global aspect of the associated entity, or by its Global'Class aspect if a dispatching call.

If a Global aspect other than Unspecified or **in out all** applies to an access-to-subprogram type, then the prefix of an `Access attribute_reference` producing a value of such a type shall denote a subprogram whose Global aspect is not Unspecified and is *covered* by that of the result type, where a global aspect *G1* is *covered* by a global aspect *G2* if the set of variables that *G1* identifies as readable or updatable is a subset of the corresponding set for *G2*. Similarly on a conversion to such a type, the operand shall be of a named access-to-subprogram type whose Global aspect is covered by that of the target type.

If an implementation-defined `global_mode` applies to a given set of variables, an implementation-defined rule determines what sort of references to them are permitted.

40/5 For a subprogram that is a dispatching operation of a tagged type  $T$ , each mode of its Global aspect shall identify a subset of the variables identified by the corresponding mode, or by the **in out** mode, of the Global/Class aspect of a corresponding dispatching subprogram of any ancestor of  $T$ , unless the aspect of that ancestor is Unspecified.

*Implementation Permissions*

41/5 An implementation can allow some references to a constant object which are not accounted for by the Global or Global/Class aspect when it is considered a variable in the above rules, if the implementation can determine that the object is in fact immutable.

42/5 Implementations may perform additional checks on calls to operations with an Unspecified Global aspect to ensure that they do not violate any limitations associated with the point of call.

43/5 Implementations may extend the syntax or semantics of the Global aspect in an implementation-defined manner; for example, supporting additional `global_modes`.

44/5 NOTE For an example of the use of these aspects, see the Vector container definition in A.18.2.

## 6.2 Formal Parameter Modes

1 A parameter\_specification declares a formal parameter of mode **in**, **in out**, or **out**.

*Static Semantics*

2 A parameter is passed either *by copy* or *by reference*. When a parameter is passed by copy, the formal parameter denotes a separate object from the actual parameter, and any information transfer between the two occurs only before and after executing the subprogram. When a parameter is passed by reference, the formal parameter denotes (a view of) the object denoted by the actual parameter; reads and updates of the formal parameter directly reference the actual parameter object.

3/3 A type is a *by-copy type* if it is an elementary type, or if it is a descendant of a private type whose full type is a by-copy type. A parameter of a by-copy type is passed by copy, unless the formal parameter is explicitly aliased.

4 A type is a *by-reference type* if it is a descendant of one of the following:

- 5 • a tagged type;
- 6 • a task or protected type;
- 7/3 • an explicitly limited record type;
- 8 • a composite type with a subcomponent of a by-reference type;
- 9 • a private type whose full type is a by-reference type.

10/5 A parameter of a by-reference type is passed by reference, as is an explicitly aliased parameter of any type. Each value of a by-reference type has an associated object. For a value conversion, the associated object is the anonymous result object if such an object is created (see 4.6); otherwise it is the associated object of the operand. In other cases, the object associated with the evaluated operative constituent of the name or expression (see 4.4) determines its associated object.

11/3 For other parameters, it is unspecified whether the parameter is passed by copy or by reference.



*Bounded (Run-Time) Errors*

If one **name** denotes a part of a formal parameter, and a second **name** denotes a part of a distinct formal parameter or an object that is not part of a formal parameter, then the two **names** are considered *distinct access paths*. If an object is of a type for which the parameter passing mechanism is not specified and is not an explicitly aliased parameter, then it is a bounded error to assign to the object via one access path, and then read the value of the object via a distinct access path, unless the first access path denotes a part of a formal parameter that no longer exists at the point of the second access (due to leaving the corresponding callable construct). The possible consequences are that `Program_Error` is raised, or the newly assigned value is read, or some old value of the object is read.

NOTE 1 The mode of a formal parameter describes the direction of information transfer to or from the `subprogram_body` (see 6.1). 13/4

NOTE 2 A formal parameter of mode **in** is a constant view (see 3.3); it cannot be updated within the `subprogram_body`. 14/4

NOTE 3 A formal parameter of mode **out** can be uninitialized at the start of the `subprogram_body` (see 6.4.1). 15/5

## 6.3 Subprogram Bodies

A `subprogram_body` specifies the execution of a subprogram. 1

*Syntax*

```
subprogram_body ::=
  [overriding_indicator]
  subprogram_specification
  [aspect_specification] is
  declarative_part
  begin
  handled_sequence_of_statements
  end [designator];
```

2/3

If a **designator** appears at the end of a `subprogram_body`, it shall repeat the **defining\_designator** of the `subprogram_specification`. 3

*Legality Rules*

In contrast to other bodies, a `subprogram_body` is allowed to be defined without it being the completion of a previous declaration, in which case the body declares the subprogram. If the body is a completion, it shall be the completion of a `subprogram_declaration` or `generic_subprogram_declaration`. The profile of a `subprogram_body` that completes a declaration shall conform fully to that of the declaration. 4/5

*Static Semantics*

A `subprogram_body` is considered a declaration. It can either complete a previous declaration, or itself be the initial declaration of the subprogram. 5

*Dynamic Semantics*

The elaboration of a nongeneric `subprogram_body` has no other effect than to establish that the subprogram can from then on be called without failing the `Elaboration_Check`. 6

The execution of a `subprogram_body` is invoked by a subprogram call. For this execution the `declarative_part` is elaborated, and the `handled_sequence_of_statements` is then executed. 7

8 *Example of procedure body:*

```
9 procedure Push(E : in Element_Type; S : in out Stack) is
  begin
    if S.Index = S.Size then
      raise Stack_Overflow;
    else
      S.Index := S.Index + 1;
      S.Space(S.Index) := E;
    end if;
  end Push;
```

10 *Example of a function body:*

```
11 function Dot_Product(Left, Right : Vector) return Real is
  Sum : Real := 0.0;
  begin
    Check(Left'First = Right'First and Left'Last = Right'Last);
    for J in Left'Range loop
      Sum := Sum + Left(J)*Right(J);
    end loop;
    return Sum;
  end Dot_Product;
```

### 6.3.1 Conformance Rules

1 When subprogram profiles are given in more than one place, they are required to conform in one of four ways: type conformance, mode conformance, subtype conformance, or full conformance.

#### *Static Semantics*

2/1 As explained in B.1, “Interfacing Aspects”, a *convention* can be specified for an entity. Unless this document states otherwise, the default convention of an entity is Ada. For a callable entity or access-to-subprogram type, the convention is called the *calling convention*. The following conventions are defined by the language:

- 3/3 • The default calling convention for any subprogram not listed below is *Ada*. The Convention aspect may be specified to override the default calling convention (see B.1).
- 4 • The *Intrinsic* calling convention represents subprograms that are “built in” to the compiler. The default calling convention is *Intrinsic* for the following:
  - 5 • an enumeration literal;
  - 6 • a “/=” operator declared implicitly due to the declaration of “=” (see 6.6);
  - 7 • any other implicitly declared subprogram unless it is a dispatching operation of a tagged type;
  - 8 • an inherited subprogram of a generic formal tagged type with unknown discriminants;
  - 9 • an attribute that is a subprogram;
  - 10/2 • a subprogram declared immediately within a `protected_body`;
  - 10.1/4 • any prefixed view of a subprogram (see 4.1.3) without synchronization kind (see 9.5) `By_Entry` or `By_Protected_Procedure`.

11 The Access attribute is not allowed for *Intrinsic* subprograms.

- 12/4 • The default calling convention is *protected* for a protected subprogram, for a prefixed view of a subprogram with a synchronization kind of `By_Protected_Procedure`, and for an access-to-subprogram type with the reserved word **protected** in its definition.

|                                                                                                                                                                                                                                                                                                                                                                                                                               |        |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| • The default calling convention is <i>entry</i> for an entry and for a prefixed view of a subprogram with a synchronization kind of <i>By_Entry</i> .                                                                                                                                                                                                                                                                        | 13/4   |
| • The calling convention for an anonymous access-to-subprogram parameter or anonymous access-to-subprogram result is <i>protected</i> if the reserved word <b>protected</b> appears in its definition; otherwise, it is the convention of the entity that has the parameter or result, unless that entity has convention <i>protected</i> , <i>entry</i> , or <i>Intrinsic</i> , in which case the convention is <i>Ada</i> . | 13.1/5 |
| • If not specified above as <i>Intrinsic</i> , the calling convention for any inherited or overriding dispatching operation of a tagged type is that of the corresponding subprogram of the parent type. The default calling convention for a new dispatching operation of a tagged type is the convention of the type.                                                                                                       | 13.2/1 |
| Of these four conventions, only <i>Ada</i> and <i>Intrinsic</i> are allowed as a <i>convention_identifier</i> in the specification of a <i>Convention</i> aspect.                                                                                                                                                                                                                                                             | 14/3   |
| Two profiles are <i>type conformant</i> if they have the same number of parameters, and both have a result if either does, and corresponding parameter and result types are the same, or, for access parameters or access results, corresponding designated types are the same, or corresponding designated profiles are <i>type conformant</i> .                                                                             | 15/2   |
| Two profiles are <i>mode conformant</i> if:                                                                                                                                                                                                                                                                                                                                                                                   | 16/3   |
| • they are <i>type conformant</i> ; and                                                                                                                                                                                                                                                                                                                                                                                       | 16.1/3 |
| • corresponding parameters have identical modes and both or neither are explicitly aliased parameters; and                                                                                                                                                                                                                                                                                                                    | 16.2/3 |
| • for corresponding access parameters and any access result type, the designated subtypes statically match and either both or neither are <i>access-to-constant</i> , or the designated profiles are <i>subtype conformant</i> .                                                                                                                                                                                              | 16.3/3 |
| Two profiles are <i>subtype conformant</i> if they are <i>mode conformant</i> , corresponding subtypes of the profile statically match, and the associated calling conventions are the same. The profile of a generic formal subprogram is not <i>subtype conformant</i> with any other profile.                                                                                                                              | 17/3   |
| Two profiles are <i>fully conformant</i> if they are <i>subtype conformant</i> , if they have <i>access-to-subprogram</i> results whose designated profiles are <i>fully conformant</i> , and for corresponding parameters:                                                                                                                                                                                                   | 18/3   |
| • they have the same names; and                                                                                                                                                                                                                                                                                                                                                                                               | 18.1/3 |
| • both or neither have <i>null_exclusions</i> ; and                                                                                                                                                                                                                                                                                                                                                                           | 18.2/3 |
| • neither have <i>default_expressions</i> , or they both have <i>default_expressions</i> that are <i>fully conformant</i> with one another; and                                                                                                                                                                                                                                                                               | 18.3/3 |
| • for <i>access-to-subprogram</i> parameters, the designated profiles are <i>fully conformant</i> .                                                                                                                                                                                                                                                                                                                           | 18.4/3 |
| Two expressions are <i>fully conformant</i> if, after replacing each use of an operator with the equivalent <i>function_call</i> :                                                                                                                                                                                                                                                                                            | 19     |
| • each constituent construct of one corresponds to an instance of the same syntactic category in the other, except that an expanded name may correspond to a <i>direct_name</i> (or <i>character_literal</i> ) or to a different expanded name in the other; and                                                                                                                                                              | 20     |
| • corresponding <i>defining_identifiers</i> occurring within the two expressions are the same; and                                                                                                                                                                                                                                                                                                                            | 20.1/4 |
| • each <i>direct_name</i> , <i>character_literal</i> , and <i>selector_name</i> that is not part of the prefix of an expanded name in one denotes the same declaration as the corresponding <i>direct_name</i> , <i>character_literal</i> , or <i>selector_name</i> in the other, or they denote corresponding declarations occurring within the two expressions; and                                                         | 21/4   |

- 21.1/3 • each `attribute_designator` in one is the same as the corresponding `attribute_designator` in the other; and
- 22/5 • each `primary` that is a literal in one is a user-defined literal if and only if the corresponding literal in the other is also a user-defined literal. Furthermore, if neither are user-defined literals then they shall have the same values, but they may have differing textual representations; if both are user-defined literals then they shall have the same textual representation.
- 23 Two `known_discriminant_parts` are *fully conformant* if they have the same number of discriminants, and discriminants in the same positions have the same names, statically matching subtypes, and `default_expressions` that are fully conformant with one another.
- 24 Two `discrete_subtype_definitions` are *fully conformant* if they are both `subtype_indications` or are both `ranges`, the `subtype_marks` (if any) denote the same subtype, and the corresponding `simple_expressions` of the `ranges` (if any) fully conform.
- 24.1/2 The *prefixed view profile* of a subprogram is the profile obtained by omitting the first parameter of that subprogram. There is no prefixed view profile for a parameterless subprogram. For the purposes of defining subtype and mode conformance, the convention of a prefixed view profile is considered to match that of either an entry or a protected operation.

*Implementation Permissions*

- 25 An implementation may declare an operator declared in a language-defined library unit to be intrinsic.
- 26/5 NOTE Any conformance requirements between `aspect_specifications` that are part of a profile or `known_discriminant_part` are defined by the semantics of each particular aspect. In particular, there is no general requirement for `aspect_specifications` to match in conforming profiles or discriminant parts.

## 6.3.2 Inline Expansion of Subprograms

- 1 Subprograms may be expanded in line at the call site.

*Paragraphs 2 through 4 were moved to Annex J, “Obsolescent Features”.*

*Static Semantics*

- 5/3 For a callable entity or a generic subprogram, the following language-defined representation aspect may be specified:
- 5.1/3 **Inline**      The type of aspect `Inline` is Boolean. When aspect `Inline` is True for a callable entity, inline expansion is desired for all calls to that entity. When aspect `Inline` is True for a generic subprogram, inline expansion is desired for all calls to all instances of that generic subprogram.
- 5.2/3              If directly specified, the `aspect_definition` shall be a static expression. This aspect is never inherited; if not directly specified, the aspect is False.

*Implementation Permissions*

- 6/3 For each call, an implementation is free to follow or to ignore the recommendation determined by the `Inline` aspect.

## 6.4 Subprogram Calls

A *subprogram call* is either a `procedure_call_statement` or a `function_call`; it invokes the execution of the `subprogram_body`. The call specifies the association of the actual parameters, if any, with formal parameters of the subprogram. 1

### Syntax

```

procedure_call_statement ::=                               2
    procedure_name;
    | procedure_prefix actual_parameter_part;

function_call ::=                                       3
    function_name
    | function_prefix actual_parameter_part

actual_parameter_part ::=                                4
    (parameter_association {, parameter_association})

parameter_association ::=                               5
    [formal_parameter_selector_name =>] explicit_actual_parameter

explicit_actual_parameter ::= expression | variable_name 6

```

A `parameter_association` is *named* or *positional* according to whether or not the `formal_parameter_selector_name` is specified. For the `parameter_associations` of a single `actual_parameter_part` or `iterator_actual_parameter_part`, any positional associations shall precede any named associations. Named associations are not allowed if the prefix in a subprogram call is an `attribute_reference`. 7/5

### Name Resolution Rules

The name or prefix given in a `procedure_call_statement` shall resolve to denote a callable entity that is a procedure, or an entry renamed as (viewed as) a procedure. The name or prefix given in a `function_call` shall resolve to denote a callable entity that is a function. The name or prefix shall not resolve to denote an abstract subprogram unless it is also a dispatching subprogram. When there is an `actual_parameter_part`, the prefix can be an `implicit_dereference` of an access-to-subprogram value. 8/2

A subprogram call shall contain at most one association for each formal parameter. Each formal parameter without an association shall have a `default_expression` (in the profile of the view denoted by the name or prefix). This rule is an overloading rule (see 8.6). 9

### Static Semantics

If the name or prefix of a subprogram call denotes a prefixed view (see 4.1.3), the subprogram call is equivalent to a call on the underlying subprogram, with the first actual parameter being provided by the prefix of the prefixed view (or the Access attribute of this prefix if the first formal parameter is an access parameter), and the remaining actual parameters given by the `actual_parameter_part`, if any. 9.1/5

### Dynamic Semantics

For the execution of a subprogram call, the name or prefix of the call is evaluated, and each `parameter_association` is evaluated (see 6.4.1). If a `default_expression` is used, an implicit `parameter_association` is assumed for this rule. These evaluations are done in an arbitrary order. The `subprogram_body` is then executed, or a call on an entry or protected subprogram is performed (see 3.9.2). Finally, if the subprogram 10/2

completes normally, then after it is left, any necessary assigning back of formal to actual parameters occurs (see 6.4.1).

10.1/5

11/2 The exception `Program_Error` is raised at the point of a `function_call` if the function completes normally without executing a return statement.

12/2 A `function_call` denotes a constant, as defined in 6.5; the nominal subtype of the constant is given by the nominal subtype of the function result.

#### Examples

13 *Examples of procedure calls:*

```
14   Traverse_Tree;                               -- see 6.1
    Print_Header(128, Title, True);              -- see 6.1
15   Switch(From => X, To => Next);                -- see 6.1
    Print_Header(128, Header => Title, Center => True); -- see 6.1
    Print_Header(Header => Title, Center => True, Pages => 128); -- see 6.1
```

16 *Examples of function calls:*

```
17   Dot_Product(U, V) -- see 6.1 and 6.3
    Clock            -- see 9.6
    F.all            -- presuming F is of an access-to-subprogram type — see 3.10
```

18 *Examples of procedures with default expressions:*

```
19   procedure Activate(Process : in Process_Name;
                       After   : in Process_Name := No_Process;
                       Wait    : in Duration := 0.0;
                       Prior   : in Boolean := False);
20/3  procedure Pair(Left, Right : in Person_Name := new Person(M)); -- see 3.10.1
```

21 *Examples of their calls:*

```
22   Activate(X);
    Activate(X, After => Y);
    Activate(X, Wait => 60.0, Prior => True);
    Activate(X, Y, 10.0, False);
23/3  Pair;
    Pair(Left => new Person(F), Right => new Person(M));
24   NOTE If a default_expression is used for two or more parameters in a multiple parameter_specification, the default_expression is evaluated once for each omitted parameter. Hence in the above examples, the two calls of Pair are equivalent.
```

#### Examples

25 *Examples of overloaded subprograms:*

```
26   procedure Put(X : in Integer);
    procedure Put(X : in String);
27   procedure Set(Tint : in Color);
    procedure Set(Signal : in Light);
```

28 *Examples of their calls:*

```
29   Put(28);
    Put("no possible ambiguity here");
30   Set(Tint => Red);
    Set(Signal => Red);
    Set(Color'(Red));
```

- *Set(Red)* would be ambiguous since *Red* can
- denote a value either of type *Color* or of type *Light*

31/5

## 6.4.1 Parameter Associations

A parameter association defines the association between an actual parameter and a formal parameter.

1

### *Name Resolution Rules*

The *formal\_parameter\_selector\_name* of a named *parameter\_association* shall resolve to denote a *parameter\_specification* of the view being called; this is the formal parameter of the association. The formal parameter for a positional *parameter\_association* is the parameter with the corresponding position in the formal part of the view being called.

2/3

The *actual\_parameter* is either the *explicit\_actual\_parameter* given in a *parameter\_association* for a given formal parameter, or the corresponding *default\_expression* if no *parameter\_association* is given for the formal parameter. The expected type for an actual parameter is the type of the corresponding formal parameter.

3

If the mode is **in**, the actual is interpreted as an *expression*; otherwise, the actual is interpreted only as a *name*, if possible.

4

### *Legality Rules*

If the mode is **in out** or **out**, the actual shall be a *name* that denotes a variable.

5

If the mode is **out**, the actual parameter is a view conversion, and the type of the formal parameter is a scalar type, then

5.1/5

- neither the target type nor the operand type has the *Default\_Value* aspect specified; or
- both the target type and the operand type shall have the *Default\_Value* aspect specified, and there shall exist a type (other than a root numeric type) that is an ancestor of both the target type and the operand type.

5.2/5

5.3/5

In addition to the places where Legality Rules normally apply (see 12.3), these rules also apply in the private part of an instance of a generic unit.

5.4/4

If the formal parameter is an explicitly aliased parameter, the type of the actual parameter shall be tagged or the actual parameter shall be an aliased view of an object. Further, if the formal parameter subtype *F* is untagged:

6/3

- the subtype *F* shall statically match the nominal subtype of the actual object; or
- the subtype *F* shall be unconstrained, discriminated in its full view, and unconstrained in any partial view.

6.1/3

6.2/3

In addition to the places where Legality Rules normally apply (see 12.3), these rules also apply in the private part of an instance of a generic unit.

6.3/4

In a function call, the accessibility level of the actual object for each explicitly aliased parameter shall not be statically deeper than the accessibility level of the master of the call (see 3.10.2).

6.4/3

Two names are *known to denote the same object* if:

6.5/3

- both names statically denote the same stand-alone object or parameter; or
- both names are *selected\_components*, their *prefixes* are known to denote the same object, and their *selector\_names* denote the same component; or

6.6/3

6.7/3

- 6.8/3 • both names are dereferences (implicit or explicit) and the dereferenced names are known to denote the same object; or
  - 6.9/3 • both names are `indexed_components`, their prefixes are known to denote the same object, and each of the pairs of corresponding index values are either both static expressions with the same static value or both names that are known to denote the same object; or
  - 6.10/3 • both names are slices, their prefixes are known to denote the same object, and the two slices have statically matching index constraints; or
  - 6.11/3 • one of the two names statically denotes a renaming declaration whose renamed `object_name` is known to denote the same object as the other, the prefix of any dereference within the renamed `object_name` is not a variable, and any expression within the renamed `object_name` contains no references to variables nor calls on nonstatic functions.
- 6.12/3 Two names are *known to refer to the same object* if
- 6.13/3 • The two names are known to denote the same object; or
  - 6.14/3 • One of the names is a `selected_component`, `indexed_component`, or slice and its prefix is known to refer to the same object as the other name; or
  - 6.15/3 • One of the two names statically denotes a renaming declaration whose renamed `object_name` is known to refer to the same object as the other name.
- 6.16/3 If a call *C* has two or more parameters of mode **in out** or **out** that are of an elementary type, then the call is legal only if:
- 6.17/5 • For each name *N* denoting an object of an elementary type that is passed as a parameter of mode **in out** or **out** to the call *C*, there is no other name among the other parameters of mode **in out** or **out** to *C* that is known to denote the same object.
- 6.18/3 If a construct *C* has two or more direct constituents that are names or expressions whose evaluation may occur in an arbitrary order, at least one of which contains a function call with an **in out** or **out** parameter, then the construct is legal only if:
- 6.19/3 • For each name *N* that is passed as a parameter of mode **in out** or **out** to some inner function call *C2* (not including the construct *C* itself), there is no other name anywhere within a direct constituent of the construct *C* other than the one containing *C2*, that is known to refer to the same object.
- 6.20/3 For the purposes of checking this rule:
- 6.21/3 • For an array aggregate, an expression associated with a `discrete_choice_list` that has two or more discrete choices, or that has a nonstatic range, is considered as two or more separate occurrences of the expression;
  - 6.22/3 • For a record aggregate:
    - 6.23/3 • The expression of a `record_component_association` is considered to occur once for each associated component; and
    - 6.24/3 • The `default_expression` for each `record_component_association` with `<>` for which the associated component has a `default_expression` is considered part of the aggregate;
  - 6.25/3 • For a call, any `default_expression` evaluated as part of the call is considered part of the call.
- Dynamic Semantics*
- 7 For the evaluation of a `parameter_association`:
- 8 • The actual parameter is first evaluated.



- For an access parameter, the `access_definition` is elaborated, which creates the anonymous access type. 9
  - For a parameter (of any mode) that is passed by reference (see 6.2), a view conversion of the actual parameter to the nominal subtype of the formal parameter is evaluated, and the formal parameter denotes that conversion. 10
  - For an **in** or **in out** parameter that is passed by copy (see 6.2), the formal parameter object is created, and the value of the actual parameter is converted to the nominal subtype of the formal parameter and assigned to the formal. 11
  - For an **out** parameter that is passed by copy, the formal parameter object is created, and: 12
    - For an access type, the formal parameter is initialized from the value of the actual, without checking whether the value satisfies any constraints, predicates, or null exclusions, but including any dynamic accessibility checks associated with a conversion to the type of the formal parameter. 13/5
    - For a scalar type that has the `Default_Value` aspect specified, the formal parameter is initialized from the value of the actual, without checking that the value satisfies any constraint or any predicate. 13.1/5
      - 13.2/5
      - 13.3/5
      - 13.4/5
    - For a composite type with discriminants or that has implicit initial values for any subcomponents (see 3.3.1), the behavior is as for an **in out** parameter passed by copy, except that no predicate check is performed. 14/5
    - For any other type, the formal parameter is uninitialized. If composite, a view conversion of the actual parameter to the nominal subtype of the formal is evaluated (which can raise `Constraint_Error`), and the actual subtype of the formal is that of the view conversion. If elementary, the actual subtype of the formal is given by its nominal subtype. 15/5
    - Furthermore, if the type is a scalar type, and the actual parameter is a view conversion, then `Program_Error` is raised if either the target or the operand type has the `Default_Value` aspect specified, unless they both have the `Default_Value` aspect specified, and there is a type (other than a root numeric type) that is an ancestor of both the target type and the operand type. 15.1/5
  - In a function call, for each explicitly aliased parameter, a check is made that the accessibility level of the master of the actual object is not deeper than that of the master of the call (see 3.10.2). 15.2/5
- A formal parameter of mode **in out** or **out** with discriminants is constrained if either its nominal subtype or the actual parameter is constrained. 16
- After normal completion and leaving of a subprogram, for each **in out** or **out** parameter that is passed by copy, the value of the formal parameter is converted to the subtype of the variable given as the actual parameter and assigned to it. These conversions and assignments occur in an arbitrary order. 17
- Erroneous Execution*
- If the nominal subtype of a formal parameter with discriminants is constrained or indefinite, and the parameter is passed by reference, then the execution of the call is erroneous if the value of any discriminant of the actual is changed while the formal parameter exists (that is, before leaving the corresponding callable construct). 18/3

*Implementation Permissions*

- 19/5 If the actual parameter in a `parameter_association` with mode **out** is a view conversion between two access types that do not share a common ancestor type, the implementation may pass in the null value of the type of the formal parameter instead of the value of the actual parameter. It is implementation-defined under what circumstances the implementation passes in the null value.

**6.5 Return Statements**

- 1/2 A `simple_return_statement` or `extended_return_statement` (collectively called a *return statement*) is used to complete the execution of the innermost enclosing `subprogram_body`, `entry_body`, or `accept_statement`.

*Syntax*

- 2/2 `simple_return_statement ::= return [expression];`
- 2.1/5 `extended_return_object_declaration ::=`  
`defining_identifier : [aliased] [constant] return_subtype_indication [:= expression]`  
`[aspect_specification]`
- 2.2/3 `extended_return_statement ::=`  
`return extended_return_object_declaration [do`  
`handled_sequence_of_statements`  
`end return];`
- 2.3/2 `return_subtype_indication ::= subtype_indication | access_definition`

*Name Resolution Rules*

- 3/5 The *result subtype* of a function is the subtype denoted by the `subtype_mark`, or defined by the `access_definition`, after the reserved word **return** in the profile of the function. The expected type for the expression, if any, of a `simple_return_statement` is the result type of the corresponding function. The expected type for the expression of an `extended_return_object_declaration` is that of the `return_subtype_indication`.

*Legality Rules*

- 4/2 A return statement shall be within a callable construct, and it *applies to* the innermost callable construct or `extended_return_statement` that contains it. A return statement shall not be within a body that is within the construct to which the return statement applies.
- 5/5 A function body shall contain at least one return statement that applies to the function body, unless the function contains `code_statements`. A `simple_return_statement` shall include an expression if and only if it applies to a function body. An `extended_return_statement` shall apply to a function body. An `extended_return_object_declaration` with the reserved word **constant** shall include an expression.
- 5.1/5 The *expression of an extended\_return\_statement* is the expression (if any) of the `extended_return_object_declaration` of the `extended_return_statement`.
- 5.2/2 For an `extended_return_statement` that applies to a function body:
- 5.3/5
- If the result subtype of the function is defined by a `subtype_mark`, the `return_subtype_indication` shall be a `subtype_indication`. The type of the `subtype_indication` shall be covered by the result type of the function. The subtype defined by the `subtype_indication` shall be statically compatible with the result subtype of the function; if the result type of the function is

elementary, the two subtypes shall statically match. If the result subtype of the function is indefinite, then the subtype defined by the `subtype_indication` shall be a definite subtype, or there shall be an `expression`.

- If the result subtype of the function is defined by an `access_definition`, the `return_subtype_indication` shall be an `access_definition`. The subtype defined by the `access_definition` shall statically match the result subtype of the function. The accessibility level of this anonymous access subtype is that of the result subtype. 5.4/5
- If the result subtype of the function is class-wide, the accessibility level of the type of the subtype defined by the `return_subtype_indication` shall not be statically deeper than that of the master that elaborated the function body. 5.5/5

For any return statement that applies to a function body: 5.6/5

- If the result subtype of the function is limited, then the `expression` of the return statement (if any) shall meet the restrictions described in 7.5. 5.7/5
- If the result subtype of the function is class-wide, the accessibility level of the type of the `expression` (if any) of the return statement shall not be statically deeper than that of the master that elaborated the function body. 5.8/5
- If the subtype determined by the `expression` of the `simple_return_statement` or by the `return_subtype_indication` has one or more access discriminants, the accessibility level of the anonymous access type of each access discriminant shall not be statically deeper than that of the master that elaborated the function body. 5.9/5

If the reserved word **aliased** is present in an `extended_return_object_declaration`, the type of the extended return object shall be immutably limited. 5.10/5

#### *Static Semantics*

Within an `extended_return_statement`, the *return object* is declared with the given `defining_identifier`, with the nominal subtype defined by the `return_subtype_indication`. An `extended_return_statement` with the reserved word **constant** is a full constant declaration that declares the return object to be a constant object. 5.11/5

#### *Dynamic Semantics*

For the execution of an `extended_return_statement`, the `subtype_indication` or `access_definition` is elaborated. This creates the nominal subtype of the return object. If there is an `expression`, it is evaluated and converted to the nominal subtype (which can raise `Constraint_Error` — see 4.6); the return object is created and the converted value is assigned to the return object. Otherwise, the return object is created and initialized by default as for a stand-alone object of its nominal subtype (see 3.3.1). If the nominal subtype is indefinite, the return object is constrained by its initial value. A check is made that the value of the return object belongs to the function result subtype. `Constraint_Error` is raised if this check fails. 5.12/5

For the execution of a `simple_return_statement`, the `expression` (if any) is first evaluated, converted to the result subtype, and then is assigned to the anonymous *return object*. 6/2

If the return object has any parts that are tasks, the activation of those tasks does not occur until after the function returns (see 9.2). 7/2

If the result type of a function is a specific tagged type, the tag of the return object is that of the result type. If the result type is class-wide, the tag of the return object is that of the value of the `expression` of the return statement, unless the return object is defined by an `extended_return_object_declaration` with a `subtype_indication` that is specific, in which case it is that of the type of the `subtype_indication`. A check 8/5

is made that the master of the type identified by the tag of the result includes the elaboration of the master that elaborated the function body. If this check fails, `Program_Error` is raised.

- 8.1/5 For the execution of an `extended_return_statement`, the `handled_sequence_of_statements` is executed. Within this `handled_sequence_of_statements`, the execution of a `simple_return_statement` that applies to the `extended_return_statement` causes a transfer of control that completes the `extended_return_statement`. Upon completion of a return statement that applies to a callable construct by the normal completion of a `simple_return_statement` or by reaching the **end return** of an `extended_return_statement`, a transfer of control is performed which completes the execution of the callable construct, and returns to the caller.
- 8.2/5 If the result subtype of the function is defined by an `access_definition` designating a specific tagged type *T*, a check is made that the result value is null or the tag of the object designated by the result value identifies *T*. `Constraint_Error` is raised if this check fails.
- Paragraphs 9 through 20 were deleted.*
- 21/3 If any part of the specific type of the return object of a function (or coextension thereof) has one or more access discriminants whose value is not constrained by the result subtype of the function, a check is made that the accessibility level of the anonymous access type of each access discriminant, as determined by the `expression` or the `return_subtype_indication` of the return statement, is not deeper than the level of the master of the call (see 3.10.2). If this check fails, `Program_Error` is raised.
- 22/5 A check is performed that the return value satisfies the predicates of the return subtype. If this check fails, the effect is as defined in 3.2.4.
- 23/2 In the case of a function, the `function_call` denotes a constant view of the return object.

#### *Implementation Permissions*

- 24/3 For a function call used to initialize a composite object with a constrained nominal subtype or used to initialize a return object that is built in place into such an object:
- 24.1/3
- If the result subtype of the function is constrained, and conversion of an object of this subtype to the subtype of the object being initialized would raise `Constraint_Error`, then `Constraint_Error` may be raised before calling the function.
- 24.2/3
- If the result subtype of the function is unconstrained, and a return statement is executed such that the return object is known to be constrained, and conversion of the return object to the subtype of the object being initialized would raise `Constraint_Error`, then `Constraint_Error` may be raised at the point of the call (after abandoning the execution of the function body).

#### *Examples*

25 *Examples of return statements:*

```

26/2   return;                                -- in a procedure body, entry_body,
   -- accept_statement, or extended_return_statement

27     return Key_Value (Last_Index) ;        -- in a function body

28/2   return Node : Cell do                  -- in a function body, see 3.10.1 for Cell
        Node.Value := Result;
        Node.Succ := Next_Node;
    end return;
```

## 6.5.1 Nonreturning Subprograms

Specifying aspect `No_Return` to have the value `True` indicates that a subprogram cannot return normally; it may, for example, propagate an exception or loop forever.

1/5

*Paragraphs 2 and 3 were moved to Annex J, “Obsolescent Features”.*

### Static Semantics

For a subprogram or generic subprogram, the following language-defined representation aspect may be specified:

3.1/5

`No_Return` The type of aspect `No_Return` is Boolean. When aspect `No_Return` is `True` for an entity, the entity is said to be *nonreturning*.

3.2/3

If directly specified, the `aspect_definition` shall be a static expression. When not directly specified, if the subprogram is a primitive subprogram inherited by a derived type, then the aspect is `True` if any corresponding subprogram of the parent or progenitor types is nonreturning. Otherwise, the aspect is `False`.

3.3/5

If a generic subprogram is nonreturning, then so are its instances. If a subprogram declared within a generic unit is nonreturning, then so are the corresponding copies of that subprogram in instances.

3.4/5

### Legality Rules

Aspect `No_Return` shall not be specified for a null procedure nor an instance of a generic unit.

4/3

A return statement shall not apply to a nonreturning procedure or generic procedure.

5/2

Any return statement that applies to a nonreturning function or generic function shall be a `simple_return_statement` with an expression that is a `raise_expression`, a call on a nonreturning function, or a parenthesized expression of one of these.

5.1/5

A subprogram shall be nonreturning if it overrides a dispatching nonreturning subprogram. In addition to the places where Legality Rules normally apply (see 12.3), this rule applies also in the private part of an instance of a generic unit.

6/5

If a renaming-as-body completes a nonreturning subprogram declaration, then the renamed subprogram shall be nonreturning.

7/5

*Paragraph 8 was deleted.*

### Dynamic Semantics

If the body of a nonreturning procedure completes normally, `Program_Error` is raised at the point of the call.

9/2

### Examples

*Example of a specification of a `No_Return` aspect:*

10/5

```
procedure Fail(Msg : String) -- raises Fatal_Error exception
with No_Return;
-- Inform compiler and reader that procedure never returns normally
```

11/3

## 6.6 Overloading of Operators

- 1 An *operator* is a function whose designator is an `operator_symbol`. Operators, like other functions, may be overloaded.

### *Name Resolution Rules*

- 2 Each use of a unary or binary operator is equivalent to a `function_call` with *function\_prefix* being the corresponding `operator_symbol`, and with (respectively) one or two positional actual parameters being the operand(s) of the operator (in order).

### *Legality Rules*

- 3/3 The `subprogram_specification` of a unary or binary operator shall have one or two parameters, respectively. The parameters shall be of mode **in**. A generic function instantiation whose designator is an `operator_symbol` is only allowed if the specification of the generic function has the corresponding number of parameters, and they are all of mode **in**.
- 4 `Default_expressions` are not allowed for the parameters of an operator (whether the operator is declared with an explicit `subprogram_specification` or by a `generic_instantiation`).
- 5 An explicit declaration of `"/=` shall not have a result type of the predefined type Boolean.

### *Static Semantics*

- 6/3 An explicit declaration of `"=` whose result type is Boolean implicitly declares an operator `"/=` that gives the complementary result.
- 7/5 | NOTE The operators `"+` and `"-` are both unary and binary operators, and hence can be overloaded with both one- and two-parameter functions.

### *Examples*

- 8 *Examples of user-defined operators:*

```
9      function "+" (Left, Right : Matrix) return Matrix;
      function "+" (Left, Right : Vector) return Vector;

-- assuming that A, B, and C are of the type Vector
-- the following two statements are equivalent:

A := B + C;
A := "+" (B, C);
```

## 6.7 Null Procedures

- 1/2 A `null_procedure_declaration` provides a shorthand to declare a procedure with an empty body.

### *Syntax*

- 2/3 `null_procedure_declaration ::=`  
`[overriding_indicator]`  
`procedure_specification is null`  
`[aspect_specification];`

*Legality Rules*

If a `null_procedure_declaration` is a completion, it shall be the completion of a `subprogram_declaration` or `generic_subprogram_declaration`. The profile of a `null_procedure_declaration` that completes a declaration shall conform fully to that of the declaration. 2.1/3

*Static Semantics*

A `null_procedure_declaration` that is not a completion declares a *null procedure*. A completion is not allowed for a `null_procedure_declaration`; however, a `null_procedure_declaration` can complete a previous declaration. 3/5

*Dynamic Semantics*

The execution of a null procedure is invoked by a subprogram call. For the execution of a subprogram call on a null procedure, or on a procedure completed with a `null_procedure_declaration`, the execution of the `subprogram_body` has no effect. 4/5

The elaboration of a `null_procedure_declaration` has no other effect than to establish that the null procedure can be called without failing the `Elaboration_Check`. 5/3

*Examples*

*Example of the declaration of a null procedure:*

```
procedure Simplify(Expr : in out Expression) is null; -- see 3.9
-- By default, Simplify does nothing, but it can be overridden in extensions of Expression
```

## 6.8 Expression Functions

An `expression_function_declaration` provides a shorthand to declare a function whose body consists of a single return statement. 1/3

*Syntax*

```
expression_function_declaration ::=
  [overriding_indicator]
  function_specification is
    (expression)
    [aspect_specification];
| [overriding_indicator]
  function_specification is
    aggregate
    [aspect_specification];
```

*Name Resolution Rules*

The expected type for the `expression` or `aggregate` of an `expression_function_declaration` is the result type (see 6.5) of the function. 3/4

*Static Semantics*

An `expression_function_declaration` that is not a completion declares an *expression function*. The *return expression of an expression function* is the `expression` or `aggregate` of the `expression_function_declaration`. A completion is not allowed for an `expression_function_declaration`; however, an `expression_function_declaration` can complete a previous declaration. 3.1/5

- 3.2/5 A *potentially static expression* is defined in the same way as a static expression except that
- 3.3/5
- a name denoting a formal parameter of an expression function is a potentially static expression; and
- 3.4/5
- each use of “static expression” in the definition of “static expression” is replaced with a corresponding use of “potentially static expression” in the definition of “potentially static expression”.

3.5/5 The following language-defined representation aspect may be specified for an expression function:

3.6/5 **Static**

The type of aspect **Static** is Boolean. When aspect **Static** is True for an expression function, the function is a *static expression function*. If directly specified, the `aspect_definition` shall be a static expression.

3.7/5

The **Static** value for an inherited function is True if some corresponding primitive function of the parent or progenitor type is a static expression function; otherwise, if not directly specified, the aspect is False.

3.8/5 A static expression function is a static function; see 4.9.

#### *Legality Rules*

4/3 If an `expression_function_declaration` is a completion, it shall be the completion of a `subprogram_declaration` or `generic_subprogram_declaration`. The profile of an `expression_function_declaration` that completes a declaration shall conform fully to that of the declaration.

5/4 If the result subtype has one or more unconstrained access discriminants, the accessibility level of the anonymous access type of each access discriminant, as determined by the `expression` or `aggregate` of the `expression_function_declaration`, shall not be statically deeper than that of the master that elaborated the `expression_function_declaration`.

5.1/5 Aspect **Static** shall be specified to have the value True only if the associated `expression_function_declaration`:

- 5.2/5 • is not a completion;
- 5.3/5 • has an `expression` that is a potentially static expression;
- 5.4/5 • contains no calls to itself;
- 5.5/5 • each parameter (if any) is of mode **in** and is of a static subtype;
- 5.6/5 • has a result subtype that is a static subtype;
- 5.7/5 • has no applicable precondition or postcondition expression; and
- 5.8/5 • for result type *R*, if the function is a boundary entity for type *R* (see 7.3.2), no type invariant applies to type *R*; if *R* has a component type *C*, a similar rule applies to *C*.

*Paragraph 6 was deleted.*

#### *Static Semantics*

6/5

#### *Dynamic Semantics*

7/5 The execution of an expression function is invoked by a subprogram call. For the execution of a subprogram call on an expression function, or on a function completed with a `expression_function_`



declaration, the execution of the `subprogram_body` executes an implicit function body containing only a `simple_return_statement` whose expression is the return expression of the expression function.

The elaboration of an `expression_function_declaration` has no other effect than to establish that the expression function can be called without failing the `Elaboration_Check`.

8/3

*Examples**Example of an expression function:*

```
function Is-Origin (P : in Point) return Boolean is -- see 3.9
  (P.X = 0.0 and P.Y = 0.0);
```

9/5

10/3



## 7 Packages

Packages are program units that allow the specification of groups of logically related entities. Typically, a package contains the declaration of a type (often a private type or private extension) along with the declarations of primitive subprograms of the type, which can be called from outside the package, while their inner workings remain hidden from outside users.

### 7.1 Package Specifications and Declarations

A package is generally provided in two parts: a `package_specification` and a `package_body`. Every package has a `package_specification`, but not all packages have a `package_body`.

*Syntax*

```
package_declaration ::= package_specification;
```

```
package_specification ::=
  package defining_program_unit_name
    [aspect_specification] is
    {basic_declarative_item}
  [private
    {basic_declarative_item}]
  end [[parent_unit_name.]identifier]
```

If an identifier or `parent_unit_name.identifier` appears at the end of a `package_specification`, then this sequence of lexical elements shall repeat the `defining_program_unit_name`.

*Legality Rules*

A `package_declaration` or `generic_package_declaration` requires a completion (a body) if it contains any `basic_declarative_item` that requires a completion, but whose completion is not in its `package_specification`.

*Static Semantics*

The first list of `basic_declarative_items` of a `package_specification` of a package other than a generic formal package is called the *visible part* of the package. The optional list of `basic_declarative_items` after the reserved word **private** (of any `package_specification`) is called the *private part* of the package. If the reserved word **private** does not appear, the package has an implicit empty private part. Each list of `basic_declarative_items` of a `package_specification` forms a *declaration list* of the package.

An entity declared in the private part of a package is visible only within the declarative region of the package itself (including any child units — see 10.1.1). In contrast, expanded names denoting entities declared in the visible part can be used even outside the package; furthermore, direct visibility of such entities can be achieved by means of `use_clauses` (see 4.1.3 and 8.4).

*Dynamic Semantics*

The elaboration of a `package_declaration` consists of the elaboration of its `basic_declarative_items` in the given order.

NOTE 1 The visible part of a package contains all the information that another program unit is able to know about the package.

- 10 NOTE 2 If a declaration occurs immediately within the specification of a package, and the declaration has a corresponding completion that is a body, then that body has to occur immediately within the body of the package.

*Examples*

11 *Example of a package declaration:*

```

12 package Rational_Numbers is
13     type Rational is
14         record
15             Numerator    : Integer;
16             Denominator  : Positive;
17         end record;
18     function "=" (X,Y : Rational) return Boolean;
19     function "/" (X,Y : Integer) return Rational; -- to construct a rational number
20     function "+" (X,Y : Rational) return Rational;
21     function "-" (X,Y : Rational) return Rational;
22     function "*" (X,Y : Rational) return Rational;
23     function "/" (X,Y : Rational) return Rational;
24 end Rational_Numbers;
```

- 17 There are also many examples of package declarations in the predefined language environment (see Annex A).

## 7.2 Package Bodies

- 1 In contrast to the entities declared in the visible part of a package, the entities declared in the `package_body` are visible only within the `package_body` itself. As a consequence, a package with a `package_body` can be used for the construction of a group of related subprograms in which the logical operations available to clients are clearly isolated from the internal entities.

*Syntax*

```

2/3 package_body ::=
    package body defining_program_unit_name
        [aspect_specification] is
            declarative_part
        [begin
            handled_sequence_of_statements]
        end [[parent_unit_name.]identifier];
```

- 3 If an identifier or `parent_unit_name.identifier` appears at the end of a `package_body`, then this sequence of lexical elements shall repeat the `defining_program_unit_name`.

*Legality Rules*

- 4/5 A `package_body` shall be the completion of a previous `package_declaration` or `generic_package_declaration`. A library `package_declaration` or library `generic_package_declaration` shall not have a body unless it requires a body; the `Elaborate_Body` aspect can be used to require a `library_unit_declaration` to have a body (see 10.2.1) if it would not otherwise require one.

*Static Semantics*

- 5 In any `package_body` without `statements` there is an implicit `null_statement`. For any `package_declaration` without an explicit completion, there is an implicit `package_body` containing a single `null_statement`. For a noninstance, nonlibrary package, this body occurs at the end of the `declarative_part`

of the innermost enclosing program unit or `block_statement`; if there are several such packages, the order of the implicit `package_bodies` is unspecified. (For an instance, the implicit `package_body` occurs at the place of the instantiation (see 12.3). For a library package, the place is partially determined by the elaboration dependences (see Clause 10).)

#### *Dynamic Semantics*

For the elaboration of a nongeneric `package_body`, its `declarative_part` is first elaborated, and its `handled_sequence_of_statements` is then executed. 6

NOTE 1 A variable declared in the body of a package is only visible within this body and, consequently, its value can only be changed within the `package_body`. In the absence of local tasks, the value of such a variable remains unchanged between calls issued from outside the package to subprograms declared in the visible part. The properties of such a variable are similar to those of a “static” variable of C. 7

NOTE 2 The elaboration of the body of a subprogram explicitly declared in the visible part of a package is caused by the elaboration of the body of the package. Hence a call of such a subprogram by an outside program unit raises the exception `Program_Error` if the call takes place before the elaboration of the `package_body` (see 3.11). 8

#### *Examples*

*Example of a package body (see 7.1):* 9

```

package body Rational_Numbers is 10
  procedure Same_Denominator (X,Y : in out Rational) is 11
  begin
    -- reduces X and Y to the same denominator:
    ...
  end Same_Denominator;

  function "=" (X,Y : Rational) return Boolean is 12
    U : Rational := X;
    V : Rational := Y;
  begin
    Same_Denominator (U,V);
    return U.Numerator = V.Numerator;
  end "=";

  function "/" (X,Y : Integer) return Rational is 13
  begin
    if Y > 0 then
      return (Numerator => X, Denominator => Y);
    else
      return (Numerator => -X, Denominator => -Y);
    end if;
  end "/";

  function "+" (X,Y : Rational) return Rational is ... end "+"; 14
  function "-" (X,Y : Rational) return Rational is ... end "-";
  function "*" (X,Y : Rational) return Rational is ... end "*";
  function "/" (X,Y : Rational) return Rational is ... end "/";

end Rational_Numbers; 15

```

## 7.3 Private Types and Private Extensions

- 1 The declaration (in the visible part of a package) of a type as a private type or private extension serves to separate the characteristics that can be used directly by outside program units (that is, the logical properties) from other characteristics whose direct use is confined to the package (the details of the definition of the type itself). See 3.9.1 for an overview of type extensions.

### Syntax

- 2/3 `private_type_declaration ::=`  
`type defining_identifier [discriminant_part] is [[abstract] tagged] [limited] private`  
`[aspect_specification];`
- 3/3 `private_extension_declaration ::=`  
`type defining_identifier [discriminant_part] is`  
`[abstract] [limited | synchronized] new ancestor_subtype_indication`  
`[and interface_list] with private`  
`[aspect_specification];`

### Legality Rules

- 4 A `private_type_declaration` or `private_extension_declaration` declares a *partial view* of the type; such a declaration is allowed only as a `declarative_item` of the visible part of a package, and it requires a completion, which shall be a `full_type_declaration` that occurs as a `declarative_item` of the private part of the package. The view of the type declared by the `full_type_declaration` is called the *full view*. A generic formal private type or a generic formal private extension is also a partial view.
- 5 A type shall be completely defined before it is frozen (see 3.11.1 and 13.14). Thus, neither the declaration of a variable of a partial view of a type, nor the creation by an `allocator` of an object of the partial view are allowed before the full declaration of the type. Similarly, before the full declaration, the name of the partial view cannot be used in a `generic_instantiation` or in a representation item.
- 6/2 A private type is limited if its declaration includes the reserved word **limited**; a private extension is limited if its ancestor type is a limited type that is not an interface type, or if the reserved word **limited** or **synchronized** appears in its definition. If the partial view is nonlimited, then the full view shall be nonlimited. If a tagged partial view is limited, then the full view shall be limited. On the other hand, if an untagged partial view is limited, the full view may be limited or nonlimited.
- 7 If the partial view is tagged, then the full view shall be tagged. On the other hand, if the partial view is untagged, then the full view may be tagged or untagged. In the case where the partial view is untagged and the full view is tagged, no derivatives of the partial view are allowed within the immediate scope of the partial view; derivatives of the full view are allowed.
- 7.1/2 If a full type has a partial view that is tagged, then:
- 7.2/2
- the partial view shall be a synchronized tagged type (see 3.9.4) if and only if the full type is a synchronized tagged type;
- 7.3/2
- the partial view shall be a descendant of an interface type (see 3.9.4) if and only if the full type is a descendant of the interface type.
- 8 The *ancestor subtype* of a `private_extension_declaration` is the subtype defined by the `ancestor_subtype_indication`; the ancestor type shall be a specific tagged type. The full view of a private extension shall be derived (directly or indirectly) from the ancestor type. In addition to the places where Legality

Rules normally apply (see 12.3), the requirement that the ancestor be specific applies also in the private part of an instance of a generic unit.

If the reserved word **limited** appears in a `private_extension_declaration`, the ancestor type shall be a limited type. If the reserved word **synchronized** appears in a `private_extension_declaration`, the ancestor type shall be a limited interface. 8.1/2

If the declaration of a partial view includes a `known_discriminant_part`, then the `full_type_declaration` shall have a fully conforming (explicit) `known_discriminant_part` (see 6.3.1). The ancestor subtype may be unconstrained; the parent subtype of the full view is required to be constrained (see 3.7). 9/5

If a private extension inherits known discriminants from the ancestor subtype, then the full view shall also inherit its discriminants from the ancestor subtype, and the parent subtype of the full view shall be constrained if and only if the ancestor subtype is constrained. 10

If the `full_type_declaration` for a private extension includes a `derived_type_definition`, then the reserved word **limited** shall appear in the `full_type_declaration` if and only if it also appears in the `private_extension_declaration`. 10.1/3

If a partial view has unknown discriminants, then the `full_type_declaration` may define a definite or an indefinite subtype, with or without discriminants. 11

If a partial view has neither known nor unknown discriminants, then the `full_type_declaration` shall define a definite subtype. 12

If the ancestor subtype of a private extension has constrained discriminants, then the parent subtype of the full view shall impose a statically matching constraint on those discriminants. 13

#### *Static Semantics*

A `private_type_declaration` declares a private type and its first subtype. Similarly, a `private_extension_declaration` declares a private extension and its first subtype. 14

A declaration of a partial view and the corresponding `full_type_declaration` define two views of a single type. The declaration of a partial view together with the visible part define the operations that are available to outside program units; the declaration of the full view together with the private part define other operations whose direct use is possible only within the declarative region of the package itself. Moreover, within the scope of the declaration of the full view, the characteristics (see 3.4) of the type are determined by the full view; in particular, within its scope, the full view determines the classes that include the type, which components, entries, and protected subprograms are visible, what attributes and other predefined operations are allowed, and whether the first subtype is static. See 7.3.1. 15/3

For a private extension, the characteristics (including components, but excluding discriminants if there is a new `discriminant_part` specified), predefined operators, and inherited user-defined primitive subprograms are determined by its ancestor type and its progenitor types (if any), in the same way that those of a record extension are determined by those of its parent type and its progenitor types (see 3.4 and 7.3.1). 16/3

#### *Dynamic Semantics*

The elaboration of a `private_type_declaration` creates a partial view of a type. The elaboration of a `private_extension_declaration` elaborates the `ancestor_subtype_indication`, and creates a partial view of a type. 17

NOTE 1 The partial view of a type as declared by a `private_type_declaration` is defined to be a composite view (in 3.2). The full view of the type can be elementary or composite. A private extension is also composite, as is its full view. 18/5

- 19/2 NOTE 2 Declaring a private type with an `unknown_discriminant_part` is a way of preventing clients from creating uninitialized objects of the type; they are then forced to initialize each object by calling some operation declared in the visible part of the package.
- 20/5 NOTE 3 The ancestor type specified in a `private_extension_declaration` and the parent type specified in the corresponding declaration of a record extension given in the private part can be different. If the ancestor type is not an interface type, the parent type of the full view can be any descendant of the ancestor type. In this case, for a primitive subprogram that is inherited from the ancestor type and not overridden, the formal parameter names and default expressions (if any) come from the corresponding primitive subprogram of the specified ancestor type, while the body comes from the corresponding primitive subprogram of the parent type of the full view. See 3.9.2.
- 21/5 NOTE 4 If the ancestor type specified in a `private_extension_declaration` is an interface type, the parent type can be any type so long as the full view is a descendant of the ancestor type. The progenitor types specified in a `private_extension_declaration` and the progenitor types specified in the corresponding declaration of a record extension given in the private part are not necessarily the same — it is only necessary that the private extension and the record extension be descended from the same set of interfaces.

*Examples*

22 *Examples of private type declarations:*

```
23     type Key is private;
     type File_Name is limited private;
```

24 *Example of a private extension declaration:*

```
25     type List is new Ada.Finalization.Controlled with private;
```

## 7.3.1 Private Operations

- 1 For a type declared in the visible part of a package or generic package, certain operations on the type do not become visible until later in the package — either in the private part or the body. Such *private operations* are available only inside the declarative region of the package or generic package.

*Static Semantics*

- 2 The predefined operators that exist for a given type are determined by the classes to which the type belongs. For example, an integer type has a predefined "+" operator. In most cases, the predefined operators of a type are declared immediately after the definition of the type; the exceptions are explained below. Inherited subprograms are also implicitly declared immediately after the definition of the type, except as stated below.
- 3/3 For a composite type, the characteristics (see 7.3) of the type are determined in part by the characteristics of its component types. At the place where the composite type is declared, the only characteristics of component types used are those characteristics visible at that place. If later immediately within the declarative region in which the composite type is declared additional characteristics become visible for a component type, then any corresponding characteristics become visible for the composite type. Any additional predefined operators are implicitly declared at that place. If there is no such place, then additional predefined operators are not declared at all, but they still exist.
- 4/1 The corresponding rule applies to a type defined by a `derived_type_definition`, if there is a place immediately within the declarative region in which the type is declared where additional characteristics of its parent type become visible.
- 5/1 For example, an array type whose component type is limited private becomes nonlimited if the full view of the component type is nonlimited and visible at some later place immediately within the declarative region in which the array type is declared. In such a case, the predefined "=" operator is implicitly declared at that place, and assignment is allowed after that place.



The characteristics and constraints of the designated subtype of an access type follow a somewhat different rule. The view of the designated subtype of (a view of) an access type at a given place is determined by the view of the designated subtype that is visible at that place, rather than the view at the place where the access type is declared. 5.1/5

A type is a *descendant* of the full view of some ancestor of its parent type only if the current view it has of its parent is a descendant of the full view of that ancestor. More generally, at any given place, a type is descended from the same view of an ancestor as that from which the current view of its parent is descended. This view determines what characteristics are inherited from the ancestor, and, for example, whether the type is considered to be a descendant of a record type, or a descendant only through record extensions of a more distant ancestor. 5.2/5

Furthermore, it is possible for there to be places where a derived type is known to be derived indirectly from an ancestor type, but is not a descendant of even a partial view of the ancestor type, because the parent of this derived type is not visibly a descendant of the ancestor. In this case, the derived type inherits no characteristics from that ancestor, but nevertheless is within the derivation class of the ancestor for the purposes of type conversion, the "covers" relationship, and matching against a formal derived type. In this case the derived type is effectively a *descendant* of an incomplete view of the ancestor. 5.3/5

Inherited primitive subprograms follow a different rule. For a `derived_type_definition`, each inherited primitive subprogram is implicitly declared at the earliest place, if any, immediately within the declarative region in which the `type_declaration` occurs, but after the `type_declaration`, where the corresponding declaration from the parent is visible. If there is no such place, then the inherited subprogram is not declared at all, but it still exists. For a tagged type, it is possible to dispatch to an inherited subprogram that is not declared at all. 6/3

For a `private_extension_declaration`, each inherited subprogram is declared immediately after the `private_extension_declaration` if the corresponding declaration from the ancestor is visible at that place. Otherwise, the inherited subprogram is not declared for the private extension, though it can be for the full type. 7/5

The Class attribute is defined for tagged subtypes in 3.9. In addition, for every subtype S of an untagged private type whose full view is tagged, the following attribute is defined: 8

`S'Class` Denotes the class-wide subtype corresponding to the full view of S. This attribute is allowed only from the beginning of the private part in which the full view is declared, until the declaration of the full view. After the full view, the Class attribute of the full view can be used. 9

NOTE 1 Because a partial view and a full view are two different views of one and the same type, outside of the defining package the characteristics of the type are those defined by the visible part. Within these outside program units the type is just a private type or private extension, and any language rule that applies only to another class of types does not apply. The fact that the full declaration can implement a private type with a type of a particular class (for example, as an array type) is relevant only within the declarative region of the package itself including any child units. 10

The consequences of this actual implementation are, however, valid everywhere. For example: any default initialization of components takes place; the attribute `Size` provides the size of the full view; finalization is still done for controlled components of the full view; task dependence rules still apply to components that are task objects. 11

NOTE 2 Partial views provide initialization, membership tests, selected components for the selection of discriminants and inherited components, qualification, and explicit conversion. Nonlimited partial views also allow use of `assignment_statements`. 12/2

NOTE 3 For a subtype S of a partial view, `S'Size` is defined (see 13.3). For an object A of a partial view, the attributes `A'Size` and `A'Address` are defined (see 13.3). The `Position`, `First_Bit`, and `Last_Bit` attributes are also defined for discriminants and inherited components. 13

14 *Example of a type with private operations:*

```

15 package Key_Manager is
    type Key is private;
    Null_Key : constant Key; -- a deferred constant declaration (see 7.4)
    procedure Get_Key(K : out Key);
    function "<" (X, Y : Key) return Boolean;
private
    type Key is new Natural;
    Null_Key : constant Key := Key'First;
end Key_Manager;

16 package body Key_Manager is
    Last_Key : Key := Null_Key;
    procedure Get_Key(K : out Key) is
    begin
        Last_Key := Last_Key + 1;
        K := Last_Key;
    end Get_Key;

17    function "<" (X, Y : Key) return Boolean is
    begin
        return Natural(X) < Natural(Y);
    end "<";
end Key_Manager;

```

18/5 Outside of the package `Key_Manager`, the operations available for objects of type `Key` include assignment, the comparison for equality or inequality, the procedure `Get_Key` and the operator `"<"`; they do not include other relational operators such as `">="`, or arithmetic operators.

19/5 The explicitly declared operator `"<"` hides the predefined operator `"<"` implicitly declared by the `full_type_declaration`. Within the body of the function, an explicit conversion of `X` and `Y` to the subtype `Natural` is necessary to invoke the `"<"` operator of the parent type. Alternatively, the result of the function can be written as `not (X >= Y)`, since the operator `">="` is not redefined.

20/5 The value of the variable `Last_Key`, declared in the package body, remains unchanged between calls of the procedure `Get_Key`. (See also the NOTES of 7.2.)

21/5 NOTE 4

22/5

23/5

## 7.3.2 Type Invariants

1/5 For a private type, private extension, or interface, the following language-defined assertion aspects may be specified with an `aspect_specification` (see 13.1.1):

2/3 `Type_Invariant`

This aspect shall be specified by an *expression*, called an *invariant expression*. `Type_Invariant` may be specified on a `private_type_declaration`, on a `private_extension_declaration`, or on a `full_type_declaration` that declares the completion of a private type or private extension.

3/5 `Type_Invariant'Class`

This aspect shall be specified by an *expression*, called an *invariant expression*. `Type_Invariant'Class` may be specified on a `private_type_declaration`, a `private_extension_declaration`, or a `full_type_declaration` for an interface type. `Type_Invariant'Class` determines a *class-wide type invariant* for a tagged type. The `Type_Invariant'Class` aspect is not inherited, but its effects are additive, as defined below.

*Name Resolution Rules*

The expected type for an invariant expression is any boolean type. 4/3

Within an invariant expression, the identifier of the first subtype of the associated type denotes the current instance of the type. Within an invariant expression for the `Type_Invariant` aspect of a type  $T$ , the type of this current instance is  $T$ . Within an invariant expression for the `Type_Invariant'Class` aspect of a type  $T$ , the type of this current instance is interpreted as though it had a (notional) nonabstract type  $NT$  that is a visible formal derived type whose ancestor type is  $T$ . The effect of this interpretation is that the only operations that can be applied to this current instance are those defined for such a formal derived type. 5/5

*Legality Rules*

The `Type_Invariant'Class` aspect shall not be specified for an untagged type. The `Type_Invariant` aspect shall not be specified for an abstract type. 6/3

If a type extension occurs immediately within the visible part of a package specification, at a point where a private operation of some ancestor is visible and inherited, and a `Type_Invariant'Class` expression applies to that ancestor, then the inherited operation shall be abstract or shall be overridden. 6.1/5

*Static Semantics*

If the `Type_Invariant` aspect is specified for a type  $T$ , then the invariant expression applies to  $T$ . 7/3

If the `Type_Invariant'Class` aspect is specified for a tagged type  $T$ , then a *corresponding expression* also applies to each nonabstract descendant  $TI$  of  $T$  (including  $T$  itself if it is nonabstract). The corresponding expression is constructed from the associated expression as follows: 8/5

- References to nondiscriminant components of  $T$  (or to  $T$  itself) are replaced with references to the corresponding components of  $TI$  (or to  $TI$  as a whole). 8.1/5
- References to discriminants of  $T$  are replaced with references to the corresponding discriminant of  $TI$ , or to the specified value for the discriminant, if the discriminant is specified by the `derived_type_definition` for some type that is an ancestor of  $TI$  and a descendant of  $T$  (see 3.7). 8.2/5

For a nonabstract type  $T$ , a callable entity is said to be a *boundary entity* for  $T$  if it is declared within the immediate scope of  $T$  (or by an instance of a generic unit, and the generic is declared within the immediate scope of type  $T$ ), or is the Read or Input stream-oriented attribute of type  $T$ , and either: 8.3/5

- $T$  is a private type or a private extension and the callable entity is visible outside the immediate scope of type  $T$  or overrides an inherited operation that is visible outside the immediate scope of  $T$ ; or 8.4/5
- $T$  is a record extension, and the callable entity is a primitive operation visible outside the immediate scope of type  $T$  or overrides an inherited operation that is visible outside the immediate scope of  $T$ . 8.5/5

*Dynamic Semantics*

If one or more invariant expressions apply to a nonabstract type  $T$ , then an invariant check is performed at the following places, on the specified object(s): 9/4

- After successful initialization of an object of type  $T$  by default (see 3.3.1), the check is performed on the new object unless the partial view of  $T$  has unknown discriminants; 10/4
- After successful explicit initialization of the completion of a deferred constant whose nominal type has a part of type  $T$ , if the completion is inside the immediate scope of the full view of  $T$ , and the deferred constant is visible outside the immediate scope of  $T$ , the check is performed on the part(s) of type  $T$ ; 10.1/5

- 11/3 • After successful conversion to type  $T$ , the check is performed on the result of the conversion;
- 12/3 • For a view conversion, outside the immediate scope of  $T$ , that converts from a descendant of  $T$  (including  $T$  itself) to an ancestor of type  $T$  (other than  $T$  itself), a check is performed on the part of the object that is of type  $T$ :
  - 13/3 • after assigning to the view conversion; and
  - 14/3 • after successful return from a call that passes the view conversion as an **in out** or **out** parameter.
- 15/5 • Upon successful return from a call on any callable entity which is a boundary entity for  $T$ , an invariant check is performed on each object which is subject to an invariant check for  $T$ . In the case of a call to a protected operation, the check is performed before the end of the protected action. In the case of a call to a task entry, the check is performed before the end of the rendezvous. The following objects of a callable entity are subject to an invariant check for  $T$ :
  - 16/5 •
    - Paragraph 16 was merged above.
  - 17/5 • a result with a nominal type that has a part of type  $T$ ;
  - 18/5 • an **out** or **in out** parameter whose nominal type has a part of type  $T$ ;
  - 18.1/5 • an access-to-object parameter or result whose designated nominal type has a part of type  $T$ ;  
or
  - 19/5 • for a procedure or entry, an **in** parameter whose nominal type has a part of type  $T$ .
  - 19.1/5 •
  - 19.2/5 •
  - 19.3/5 •
  - 19.4/5 •
  - 19.5/5 •
  - 19.6/5 •
  - 19.7/5 •
- 20/5 If the nominal type of a formal parameter (or the designated nominal type of an access-to-object parameter or result) is incomplete at the point of the declaration of the callable entity, and if the completion of that incomplete type does not occur in the same declaration list as the incomplete declaration, then for purposes of the preceding rules the nominal type is considered to have no parts of type  $T$ .
- 20.1/4 • For a view conversion to a class-wide type occurring within the immediate scope of  $T$ , from a specific type that is a descendant of  $T$  (including  $T$  itself), a check is performed on the part of the object that is of type  $T$ .
- 21/4 If performing checks is required by the `Type_Invariant` or `Type_Invariant'Class` assertion policies (see 11.4.2) in effect at the point of the corresponding aspect specification applicable to a given type, then the respective invariant expression is considered *enabled*.
- 22/3 The invariant check consists of the evaluation of each enabled invariant expression that applies to  $T$ , on each of the objects specified above. If any of these evaluate to `False`, `Assertions.Assertion_Error` is raised at the point of the object initialization, conversion, or call. If a given call requires more than one evaluation of an invariant expression, either for multiple objects of a single type or for multiple types with invariants, the evaluations are performed in an arbitrary order, and if one of them evaluates to `False`, it is not specified whether the others are evaluated. Any invariant check is performed prior to copying back any

by-copy **in out** or **out** parameters. Invariant checks, any postcondition check, and any constraint or predicate checks associated with **in out** or **out** parameters are performed in an arbitrary order.

For an invariant check on a value of type *TI* based on a class-wide invariant expression inherited from an ancestor type *T*, any operations within the invariant expression that were resolved as primitive operations of the (notional) formal derived type *NT* are bound to the corresponding operations of type *TI* in the evaluation of the invariant expression for the check on *TI*.

The invariant checks performed on a call are determined by the subprogram or entry actually invoked, whether directly, as part of a dispatching call, or as part of a call through an access-to-subprogram value.

NOTE For a call of a primitive subprogram of type *NT* that is inherited from type *T*, the specified checks of the specific invariants of both the types *NT* and *T* are performed. For a call of a primitive subprogram of type *NT* that is overridden for type *NT*, the specified checks of the specific invariants of only type *NT* are performed.

#### Examples

*Example of a work scheduler where only urgent work can be scheduled for weekends:*

```

package Work_Orders is
  -- See 3.5.1 for type declarations of Level, Day, and Weekday
  type Work_Order is private with
    Type_Invariant => Day_Scheduled (Work_Order) in Weekday
                   or else Priority (Work_Order) = Urgent;
  function Schedule_Work (Urgency : in Level;
                          To_Occur : in Day) return Work_Order
    with Pre => Urgency = Urgent or else To_Occur in Weekday;
  function Day_Scheduled (Order : in Work_Order) return Day;
  function Priority (Order : in Work_Order) return Level;
  procedure Change_Priority (Order : in out Work_Order;
                             New_Priority : in Level;
                             Changed : out Boolean)
    with Post => Changed = (Day_Scheduled(Order) in Weekday
                           or else Priority(Order) = Urgent);
private
  type Work_Order is record
    Scheduled : Day;
    Urgency : Level;
  end record;
end Work_Orders;
package body Work_Orders is
  function Schedule_Work (Urgency : in Level;
                          To_Occur : in Day) return Work_Order is
    (Scheduled => To_Occur, Urgency => Urgency);
  function Day_Scheduled (Order : in Work_Order) return Day is
    (Order.Scheduled);
  function Priority (Order : in Work_Order) return Level is
    (Order.Urgency);

```

```
40/5      procedure Change_Priority (Order           : in out Work_Order;
                                   New_Priority    : in     Level;
                                   Changed         : out    Boolean) is
begin
    -- Ensure type invariant is not violated
    if Order.Urgency = Urgent or else (Order.Scheduled in Weekday) then
        Changed := True;
        Order.Urgency := New_Priority;
    else
        Changed := False;
    end if;
end Change_Priority;
41/5 end Work_Orders;
```

### 7.3.3 Default Initial Conditions

For a private type or private extension (including a generic formal type), the following language-defined assertion aspect may be specified with an `aspect_specification` (see 13.1.1):

`Default_Initial_Condition`

This aspect shall be specified by an `expression`, called a *default initial condition expression*. `Default_Initial_Condition` may be specified on a `private_type_declaration`, a `private_extension_declaration`, a `formal_private_type_definition`, or a `formal_derived_type_definition`. The `Default_Initial_Condition` aspect is not inherited, but its effects are additive, as defined below.

#### *Name Resolution Rules*

The expected type for a default initial condition expression is any boolean type.

Within a default initial condition expression associated with a declaration for a type T, a name that denotes the declaration is interpreted as a current instance of a notional (nonabstract) formal derived type NT with ancestor T, that has directly visible primitive operations.

#### *Legality Rules*

The `Default_Initial_Condition` aspect shall not be specified for a type whose partial view has unknown discriminants, whether explicitly declared or inherited.

#### *Static Semantics*

If the `Default_Initial_Condition` aspect is specified for a type T, then the default initial condition expression applies to T and to all descendants of T.

#### *Dynamic Semantics*

If one or more default initial condition expressions apply to a (nonabstract) type T, then a default initial condition check is performed after successful initialization of an object of type T by default (see 3.3.1). In the case of a controlled type, the check is performed after the call to the type's `Initialize` procedure (see 7.6).

If performing checks is required by the `Default_Initial_Condition` assertion policy (see 11.4.2) in effect at the point of the corresponding `aspect_specification` applicable to a given type, then the respective default initial condition expression is considered enabled.

The default initial condition check consists of the evaluation of each enabled default initial condition expression that applies to T. Any operations within such an expression that were resolved as primitive operations of the (notional) formal derived type NT, are in the evaluation of the expression resolved as for a formal derived type in an instance with T as the actual type for NT (see 12.5.1). These evaluations, if there are more than one, are performed in an arbitrary order. If any of these evaluate to `False`, `Assertions.Assertion_Error` is raised at the point of the object initialization.

For a generic formal type T, default initial condition checks performed are as determined by the actual type, along with any default initial condition of the formal type itself.

#### *Implementation Permissions*

Implementations may extend the syntax or semantics of the `Default_Initial_Condition` aspect in an implementation-defined manner.

NOTE For an example of the use of this aspect, see the `Vector` container definition in A.18.2.

## 7.3.4 Stable Properties of a Type

1/5 Certain characteristics of an object of a given type are unchanged by most of the primitive operations of the type. Such characteristics are called *stable properties* of the type.

### Static Semantics

2/5 A *property function* of type  $T$  is a function with a single parameter of type  $T$  or of a class-wide type that covers  $T$ .

3/5 A *type property aspect definition* is a list of names written in the syntax of a `positional_array_aggregate`. A *subprogram property aspect definition* is a list of names, each optionally preceded by reserved word **not**, also written in the syntax of a `positional_array_aggregate`.

4/5 For a nonformal private type, nonformal private extension, or full type that does not have a partial view, the following language-defined aspects may be specified with an `aspect_specification` (see 13.1.1):

5/5 `Stable_Properties`

This aspect shall be specified by a type property aspect definition; each name shall statically denote a single property function of the type. This aspect defines the *specific stable property functions* of the associated type.

6/5 `Stable_Properties'Class`

This aspect shall be specified by a type property aspect definition; each name shall statically denote a single property function of the type. This aspect defines the *class-wide stable property functions* of the associated type. Unlike most class-wide aspects, `Stable_Properties'Class` is not inherited by descendant types and subprograms, but the enhanced class-wide postconditions are inherited in the normal manner.

7/5 The specific and class-wide stable properties of a type together comprise the stable properties of the type.

8/5 For a primitive subprogram, the following language-defined aspects may be specified with an `aspect_specification` (see 13.1.1):

9/5 `Stable_Properties`

This aspect shall be specified by a subprogram property aspect definition; each name shall statically denote a single property function of a type for which the associated subprogram is primitive.

10/5 `Stable_Properties'Class`

This aspect shall be specified by a subprogram property aspect definition; each name shall statically denote a single property function of a tagged type for which the associated subprogram is primitive. Unlike most class-wide aspects, `Stable_Properties'Class` is not inherited by descendant subprograms, but the enhanced class-wide postconditions are inherited in the normal manner.

### Legality Rules

11/5 A stable property function of a type  $T$  shall have a nonlimited return type and shall be:

- 12/5 • a primitive function with a single parameter of mode **in** of type  $T$ ; or
- 13/5 • a function that is declared immediately within the declarative region in which an ancestor type of  $T$  is declared and has a single parameter of mode **in** of a class-wide type that covers  $T$ .

14/5 In a subprogram property aspect definition for a subprogram  $S$ :

- 15/5 • all or none of the items shall be preceded by **not**;



- any property functions mentioned after **not** shall be a stable property function of a type for which  $S$  is primitive. 16/5

If a `subprogram_renaming_declaration` declares a primitive subprogram of a type  $T$ , then the renamed callable entity shall also be a primitive subprogram of type  $T$  and the two primitive subprograms shall have the same specific stable property functions and the same class-wide stable property functions (see below). 17/5

#### Static Semantics

For a primitive subprogram  $S$  of a type  $T$ , the specific stable property functions of  $S$  for type  $T$  are: 18/5

- if  $S$  has an aspect `Stable_Properties` specified that does not include **not**, those functions denoted in the aspect `Stable_Properties` for  $S$  that have a parameter of  $T$  or  $T$ 'Class; 19/5
- if  $S$  has an aspect `Stable_Properties` specified that includes **not**, those functions denoted in the aspect `Stable_Properties` for  $T$ , excluding those denoted in the aspect `Stable_Properties` for  $S$ ; 20/5
- if  $S$  does not have an aspect `Stable_Properties`, those functions denoted in the aspect `Stable_Properties` for  $T$ , if any. 21/5

A similar definition applies for class-wide stable property functions by replacing aspect `Stable_Properties` with aspect `Stable_Properties'Class` in the above definition. 22/5

The *explicit* specific postcondition expression for a subprogram  $S$  is the expression directly specified for  $S$  with the `Post` aspect. Similarly, the *explicit* class-wide postcondition expression for a subprogram  $S$  is the expression directly specified for  $S$  with the `Post'Class` aspect. 23/5

For a primitive subprogram  $S$  of a type  $T$  that has a parameter  $P$  of type  $T$ , the parameter is *excluded from stable property checks* if: 24/5

- $S$  is a stable property function of  $T$ ; 25/5
- $P$  has mode **out**; 26/5
- the Global aspect of  $S$  is **null**, and  $P$  has mode **in** and the mode is not overridden by a global aspect. 27/5

For every primitive subprogram  $S$  of a type  $T$  that is not an abstract subprogram or null procedure, the specific postcondition expression of  $S$  is modified to include expressions of the form  $F(P) = F(P) \text{ 'Old}$ , all **anded** with each other and any explicit specific postcondition expression, with one such equality included for each specific stable property function  $F$  of  $S$  for type  $T$  that does not occur in the explicit specific postcondition expression of  $S$ , and  $P$  is each parameter of  $S$  that has type  $T$  and is not excluded from stable property checks. The resulting specific postcondition expression of  $S$  is used in place of the explicit specific postcondition expression of  $S$  when interpreting the meaning of the postcondition as defined in 6.1.1. 28/5

For every primitive subprogram  $S$  of a type  $T$ , the class-wide postcondition expression of  $S$  is modified to include expressions of the form  $F(P) = F(P) \text{ 'Old}$ , all **anded** with each other and any explicit class-wide postcondition expression, with one such equality included for each class-wide stable property function  $F$  of  $S$  for type  $T$  that does not occur in any class-wide postcondition expression that applies to  $S$ , and  $P$  is each parameter of  $S$  that has type  $T$  and is not excluded from stable property checks. The resulting class-wide postcondition expression of  $S$  is used in place of the explicit class-wide postcondition expression of  $S$  when interpreting the meaning of the postcondition as defined in 6.1.1. 29/5

The equality operation that is used in the aforementioned equality expressions is as described in the case of an individual membership test whose `membership_choice` is a *choice\_simple\_expression* (see 4.5.2). 30/5

31/5 The Post expression additions described above are enabled or disabled depending on the Post assertion policy that is in effect at the point of declaration of the subprogram *S*. A similar rule applies to the Post/Class expression additions.

32/5 NOTE For an example of the use of these aspects, see the Vector container definition in A.18.2.

## 7.4 Deferred Constants

1 Deferred constant declarations may be used to declare constants in the visible part of a package, but with the value of the constant given in the private part. They may also be used to declare constants imported from other languages (see Annex B).

### *Legality Rules*

2/3 A *deferred constant declaration* is an `object_declaration` with the reserved word **constant** but no initialization expression. The constant declared by a deferred constant declaration is called a *deferred constant*. Unless the Import aspect (see B.1) is True for a deferred constant declaration, the deferred constant declaration requires a completion, which shall be a full constant declaration (called the *full declaration* of the deferred constant).

3 A deferred constant declaration that is completed by a full constant declaration shall occur immediately within the visible part of a `package_specification`. For this case, the following additional rules apply to the corresponding full declaration:

- 4 • The full declaration shall occur immediately within the private part of the same package;
- 5/2 • The deferred and full constants shall have the same type, or shall have statically matching anonymous access subtypes;
- 6/3 • If the deferred constant declaration includes a `subtype_indication` *S* that defines a constrained subtype, then the constraint defined by the `subtype_indication` in the full declaration shall match the constraint defined by *S* statically. On the other hand, if the subtype of the deferred constant is unconstrained, then the full declaration is still allowed to impose a constraint. The constant itself will be constrained, like all constants;
- 7/2 • If the deferred constant declaration includes the reserved word **aliased**, then the full declaration shall also;
- 7.1/2 • If the subtype of the deferred constant declaration excludes null, the subtype of the full declaration shall also exclude null.

8/5 A deferred constant declaration for which the Import aspect is True can appear anywhere that an `object_declaration` is allowed, and has no full constant declaration.

9/2 The completion of a deferred constant declaration shall occur before the constant is frozen (see 13.14).

### *Dynamic Semantics*

10/3 The elaboration of a deferred constant declaration elaborates the `subtype_indication`, `access_definition`, or (only allowed in the case of an imported constant) the `array_type_definition`.

11 NOTE The full constant declaration for a deferred constant that is of a given private type or private extension is not allowed before the corresponding `full_type_declaration`. This is a consequence of the freezing rules for types (see 13.14).

### *Examples*

12 *Examples of deferred constant declarations:*

13 `Null_Key : constant Key; -- see 7.3.1`

```
CPU_Identifier : constant String(1..8)
  with Import => True, Convention => Assembler, Link_Name => "CPU_ID";
  -- see B.1
```

14/3

## 7.5 Limited Types

A limited type is (a view of) a type for which copying (such as for an `assignment_statement`) is not allowed. A nonlimited type is a (view of a) type for which copying is allowed.

1/2

### *Legality Rules*

If a tagged record type has any limited components, then the reserved word **limited** shall appear in its `record_type_definition`. If the reserved word **limited** appears in the definition of a `derived_type_definition`, its parent type and any progenitor interfaces shall be limited.

2/2

In the following contexts, an expression of a limited type is permitted only if each of its operative constituents is newly constructed (see 4.4):

2.1/5

- the initialization expression of an `object_declaration` (see 3.3.1) 2.2/2
- the `default_expression` of a `component_declaration` (see 3.8) 2.3/2
- the expression of a `record_component_association` (see 4.3.1) 2.4/2
- the expression for an `ancestor_part` of an `extension_aggregate` (see 4.3.2) 2.5/2
- an expression of a `positional_array_aggregate` or the expression of an `array_component_association` (see 4.3.3) 2.6/2
- the `base_expression` of a `record_delta_aggregate` (see 4.3.4) 2.7/5
- the `qualified_expression` of an initialized allocator (see 4.8) 2.8/5
- the expression of a return statement (see 6.5) 2.9/5
- the return expression of an expression function (see 6.8) 2.10/5
- the `default_expression` or actual parameter for a formal object of mode **in** (see 12.4) 2.11/5

### *Static Semantics*

A view of a type is *limited* if it is one of the following:

3/3

- a type with the reserved word **limited**, **synchronized**, **task**, or **protected** in its definition; 4/2
- a class-wide type whose specific type is limited; 5/3
- a composite type with a limited component; 6/2
- an incomplete view; 6.1/3
- a derived type whose parent is limited and is not an interface. 6.2/2

Otherwise, the type is nonlimited. 7

There are no predefined equality operators for a limited type. 8

A type is *immutably limited* if it is one of the following: 8.1/3

- An explicitly limited record type; 8.2/3
- A record extension with the reserved word **limited**; 8.3/3
- A nonformal limited private type that is tagged or has at least one access discriminant with a `default_expression`; 8.4/3

- 8.5/3 • A task type, a protected type, or a synchronized interface;
- 8.6/3 • A type derived from an immutably limited type.

8.7/3 A descendant of a generic formal limited private type is presumed to be immutably limited except within the body of a generic unit or a body declared within the declarative region of a generic unit, if the formal type is declared within the formal part of the generic unit.

9/5 NOTE 1 While it is allowed to write initializations of limited objects, such initializations never copy a limited object. The source of such an assignment operation will be an `aggregate` or `function_call`, and such aggregates and `function_calls` will be built directly in the target object (see 7.6).

*Paragraphs 10 through 15 were deleted.*

16 NOTE 2 As illustrated in 7.3.1, an untagged limited type can become nonlimited under certain circumstances.

#### *Examples*

17 *Example of a package with a limited type:*

```

18  package IO_Package is
19      type File_Name is limited private;
20      procedure Open (F : in out File_Name);
21      procedure Close(F : in out File_Name);
22      procedure Read (F : in File_Name; Item : out Integer);
23      procedure Write(F : in File_Name; Item : in Integer);
24  private
25      type File_Name is
26          limited record
27              Internal_Name : Integer := 0;
28          end record;
29  end IO_Package;
30
31  package body IO_Package is
32      Limit : constant := 200;
33      type File_Descriptor is record ... end record;
34      Directory : array (1 .. Limit) of File_Descriptor;
35      ...
36      procedure Open (F : in out File_Name) is ... end;
37      procedure Close(F : in out File_Name) is ... end;
38      procedure Read (F : in File_Name; Item : out Integer) is ... end;
39      procedure Write(F : in File_Name; Item : in Integer) is ... end;
40  begin
41      ...
42  end IO_Package;
```

21/5 In the example, an outside subprogram making use of `IO_Package` can obtain a file name by calling `Open` and later use it in calls to `Read` and `Write`. Thus, outside the package, a file name obtained from `Open` acts as a kind of password; its internal properties (such as containing a numeric value) are not known and no other operations (such as addition or comparison of internal names) can be performed on a file name. Most importantly, clients of the package cannot make copies of objects of type `File_Name`.

22/5 This example is characteristic of any case where complete control over the operations of a type is desired. Such packages serve a dual purpose. They prevent a user from making use of the internal structure of the type. They also implement the notion of an encapsulated data type where the only operations on the type are those given in the package specification.

23/5 The fact that the full view of `File_Name` is explicitly declared **limited** means that parameter passing will always be by reference and function results will always be built directly in the result object (see 6.2 and 6.5).

24/5 NOTE 3

25/5

## 7.6 Assignment and Finalization

Three kinds of actions are fundamental to the manipulation of objects: initialization, finalization, and assignment. Every object is initialized, either explicitly or by default, after being created (for example, by an `object_declaration` or `allocator`). Every object is finalized before being destroyed (for example, by leaving a `subprogram_body` containing an `object_declaration`, or by a call to an instance of `Unchecked_Deallocation`). An assignment operation is used as part of `assignment_statements`, explicit initialization, parameter passing, and other operations.

Default definitions for these three fundamental operations are provided by the language, but a *controlled* type gives the user additional control over parts of these operations. In particular, the user can define, for a controlled type, an `Initialize` procedure which is invoked immediately after the normal default initialization of a controlled object, a `Finalize` procedure which is invoked immediately before finalization of any of the components of a controlled object, and an `Adjust` procedure which is invoked as the last step of an assignment to a (nonlimited) controlled object.

### Static Semantics

The following language-defined library package exists:

```

package Ada.Finalization
with Pure, Nonblocking => False is
  type Controlled is abstract tagged private
    with Preelaborable_Initialization;

  procedure Initialize (Object : in out Controlled) is null;
  procedure Adjust    (Object : in out Controlled) is null;
  procedure Finalize  (Object : in out Controlled) is null;

  type Limited_Controlled is abstract tagged limited private
    with Preelaborable_Initialization;

  procedure Initialize (Object : in out Limited_Controlled) is null;
  procedure Finalize  (Object : in out Limited_Controlled) is null;
private
  ... -- not specified by the language
end Ada.Finalization;
```

A controlled type is a descendant of `Controlled` or `Limited_Controlled`. The predefined "=" operator of type `Controlled` always returns `True`, since this operator is incorporated into the implementation of the predefined equality operator of types derived from `Controlled`, as explained in 4.5.2. The type `Limited_Controlled` is like `Controlled`, except that it is limited and it lacks the primitive subprogram `Adjust`.

A type is said to *need finalization* if:

- it is a controlled type, a task type or a protected type; or
- it has a component whose type needs finalization; or
- it is a class-wide type; or
- it is a partial view whose full view needs finalization; or
- it is one of a number of language-defined types that are explicitly defined to need finalization.

- 10/2 During the elaboration or evaluation of a construct that causes an object to be initialized by default, for every controlled subcomponent of the object that is not assigned an initial value (as defined in 3.3.1), `Initialize` is called on that subcomponent. Similarly, if the object that is initialized by default as a whole is controlled, `Initialize` is called on the object.
- 11/2 For an `extension_aggregate` whose `ancestor_part` is a `subtype_mark` denoting a controlled subtype, the `Initialize` procedure of the ancestor type is called, unless that `Initialize` procedure is abstract.
- 12 `Initialize` and other initialization operations are done in an arbitrary order, except as follows. `Initialize` is applied to an object after initialization of its subcomponents, if any (including both implicit initialization and `Initialize` calls). If an object has a component with an access discriminant constrained by a per-object expression, `Initialize` is applied to this component after any components that do not have such discriminants. For an object with several components with such a discriminant, `Initialize` is applied to them in order of their `component_declarations`. For an `allocator`, any task activations follow all calls on `Initialize`.
- 13 When a target object with any controlled parts is assigned a value, either when created or in a subsequent `assignment_statement`, the *assignment operation* proceeds as follows:
- 14 • The value of the target becomes the assigned value.
  - 15 • The value of the target is *adjusted*.
- 16/3 To adjust the value of a composite object, the values of the components of the object are first adjusted in an arbitrary order, and then, if the object is nonlimited controlled, `Adjust` is called. Adjusting the value of an elementary object has no effect, nor does adjusting the value of a composite object with no controlled parts.
- 17 For an `assignment_statement`, after the `name` and `expression` have been evaluated, and any conversion (including constraint checking) has been done, an anonymous object is created, and the value is assigned into it; that is, the assignment operation is applied. (Assignment includes value adjustment.) The target of the `assignment_statement` is then finalized. The value of the anonymous object is then assigned into the target of the `assignment_statement`. Finally, the anonymous object is finalized. As explained below, the implementation may eliminate the intermediate anonymous object, so this description subsumes the one given in 5.2, “Assignment Statements”.
- 17.1/5 When a function call or `aggregate` is used to initialize an object, the result of the function call or `aggregate` is an anonymous object, which is assigned into the newly-created object. For such an assignment, the anonymous object may be *built in place*, in which case the assignment does not involve any copying. Under certain circumstances, the anonymous object is required to be built in place. In particular:
- 17.2/3 • If the full type of any part of the object is immutably limited, the anonymous object is built in place.
  - 17.3/3 • In the case of an `aggregate`, if the full type of any part of the newly-created object is controlled, the anonymous object is built in place.
  - 17.4/3 • In other cases, it is unspecified whether the anonymous object is built in place.
- 17.5/3 Notwithstanding what this document says elsewhere, if an object is built in place:
- 17.6/3 • Upon successful completion of the return statement or `aggregate`, the anonymous object *mutates into* the newly-created object; that is, the anonymous object ceases to exist, and the newly-created object appears in its place.

- Finalization is not performed on the anonymous object. 17.7/3
- Adjustment is not performed on the newly-created object. 17.8/3
- All access values that designate parts of the anonymous object now designate the corresponding parts of the newly-created object. 17.9/3
- All renamings of parts of the anonymous object now denote views of the corresponding parts of the newly-created object. 17.10/3
- Coextensions of the anonymous object become coextensions of the newly-created object. 17.11/3

*Implementation Permissions*

An implementation is allowed to relax the above rules for `assignment_statements` in the following ways: 18/3

- If an object is assigned the value of that same object, the implementation may omit the entire assignment. 19/5
- For assignment of a noncontrolled type, the implementation may finalize and assign each component of the variable separately (rather than finalizing the entire variable and assigning the entire new value) unless a discriminant of the variable is changed by the assignment. 20/3
- The implementation may avoid creating an anonymous object if the value being assigned is the result of evaluating a `name` denoting an object (the source object) whose storage cannot overlap with the target. If the source object can overlap with the target object, then the implementation can avoid the need for an intermediary anonymous object by exercising one of the above permissions and perform the assignment one component at a time (for an overlapping array assignment), or not at all (for an assignment where the target and the source of the assignment are the same object). 21/5

Furthermore, an implementation is permitted to omit implicit Initialize, Adjust, and Finalize calls and associated assignment operations on an object of a nonlimited controlled type provided that: 22/2

- any omitted Initialize call is not a call on a user-defined Initialize procedure, and 23/2
- any usage of the value of the object after the implicit Initialize or Adjust call and before any subsequent Finalize call on the object does not change the external effect of the program, and 24/2
- after the omission of such calls and operations, any execution of the program that executes an Initialize or Adjust call on an object or initializes an object by an `aggregate` will also later execute a Finalize call on the object and will always do so prior to assigning a new value to the object, and 25/2
- the assignment operations associated with omitted Adjust calls are also omitted. 26/2

This permission applies to Adjust and Finalize calls even if the implicit calls have additional external effects. 27/2

## 7.6.1 Completion and Finalization

- 1 This subclause defines *completion* and *leaving* of the execution of constructs and entities. A *master* is the execution of a construct that includes finalization of local objects after it is complete (and after waiting for any local tasks — see 9.3), but before leaving. Other constructs and entities are left immediately upon completion.

### Dynamic Semantics

- 2/2 The execution of a construct or entity is *complete* when the end of that execution has been reached, or when a transfer of control (see 5.1) causes it to be abandoned. Completion due to reaching the end of execution, or due to the transfer of control of an *exit\_statement*, *return\_statement*, *goto\_statement*, or *requeue\_statement* or of the selection of a *terminate\_alternative* is *normal completion*. Completion is *abnormal* otherwise — when control is transferred out of a construct due to abort or the raising of an exception.
- 3/5 After execution of a construct or entity is complete, it is *left*, meaning that execution continues with the next action, as defined for the execution that is taking place. Leaving an execution happens immediately after its completion, except in the case of the execution of a *master construct*: a *body* other than a *package\_body*; a *statement*; or an *expression*, *function\_call*, or *range* that is not part of an enclosing *expression*, *function\_call*, *range*, or *simple\_statement* other than a *simple\_return\_statement*. The term *master* by itself refers to the execution of a master construct. A master is finalized after it is complete, and before it is left.
- 4 For the *finalization* of a master, dependent tasks are first awaited, as explained in 9.3. Then each object whose accessibility level is the same as that of the master is finalized if the object was successfully initialized and still exists. These actions are performed whether the master is left by reaching the last statement or via a transfer of control. When a transfer of control causes completion of an execution, each included master is finalized in order, from innermost outward.
- 5 For the *finalization* of an object:
- 6/3 • If the full type of the object is an elementary type, finalization has no effect;
  - 7/3 • If the full type of the object is a tagged type, and the tag of the object identifies a controlled type, the *Finalize* procedure of that controlled type is called;
  - 8/3 • If the full type of the object is a protected type, or if the full type of the object is a tagged type and the tag of the object identifies a protected type, the actions defined in 9.4 are performed;
  - 9/3 • If the full type of the object is a composite type, then after performing the above actions, if any, every component of the object is finalized in an arbitrary order, except as follows: if the object has a component with an access discriminant constrained by a per-object expression, this component is finalized before any components that do not have such discriminants; for an object with several components with such a discriminant, they are finalized in the reverse of the order of their *component\_declarations*;
  - 9.1/2 • If the object has coextensions (see 3.10.2), each coextension is finalized after the object whose access discriminant designates it.
- 10 Immediately before an instance of *Unchecked\_Deallocation* reclaims the storage of an object, the object is finalized. If an instance of *Unchecked\_Deallocation* is never applied to an object created by an *allocator*, the object will still exist when the corresponding master completes, and it will be finalized then.



- The finalization of a master performs finalization of objects created by declarations in the master in the reverse order of their creation. After the finalization of a master is complete, the objects finalized as part of its finalization cease to *exist*, as do any types and subtypes defined and created within the master. 11/3
- Each nonderived access type *T* has an associated *collection*, which is the set of objects created by allocators of *T*, or of types derived from *T*. `Unchecked_Deallocation` removes an object from its collection. Finalization of a collection consists of finalization of each object in the collection, in an arbitrary order. The collection of an access type is an object implicitly declared at the following place:
- For a named access type, the first freezing point (see 13.14) of the type. 11.2/3
  - For the type of an access parameter, the call that contains the `allocator`. 11.3/3
  - For the type of an access result, within the master of the call (see 3.10.2). 11.4/3
  - For any other anonymous access type, the first freezing point of the innermost enclosing declaration. 11.5/3
- The target of an `assignment_statement` is finalized before copying in the new value, as explained in 7.6. 12/2
- The master of an object is the master enclosing its creation whose accessibility level (see 3.10.2) is equal to that of the object, except in the case of an anonymous object representing the result of an `aggregate` or function call. If such an anonymous object is part of the result of evaluating the actual parameter expression for an explicitly aliased parameter of a function call, the master of the object is the innermost master enclosing the evaluation of the `aggregate` or function call, excluding the `aggregate` or function call itself. Otherwise, the master of such an anonymous object is the innermost master enclosing the evaluation of the `aggregate` or function call, which may be the `aggregate` or function call itself. 13/3
- In the case of an `expression` that is a master, finalization of any (anonymous) objects occurs after completing evaluation of the `expression` and all use of the objects, prior to starting the execution of any subsequent construct. 13.1/3

*Bounded (Run-Time) Errors*

- It is a bounded error for a call on `Finalize` or `Adjust` that occurs as part of object finalization or assignment to propagate an exception. The possible consequences depend on what action invoked the `Finalize` or `Adjust` operation: 14/1
- For a `Finalize` invoked as part of an `assignment_statement`, `Program_Error` is raised at that point. 15
  - For an `Adjust` invoked as part of assignment operations other than those invoked as part of an `assignment_statement`, some of the adjustments due to be performed can be performed, and then `Program_Error` is raised. During its propagation, finalization may be applied to objects whose `Adjust` failed. For an `Adjust` invoked as part of an `assignment_statement`, any other adjustments due to be performed are performed, and then `Program_Error` is raised. 16/5
  - For a `Finalize` invoked as part of a call on an instance of `Unchecked_Deallocation`, any other finalizations due to be performed are performed, and then `Program_Error` is raised. 17
  - *This paragraph was deleted.* 17.1/3
  - For a `Finalize` invoked due to reaching the end of the execution of a master, any other finalizations associated with the master are performed, and `Program_Error` is raised immediately after leaving the master. 17.2/1
  - For a `Finalize` invoked by the transfer of control of an `exit_statement`, `return statement`, `goto_statement`, or `requeue_statement`, `Program_Error` is raised no earlier than after the finalization of the master being finalized when the exception occurred, and no later than the 18/2

point where normal execution would have continued. Any other finalizations due to be performed up to that point are performed before raising `Program_Error`.

- 19 • For a `Finalize` invoked by a transfer of control that is due to raising an exception, any other finalizations due to be performed for the same master are performed; `Program_Error` is raised immediately after leaving the master.
- 20 • For a `Finalize` invoked by a transfer of control due to an abort or selection of a terminate alternative, the exception is ignored; any other finalizations due to be performed are performed.

*Implementation Permissions*

20.1/3 If the execution of an `allocator` propagates an exception, any parts of the allocated object that were successfully initialized may be finalized as part of the finalization of the innermost master enclosing the `allocator`.

20.2/3 The implementation may finalize objects created by `allocators` for an access type whose storage pool supports subpools (see 13.11.4) as if the objects were created (in an arbitrary order) at the point where the storage pool was elaborated instead of at the first freezing point of the access type.

21/5 | NOTE 1 The rules of Clause 10 imply that immediately prior to partition termination, `Finalize` operations are applied to library-level controlled objects (including those created by `allocators` of library-level access types, except those already finalized). This occurs after waiting for library-level tasks to terminate.

22 NOTE 2 A constant is only constant between its initialization and finalization. Both initialization and finalization are allowed to change the value of a constant.

23 NOTE 3 Abort is deferred during certain operations related to controlled types, as explained in 9.8. Those rules prevent an abort from causing a controlled object to be left in an ill-defined state.

24 | NOTE 4 The `Finalize` procedure is called upon finalization of a controlled object, even if `Finalize` was called earlier, either explicitly or as part of an assignment; hence, if a controlled type is visibly controlled (implying that its `Finalize` primitive is directly callable), or is nonlimited (implying that assignment is allowed), its `Finalize` procedure is ideally designed to have no ill effect if it is applied a second time to the same object.

## 8 Visibility Rules

The rules defining the scope of declarations and the rules defining which `identifiers`, `character_literals`, and `operator_symbols` are visible at (or from) various places in the text of the program are described in this clause. The formulation of these rules uses the notion of a declarative region. 1/3

As explained in Clause 3, a declaration declares a view of an entity and associates a defining name with that view. The view comprises an identification of the viewed entity, and possibly additional properties. A usage name denotes a declaration. It also denotes the view declared by that declaration, and denotes the entity of that view. Thus, two different usage names can denote two different views of the same entity; in this case they denote the same entity. 2/5

### 8.1 Declarative Region

#### *Static Semantics*

For each of the following constructs, there is a portion of the program text called its *declarative region*, within which nested declarations can occur: 1

- any declaration, other than that of an enumeration type, that is not a completion of a previous declaration; 2
- an `access_definition`; 2.1/4
- an `iterated_component_association`; 2.2/5
- an `iterated_element_association`; 2.3/5
- a `quantified_expression`; 2.4/5
- a `declare_expression`; 2.5/5
- a `block_statement`; 3
- a `loop_statement`; 4
- *This paragraph was deleted.* 4.1/5
- an `extended_return_statement`; 4.2/3
- an `accept_statement`; 5
- an `exception_handler`. 6

The declarative region includes the text of the construct together with additional text determined (recursively), as follows: 7

- If a declaration is included, so is its completion, if any. 8
- If the declaration of a library unit (including Standard — see 10.1.1) is included, so are the declarations of any child units (and their completions, by the previous rule). The child declarations occur after the declaration. 9
- If a `body_stub` is included, so is the corresponding subunit. 10
- If a `type_declaration` is included, then so is a corresponding `record_representation_clause`, if any. 11

The declarative region of a declaration is also called the *declarative region* of any view or entity declared by the declaration. 12

- 13 A declaration occurs *immediately within* a declarative region if this region is the innermost declarative region that encloses the declaration (the *immediately enclosing* declarative region), not counting the declarative region (if any) associated with the declaration itself.
- 14 A declaration is *local* to a declarative region if the declaration occurs immediately within the declarative region. An entity is *local* to a declarative region if the entity is declared by a declaration that is local to the declarative region.
- 15 A declaration is *global* to a declarative region if the declaration occurs immediately within another declarative region that encloses the declarative region. An entity is *global* to a declarative region if the entity is declared by a declaration that is global to the declarative region.
- 16 NOTE 1 The children of a parent library unit are inside the parent's declarative region, even though they do not occur inside the parent's declaration or body. This implies that one can use (for example) "P.Q" to refer to a child of P whose defining name is Q, and that after "use P;" Q can refer (directly) to that child.
- 17 NOTE 2 As explained above and in 10.1.1, "Compilation Units - Library Units", all library units are descendants of Standard, and so are contained in the declarative region of Standard. They are *not* inside the declaration or body of Standard, but they *are* inside its declarative region.
- 18/5 NOTE 3 For a declarative region that comes in multiple parts, the text of the declarative region does not include any of the text that appears between the parts. Thus, when a portion of a declarative region is said to extend from one place to another in the declarative region, the portion does not contain any of the text that appears between the parts of the declarative region.

## 8.2 Scope of Declarations

- 1 For each declaration, the language rules define a certain portion of the program text called the *scope* of the declaration. The scope of a declaration is also called the scope of any view or entity declared by the declaration. Within the scope of an entity, and only there, there are places where it is legal to refer to the declared entity. These places are defined by the rules of visibility and overloading.

### *Static Semantics*

- 2 The *immediate scope* of a declaration is a portion of the declarative region immediately enclosing the declaration. The immediate scope starts at the beginning of the declaration, except in the case of an overloadable declaration, in which case the immediate scope starts just after the place where the profile of the callable entity is determined (which is at the end of the `_specification` for the callable entity, or at the end of the `generic_instantiation` if an instance). The immediate scope extends to the end of the declarative region, with the following exceptions:
- 3 • The immediate scope of a `library_item` includes only its semantic dependents.
  - 4 • The immediate scope of a declaration in the private part of a library unit does not include the visible part of any public descendant of that library unit.
- 5 The *visible part* of (a view of) an entity is a portion of the text of its declaration containing declarations that are visible from outside. The *private part* of (a view of) an entity that has a visible part contains all declarations within the declaration of (the view of) the entity, except those in the visible part; these are not visible from outside. Visible and private parts are defined only for these kinds of entities: callable entities, other program units, and composite types.
- 6 • The visible part of a view of a callable entity is its profile.
  - 7 • The visible part of a composite type other than a task or protected type consists of the declarations of all components declared (explicitly or implicitly) within the `type_declaration`.

- The visible part of a generic unit includes the `generic_formal_part`. For a generic package, it also includes the first list of `basic_declarative_items` of the `package_specification`. For a generic subprogram, it also includes the profile. 8
- The visible part of a package, task unit, or protected unit consists of declarations in the program unit's declaration other than those following the reserved word **private**, if any; see 7.1 and 12.7 for packages, 9.1 for task units, and 9.4 for protected units. 9

The scope of a declaration always contains the immediate scope of the declaration. In addition, for a given declaration that occurs immediately within the visible part of an outer declaration, or is a public child of an outer declaration, the scope of the given declaration extends to the end of the scope of the outer declaration, except that the scope of a `library_item` includes only its semantic dependents. 10

The scope of an `attribute_definition_clause` is identical to the scope of a declaration that would occur at the point of the `attribute_definition_clause`. The scope of an `aspect_specification` is identical to the scope of the associated declaration. 10.1/3

The immediate scope of a declaration is also the immediate scope of the entity or view declared by the declaration. Similarly, the scope of a declaration is also the scope of the entity or view declared by the declaration. 11

The immediate scope of a pragma that is not used as a configuration pragma is defined to be the region extending from immediately after the pragma to the end of the declarative region immediately enclosing the pragma. 12/4

NOTE There are notations for denoting visible declarations that are not directly visible. For example, `parameter_specifications` are in the visible part of a `subprogram_declaration` so that they can be used in named-notation calls appearing outside the called subprogram. For another example, declarations of the visible part of a package can be denoted by expanded names appearing outside the package, and can be made directly visible by a `use_clause`. 13/3

## 8.3 Visibility

The *visibility rules*, given below, determine which declarations are visible and directly visible at each place within a program. The visibility rules apply to both explicit and implicit declarations. 1

### *Static Semantics*

A declaration is defined to be *directly visible* at places where a `name` consisting of only an `identifier` or `operator_symbol` is sufficient to denote the declaration; that is, no `selected_component` notation or special context (such as preceding `=>` in a named association) is necessary to denote the declaration. A declaration is defined to be *visible* wherever it is directly visible, as well as at other places where some `name` (such as a `selected_component`) can denote the declaration. 2

The syntactic category `direct_name` is used to indicate contexts where direct visibility is required. The syntactic category `selector_name` is used to indicate contexts where visibility, but not direct visibility, is required. 3

There are two kinds of direct visibility: *immediate visibility* and *use-visibility*. A declaration is immediately visible at a place if it is directly visible because the place is within its immediate scope. A declaration is use-visible if it is directly visible because of a `use_clause` (see 8.4). Both conditions can apply. 4

A declaration can be *hidden*, either from direct visibility, or from all visibility, within certain parts of its scope. Where *hidden from all visibility*, it is not visible at all (neither using a `direct_name` nor a 5

`selector_name`). Where *hidden from direct visibility*, only direct visibility is lost; visibility using a `selector_name` is still possible.

- 6 Two or more declarations are *overloaded* if they all have the same defining name and there is a place where they are all directly visible.
- 7 The declarations of callable entities (including enumeration literals) are *overloadable*, meaning that overloading is allowed for them.
- 8 Two declarations are *homographs* if they have the same defining name, and, if both are overloadable, their profiles are type conformant. An inner declaration hides any outer homograph from direct visibility.
- 9/1 Two homographs are not generally allowed immediately within the same declarative region unless one *overrides* the other (see Legality Rules below). The only declarations that are *overridable* are the implicit declarations for predefined operators and inherited primitive subprograms. A declaration overrides another homograph that occurs immediately within the same declarative region in the following cases:
- 10/1
- A declaration that is not overridable overrides one that is overridable, regardless of which declaration occurs first;
- 11
- The implicit declaration of an inherited operator overrides that of a predefined operator;
- 12
- An implicit declaration of an inherited subprogram overrides a previous implicit declaration of an inherited subprogram.
- 12.1/2
- If two or more homographs are implicitly declared at the same place:
- 12.2/2
- If at least one is a subprogram that is neither a null procedure nor an abstract subprogram, and does not require overriding (see 3.9.3), then they override those that are null procedures, abstract subprograms, or require overriding. If more than one such homograph remains that is not thus overridden, then they are all hidden from all visibility.
- 12.3/5
- Otherwise (all are null procedures, abstract subprograms, or require overriding), then any null procedure overrides all abstract subprograms and all subprograms that require overriding; if more than one such homograph remains that is not thus overridden, then if the profiles of the remaining homographs are all fully conformant with one another, one is chosen arbitrarily; if not, they are all hidden from all visibility.
- 13
- For an implicit declaration of a primitive subprogram in a generic unit, there is a copy of this declaration in an instance. However, a whole new set of primitive subprograms is implicitly declared for each type declared within the visible part of the instance. These new declarations occur immediately after the type declaration, and override the copied ones. The copied ones can be called only from within the instance; the new ones can be called only from outside the instance, although for tagged types, the body of a new one can be executed by a call to an old one.
- 14 A declaration is visible within its scope, except where hidden from all visibility, as follows:
- 15
- An overridden declaration is hidden from all visibility within the scope of the overriding declaration.
- 16
- A declaration is hidden from all visibility until the end of the declaration, except:
- 17
- For a record type or record extension, the declaration is hidden from all visibility only until the reserved word **record**;
- 18/3
- For a `package_declaration`, `generic_package_declaration`, `subprogram_body`, or `expression_function_declaration`, the declaration is hidden from all visibility only until the reserved word **is** of the declaration;

- For a task declaration or protected declaration, the declaration is hidden from all visibility only until the reserved word **with** of the declaration if there is one, or the reserved word **is** of the declaration if there is no **with**. 18.1/2
  - If the completion of a declaration is a declaration, then within the scope of the completion, the first declaration is hidden from all visibility. Similarly, a `discriminant_specification` or `parameter_specification` is hidden within the scope of a corresponding `discriminant_specification` or `parameter_specification` of a corresponding completion, or of a corresponding `accept_statement`. 19
  - The declaration of a library unit (including a `library_unit_renaming_declaration`) is hidden from all visibility at places outside its declarative region that are not within the scope of a `nonlimited_with_clause` that mentions it. The limited view of a library package is hidden from all visibility at places that are not within the scope of a `limited_with_clause` that mentions it; in addition, the limited view is hidden from all visibility within the declarative region of the package, as well as within the scope of any `nonlimited_with_clause` that mentions the package. Where the declaration of the limited view of a package is visible, any name that denotes the package denotes the limited view, including those provided by a package renaming. 20/2
  - For each declaration or renaming of a generic unit as a child of some parent generic package, there is a corresponding declaration nested immediately within each instance of the parent. Such a nested declaration is hidden from all visibility except at places that are within the scope of a `with_clause` that mentions the child. 20.1/2
- A declaration with a `defining_identifier` or `defining_operator_symbol` is immediately visible (and hence directly visible) within its immediate scope except where hidden from direct visibility, as follows: 21
- A declaration is hidden from direct visibility within the immediate scope of a homograph of the declaration, if the homograph occurs within an inner declarative region; 22
  - A declaration is also hidden from direct visibility where hidden from all visibility. 23
- An `attribute_definition_clause` or an `aspect_specification` is *visible* everywhere within its scope. 23.1/3
- Name Resolution Rules*
- A `direct_name` shall resolve to denote a directly visible declaration whose defining name is the same as the `direct_name`. A `selector_name` shall resolve to denote a visible declaration whose defining name is the same as the `selector_name`. 24
- These rules on visibility and direct visibility do not apply in a `context_clause`, a `parent_unit_name`, or a `pragma` that appears at the place of a `compilation_unit`. For those contexts, see the rules in 10.1.6, “Environment-Level Visibility Rules”. 25
- Legality Rules*
- A nonoverridable declaration is illegal if there is a homograph occurring immediately within the same declarative region that is visible at the place of the declaration, and is not hidden from all visibility by the nonoverridable declaration. In addition, a type extension is illegal if somewhere within its immediate scope it has two visible components with the same name. Similarly, the `context_clause` for a compilation unit is illegal if it mentions (in a `with_clause`) some library unit, and there is a homograph of the library unit that is visible at the place of the compilation unit, and the homograph and the mentioned library unit are both declared immediately within the same declarative region. These rules also apply to dispatching operations declared in the visible part of an instance of a generic unit. However, they do not apply to other overloadable declarations in an instance; such declarations may have type conformant profiles in the instance, so long as the corresponding declarations in the generic were not type conformant. 26/2

27 NOTE 1 Visibility for compilation units follows from the definition of the environment in 10.1.4, except that it is necessary to apply a `with_clause` to obtain visibility to a `library_unit_declaration` or `library_unit_renaming_declaration`.

28 NOTE 2 In addition to the visibility rules given above, the meaning of the occurrence of a `direct_name` or `selector_name` at a given place in the text can depend on the overloading rules (see 8.6).

29 NOTE 3 Not all contexts where an identifier, `character_literal`, or `operator_symbol` are allowed require visibility of a corresponding declaration. Contexts where visibility is not required are identified by using one of these three syntactic categories directly in a syntax rule, rather than using `direct_name` or `selector_name`.

### 8.3.1 Overriding Indicators

1/2 An `overriding_indicator` is used to declare that an operation is intended to override (or not override) an inherited operation.

#### *Syntax*

2/2 `overriding_indicator ::= [not] overriding`

#### *Legality Rules*

3/3 If an `abstract_subprogram_declaration`, `null_procedure_declaration`, `expression_function_declaration`, `subprogram_body`, `subprogram_body_stub`, `subprogram_renaming_declaration`, `generic_instantiation` of a subprogram, or `subprogram_declaration` other than a protected subprogram has an `overriding_indicator`, then:

- 4/2 • the operation shall be a primitive operation for some type;
- 5/2 • if the `overriding_indicator` is **overriding**, then the operation shall override a homograph at the place of the declaration or body;
- 6/2 • if the `overriding_indicator` is **not overriding**, then the operation shall not override any homograph (at any place).

7/2 In addition to the places where Legality Rules normally apply, these rules also apply in the private part of an instance of a generic unit.

8/2 NOTE Rules for `overriding_indicators` of task and protected entries and of protected subprograms are found in 9.5.2 and 9.4, respectively.

#### *Examples*

9/5 *Example of use of an overriding indicator when declaring a security queue derived from the `Queue` interface of 3.9.4:*

```

10/2   type Security_Queue is new Queue with record ...;
11/2   overriding
      procedure Append(Q : in out Security_Queue; Person : in Person_Name);
12/5   overriding
      procedure Remove_First(Q : in out Security_Queue; Person : out Person_Name);
13/2   overriding
      function Cur_Count(Q : in Security_Queue) return Natural;
14/2   overriding
      function Max_Count(Q : in Security_Queue) return Natural;
15/2   not overriding
      procedure Arrest(Q : in out Security_Queue; Person : in Person_Name);

```

16/5 *The first four subprogram declarations guarantee that these subprograms will override the four subprograms inherited from the `Queue` interface. A misspelling in one of these subprograms will be*



detected at compile time by the implementation. Conversely, the declaration of *Arrest* guarantees that this is a new operation.

## 8.4 Use Clauses

A `use_package_clause` achieves direct visibility of declarations that appear in the visible part of a package; a `use_type_clause` achieves direct visibility of the primitive operators of a type. 1

### Syntax

`use_clause ::= use_package_clause | use_type_clause` 2

`use_package_clause ::= use package_name {, package_name};` 3

`use_type_clause ::= use [all] type subtype_mark {, subtype_mark};` 4/3

### Legality Rules

A `package_name` of a `use_package_clause` shall denote a nonlimited view of a package. 5/2

### Static Semantics

For each `use_clause`, there is a certain region of text called the *scope* of the `use_clause`. For a `use_clause` within a `context_clause` of a `library_unit_declaration` or `library_unit_renaming_declaration`, the scope is the entire declarative region of the declaration. For a `use_clause` within a `context_clause` of a body, the scope is the entire body and any subunits (including multiply nested subunits). The scope does not include `context_clauses` themselves. 6

For a `use_clause` immediately within a declarative region, the scope is the portion of the declarative region starting just after the `use_clause` and extending to the end of the declarative region. However, the scope of a `use_clause` in the private part of a library unit does not include the visible part of any public descendant of that library unit. 7

A package is *named* in a `use_package_clause` if it is denoted by a `package_name` of that clause. A type is *named* in a `use_type_clause` if it is determined by a `subtype_mark` of that clause. 7.1/2

For each package named in a `use_package_clause` whose scope encloses a place, each declaration that occurs immediately within the declarative region of the package is *potentially use-visible* at this place if the declaration is visible at this place. For each type *T* or *TClass* named in a `use_type_clause` whose scope encloses a place, the declaration of each primitive operator of type *T* is potentially use-visible at this place if its declaration is visible at this place. If a `use_type_clause` whose scope encloses a place includes the reserved word **all**, then the following entities are also potentially use-visible at this place if the declaration of the entity is visible at this place: 8/3

- Each primitive subprogram of *T* including each enumeration literal (if any); 8.1/3
- Each subprogram that is declared immediately within the declarative region in which an ancestor type of *T* is declared and that operates on a class-wide type that covers *T*. 8.2/3

Certain implicit declarations may become potentially use-visible in certain contexts as described in 12.6. 8.3/3

A declaration is *use-visible* if it is potentially use-visible, except in these naming-conflict cases: 9

- A potentially use-visible declaration is not use-visible if the place considered is within the immediate scope of a homograph of the declaration. 10

- 11 • Potentially use-visible declarations that have the same identifier are not use-visible unless each of them is an overloadable declaration.

*Dynamic Semantics*

- 12 The elaboration of a `use_clause` has no effect.

*Examples*

- 13 *Example of a use clause in a context clause:*

14 `with Ada.Calendar; use Ada;`

- 15 *Example of a use type clause:*

16 `use type Rational_Numbers.Rational; -- see 7.1  
Two_Thirds: Rational_Numbers.Rational := 2/3;`

## 8.5 Renaming Declarations

- 1 A `renaming_declaration` declares another name for an entity, such as an object, exception, package, subprogram, entry, or generic unit. Alternatively, a `subprogram_renaming_declaration` can be the completion of a previous `subprogram_declaration`.

*Syntax*

2 `renaming_declaration ::=`  
     `object_renaming_declaration`  
     `| exception_renaming_declaration`  
     `| package_renaming_declaration`  
     `| subprogram_renaming_declaration`  
     `| generic_renaming_declaration`

*Dynamic Semantics*

- 3 The elaboration of a `renaming_declaration` evaluates the name that follows the reserved word **renames** and thereby determines the view and entity denoted by this name (the *renamed view* and *renamed entity*). A name that denotes the `renaming_declaration` denotes (a new view of) the renamed entity.

4/5 NOTE 1 Renaming can be used to resolve name conflicts and to act as a shorthand. Renaming with a different identifier or operator\_symbol does not hide the old name; the new name and the old name can be visible at different places.

5/5 *This paragraph was deleted.*

6 NOTE 3 A subtype defined without any additional constraint can be used to achieve the effect of renaming another subtype (including a task or protected subtype) as in

7 `subtype Mode is Ada.Text_IO.File_Mode;`

## 8.5.1 Object Renaming Declarations

An `object_renaming_declaration` is used to rename an object or value.

1/5

### Syntax

```
object_renaming_declaration ::=
    defining_identifier [ : [null_exclusion] subtype_mark ] renames object_name
    [aspect_specification];
| defining_identifier : access_definition renames object_name
  [aspect_specification];
```

2/5

### Name Resolution Rules

The type of the *object\_name* shall resolve to the type determined by the `subtype_mark`, if present. If no `subtype_mark` or `access_definition` is present, the expected type of the *object\_name* is any type.

3/5

In the case where the type is defined by an `access_definition`, the type of the *object\_name* shall resolve to an anonymous access type. If the anonymous access type is an access-to-object type, the type of the *object\_name* shall have the same designated type as that of the `access_definition`. If the anonymous access type is an access-to-subprogram type, the type of the *object\_name* shall have a designated profile that is type conformant with that of the `access_definition`.

3.1/5

### Legality Rules

The renamed entity shall be an object or value.

4/5

In the case where the type is defined by an `access_definition`, the type of the renamed entity and the type defined by the `access_definition`:

4.1/5

- shall both be access-to-object types with statically matching designated subtypes and with both or neither being access-to-constant types; or 4.2/2
- shall both be access-to-subprogram types with subtype conformant designated profiles. 4.3/2

For an `object_renaming_declaration` with a `null_exclusion` or an `access_definition` that has a `null_exclusion`, the subtype of the *object\_name* shall exclude null. In addition, if the `object_renaming_declaration` occurs within the body of a generic unit *G* or within the body of a generic unit declared within the declarative region of generic unit *G*, then:

4.4/5

- if the *object\_name* statically denotes a generic formal object of mode **in out** of *G*, then the declaration of that object shall have a `null_exclusion`; 4.5/5
- if the *object\_name* statically denotes a call of a generic formal function of *G*, then the declaration of the result of that function shall have a `null_exclusion`. 4.6/5

In the case where the *object\_name* is a `qualified_expression` with a nominal subtype *S* and whose expression is a name that denotes an object *Q*:

4.7/5

- if *S* is an elementary subtype, then: 4.8/5
  - *Q* shall be a constant other than a dereference of an access type; or 4.9/5
  - the nominal subtype of *Q* shall be statically compatible with *S*; or 4.10/5
  - *S* shall statically match the base subtype of its type if scalar, or the first subtype of its type if an access type. 4.11/5

- 4.12/5 • if  $S$  is a composite subtype, then  $Q$  shall be known to be constrained or  $S$  shall statically match the first subtype of its type.
- 5/5 The renamed entity shall not be a subcomponent that depends on discriminants of an object whose nominal subtype is unconstrained unless the object is known to be constrained. A slice of an array shall not be renamed if this restriction disallows renaming of the array.
- 5.1/5 In addition to the places where Legality Rules normally apply (see 12.3), these rules also apply in the private part of an instance of a generic unit.

*Static Semantics*

- 6/5 An `object_renaming_declaration` declares a new view of the renamed entity whose properties are identical to those of the renamed view. Thus, the properties of the renamed entity are not affected by the `renaming_declaration`. In particular, its nominal subtype, whether it is a value or an object, its value if it is an object, and whether or not it is a constant, are unaffected; similarly, the constraints and other properties of its nominal subtype are not affected by renaming (any constraint implied by the `subtype_mark` or `access_definition` of the `object_renaming_declaration` is ignored).

*Examples*

7 *Example of renaming an object:*

```
8   declare
9     L : Person renames Leftmost_Person; -- see 3.10.1
10  begin
11     L.Age := L.Age + 1;
12  end;
```

9/5 *Example of renaming a value:*

```
10/5   Uno renames One; -- see 3.3.2
```

## 8.5.2 Exception Renaming Declarations

- 1 An `exception_renaming_declaration` is used to rename an exception.

*Syntax*

```
2/3   exception_renaming_declaration ::=
      defining_identifier : exception renames exception_name
      [aspect_specification];
```

*Legality Rules*

- 3 The renamed entity shall be an exception.

*Static Semantics*

- 4 An `exception_renaming_declaration` declares a new view of the renamed exception.

*Examples*

5 *Example of renaming an exception:*

```
6   EOF : exception renames Ada.IO_Exceptions.End_Error; -- see A.13
```

### 8.5.3 Package Renaming Declarations

A `package_renaming_declaration` is used to rename a package. 1

*Syntax*

```
package_renaming_declaration ::=
    package defining_program_unit_name renames package_name
    [aspect_specification];
```

2/3

*Legality Rules*

The renamed entity shall be a package. 3

If the `package_name` of a `package_renaming_declaration` denotes a limited view of a package  $P$ , then a name that denotes the `package_renaming_declaration` shall occur only within the immediate scope of the renaming or the scope of a `with_clause` that mentions the package  $P$  or, if  $P$  is a nested package, the innermost library package enclosing  $P$ . 3.1/2

*Static Semantics*

A `package_renaming_declaration` declares a new view of the renamed package. 4

At places where the declaration of the limited view of the renamed package is visible, a name that denotes the `package_renaming_declaration` denotes a limited view of the package (see 10.1.1). 4.1/2

*Examples*

*Example of renaming a package:* 5

```
package TM renames Table_Manager;
```

6

### 8.5.4 Subprogram Renaming Declarations

A `subprogram_renaming_declaration` can serve as the completion of a `subprogram_declaration`; such a renaming\_declaration is called a *renaming-as-body*. A `subprogram_renaming_declaration` that is not a completion is called a *renaming-as-declaration*, and is used to rename a subprogram (possibly an enumeration literal) or an entry. 1/3

*Syntax*

```
subprogram_renaming_declaration ::=
    [overriding_indicator]
    subprogram_specification renames callable_entity_name
    [aspect_specification];
```

2/3

*Name Resolution Rules*

The expected profile for the `callable_entity_name` is the profile given in the `subprogram_specification`. 3

*Legality Rules*

The profile of a renaming-as-declaration shall be mode conformant with that of the renamed callable entity. 4/5

For a parameter or result subtype of the `subprogram_specification` that has an explicit `null_exclusion`: 4.1/2

- 4.2/5 | • if the *callable\_entity\_name* statically denotes a generic formal subprogram of a generic unit *G*, and the *subprogram\_renaming\_declaration* occurs within the body of a generic unit *G* or within the body of a generic unit declared within the declarative region of the generic unit *G*, then the corresponding parameter or result subtype of the formal subprogram of *G* shall have a *null\_exclusion*;
- 4.3/2 • otherwise, the subtype of the corresponding parameter or result type of the renamed callable entity shall exclude null. In addition to the places where Legality Rules normally apply (see 12.3), this rule applies also in the private part of an instance of a generic unit.
- 5/3 The profile of a renaming-as-body shall conform fully to that of the declaration it completes. If the renaming-as-body completes that declaration before the subprogram it declares is frozen, the profile shall be mode conformant with that of the renamed callable entity and the subprogram it declares takes its convention from the renamed subprogram; otherwise, the profile shall be subtype conformant with that of the renamed callable entity and the convention of the renamed subprogram shall not be Intrinsic. A renaming-as-body is illegal if the declaration occurs before the subprogram whose declaration it completes is frozen, and the renaming renames the subprogram itself, through one or more subprogram renaming declarations, none of whose subprograms has been frozen.
- 5.1/2 The *callable\_entity\_name* of a renaming shall not denote a subprogram that requires overriding (see 3.9.3).
- 5.2/2 The *callable\_entity\_name* of a renaming-as-body shall not denote an abstract subprogram.
- 5.3/5 | If the *callable\_entity\_name* of a renaming is a prefixed view, the prefix of that view shall denote an object for which renaming is allowed.
- 6 A name that denotes a formal parameter of the *subprogram\_specification* is not allowed within the *callable\_entity\_name*.

*Static Semantics*

- 7 A renaming-as-declaration declares a new view of the renamed entity. The profile of this new view takes its subtypes, parameter modes, and calling convention from the original profile of the callable entity, while taking the formal parameter names and *default\_expressions* from the profile given in the *subprogram\_renaming\_declaration*. The new view is a function or procedure, never an entry.

*Dynamic Semantics*

- 7.1/1 For a call to a subprogram whose body is given as a renaming-as-body, the execution of the renaming-as-body is equivalent to the execution of a *subprogram\_body* that simply calls the renamed subprogram with its formal parameters as the actual parameters and, if it is a function, returns the value of the call.
- 8/3 For a call on a renaming of a dispatching subprogram that is overridden, if the overriding occurred before the renaming, then the body executed is that of the overriding declaration, even if the overriding declaration is not visible at the place of the renaming; otherwise, the inherited or predefined subprogram is called. A corresponding rule applies to a call on a renaming of a predefined equality operator for an untagged record type.

*Bounded (Run-Time) Errors*

- 8.1/1 If a subprogram directly or indirectly renames itself, then it is a bounded error to call that subprogram. Possible consequences are that *Program\_Error* or *Storage\_Error* is raised, or that the call results in infinite recursion.

NOTE 1 A procedure can only be renamed as a procedure. A function whose `defining_designator` is either an identifier or an `operator_symbol` can be renamed with either an identifier or an `operator_symbol`; for renaming as an operator, the subprogram specification given in the `renaming_declaration` is subject to the rules given in 6.6 for operator declarations. Enumeration literals can be renamed as functions; similarly, `attribute_references` that denote functions (such as references to `Succ` and `Pred`) can be renamed as functions. An entry can only be renamed as a procedure; the new name is only allowed to appear in contexts that allow a procedure name. An entry of a family can be renamed, but an entry family cannot be renamed as a whole.

NOTE 2 The operators of the root numeric types cannot be renamed because the types in the profile are anonymous, so the corresponding specifications cannot be written; the same holds for certain attributes, such as `Pos`.

*This paragraph was deleted.*

NOTE 4 The primitiveness of a renaming-as-declaration is determined by its profile, and by where it occurs, as for any declaration of (a view of) a subprogram; primitiveness is not determined by the renamed view. In order to perform a dispatching call, the subprogram name has to denote a primitive subprogram, not a nonprimitive renaming of a primitive subprogram.

#### Examples

*Examples of subprogram renaming declarations:*

```

procedure My_Write(C : in Character) renames Pool(K).Write; -- see 4.1.3
function Real_Plus(Left, Right : Real ) return Real renames "+";
function Int_Plus (Left, Right : Integer) return Integer renames "+";

function Rouge return Color renames Red; -- see 3.5.1
function Rot return Color renames Red;
function Rosso return Color renames Rouge;

function Next(X : Color) return Color renames Color'Succ; -- see 3.5.1

```

*Example of a subprogram renaming declaration with new parameter names:*

```

function "*" (X,Y : Vector) return Real renames Dot_Product; -- see 6.1

```

*Example of a subprogram renaming declaration with a new default expression:*

```

function Minimum(L : Link := Head) return Cell renames Min_Cell; -- see 6.1

```

## 8.5.5 Generic Renaming Declarations

A `generic_renaming_declaration` is used to rename a generic unit.

#### Syntax

```

generic_renaming_declaration ::=
  generic package      defining_program_unit_name renames generic_package_name
    [aspect_specification];
  | generic procedure defining_program_unit_name renames generic_procedure_name
    [aspect_specification];
  | generic function  defining_program_unit_name renames generic_function_name
    [aspect_specification];

```

#### Legality Rules

The renamed entity shall be a generic unit of the corresponding kind.

#### Static Semantics

A `generic_renaming_declaration` declares a new view of the renamed generic unit.

5/5 NOTE Although the properties of the new view are the same as those of the renamed view, the place where the `generic_renaming_declaration` occurs can affect the legality of subsequent renamings and instantiations that denote the `generic_renaming_declaration`, in particular if the renamed generic unit is a library unit (see 10.1.1).

#### Examples

6 *Example of renaming a generic unit:*

```
7 generic package Enum_IO renames Ada.Text_IO.Enumeration_IO; -- see A.10.10
```

## 8.6 The Context of Overload Resolution

1/3 Because declarations can be overloaded, it is possible for an occurrence of a usage name to have more than one possible interpretation; in most cases, ambiguity is disallowed. This subclause describes how the possible interpretations resolve to the actual interpretation.

2 Certain rules of the language (the Name Resolution Rules) are considered “overloading rules”. If a possible interpretation violates an overloading rule, it is assumed not to be the intended interpretation; some other possible interpretation is assumed to be the actual interpretation. On the other hand, violations of nonoverloading rules do not affect which interpretation is chosen; instead, they cause the construct to be illegal. To be legal, there usually has to be exactly one acceptable interpretation of a construct that is a “complete context”, not counting any nested complete contexts.

3 The syntax rules of the language and the visibility rules given in 8.3 determine the possible interpretations. Most type checking rules (rules that require a particular type, or a particular class of types, for example) are overloading rules. Various rules for the matching of formal and actual parameters are overloading rules.

#### Name Resolution Rules

4 Overload resolution is applied separately to each *complete context*, not counting inner complete contexts. Each of the following constructs is a *complete context*:

- 5 • A `context_item`.
- 6 • A `declarative_item` or declaration.
- 7 • A statement.
- 8 • A `pragma_argument_association`.
- 9/4 • The *selecting\_expression* of a `case_statement` or `case_expression`.
- 9.1/5 • The *variable\_name* of an `assignment_statement` *A*, if the expression of *A* contains one or more `target_names`.

10 An (overall) *interpretation* of a complete context embodies its meaning, and includes the following information about the constituents of the complete context, not including constituents of inner complete contexts:

- 11 • for each constituent of the complete context, to which syntactic categories it belongs, and by which syntax rules; and
- 12 • for each usage name, which declaration it denotes (and, therefore, which view and which entity it denotes); and
- 13 • for a complete context that is a `declarative_item`, whether or not it is a completion of a declaration, and (if so) which declaration it completes.



A *possible interpretation* is one that obeys the syntax rules and the visibility rules. An *acceptable interpretation* is a possible interpretation that obeys the *overloading rules*, that is, those rules that specify an expected type or expected profile, or specify how a construct shall *resolve* or be *interpreted*. 14

The *interpretation* of a constituent of a complete context is determined from the overall interpretation of the complete context as a whole. Thus, for example, “interpreted as a `function_call`”, means that the construct's interpretation says that it belongs to the syntactic category `function_call`. 15

Each occurrence of a usage name *denotes* the declaration determined by its interpretation. It also denotes the view declared by its denoted declaration, except in the following cases: 16

- If a usage name appears within the declarative region of a `type_declaration` and denotes that same `type_declaration`, then it denotes the *current instance* of the type (rather than the type itself); the current instance of a type is the object or value of the type that is associated with the execution that evaluates the usage name. Similarly, if a usage name appears within the declarative region of a `subtype_declaration` and denotes that same `subtype_declaration`, then it denotes the current instance of the subtype. These rules do not apply if the usage name appears within the `subtype_mark` of an `access_definition` for an access-to-object type, or within the subtype of a parameter or result of an access-to-subprogram type. 17/3

Within an `aspect_specification` for a type or subtype, the current instance represents a value of the type; it is not an object. Unless otherwise specified, the nominal subtype of this value is given by the subtype itself (the first subtype in the case of a `type_declaration`), prior to applying any predicate specified directly on the type or subtype. If the type or subtype is by-reference, the associated object of the value is the object associated (see 6.2) with the evaluation of the usage name. 17.1/5

- If a usage name appears within the declarative region of a `generic_declaration` (but not within its `generic_formal_part`) and it denotes that same `generic_declaration`, then it denotes the *current instance* of the generic unit (rather than the generic unit itself). See also 12.3. 18

A usage name that denotes a view also denotes the entity of that view. 19

The *expected type* for a given `expression`, `name`, or other construct determines, according to the *type resolution rules* given below, the types considered for the construct during overload resolution. The type resolution rules provide support for class-wide programming, universal literals, dispatching operations, and anonymous access types: 20/2

- If a construct is expected to be of any type in a class of types, or of the universal or class-wide type for a class, then the type of the construct shall resolve to a type in that class or to a universal type that covers the class. 21
- If the expected type for a construct is a specific type  $T$ , then the type of the construct shall resolve either to  $T$ , or: 22
  - to  $T$ Class; or 23
  - to a universal type that covers  $T$ ; or 24
  - when  $T$  is a specific anonymous access-to-object type (see 3.10) with designated type  $D$ , to an access-to-object type whose designated type is  $D$ 'Class or is covered by  $D$ ; or 25/2
  - when  $T$  is a named general access-to-object type (see 3.10) with designated type  $D$ , to an anonymous access-to-object type whose designated type covers or is covered by  $D$ ; or 25.1/3
  - when  $T$  is an anonymous access-to-subprogram type (see 3.10), to an access-to-subprogram type whose designated profile is type conformant with that of  $T$ . 25.2/3

- 26 In certain contexts, such as in a `subprogram_renaming_declaration`, the Name Resolution Rules define an *expected profile* for a given name; in such cases, the name shall resolve to the name of a callable entity whose profile is type conformant with the expected profile.

*Legality Rules*

- 27/2 When a construct is one that requires that its expected type be a *single* type in a given class, the type of the construct shall be determinable solely from the context in which the construct appears, excluding the construct itself, but using the requirement that it be in the given class. Furthermore, the context shall not be one that expects any type in some class that contains types of the given class; in particular, the construct shall not be the operand of a `type_conversion`.
- 27.1/4 Other than for the *tested\_simple\_expression* of a membership test, if the expected type for a name or expression is not the same as the actual type of the name or expression, the actual type shall be convertible to the expected type (see 4.6); further, if the expected type is a named access-to-object type with designated type *D1* and the actual type is an anonymous access-to-object type with designated type *D2*, then *D1* shall cover *D2*, and the name or expression shall denote a view with an accessibility level for which the statically deeper relationship applies; in particular it shall not denote an access parameter nor a stand-alone access object.
- 28 A complete context shall have at least one acceptable interpretation; if there is exactly one, then that one is chosen.
- 29 There is a *preference* for the primitive operators (and ranges) of the root numeric types *root\_integer* and *root\_real*. In particular, if two acceptable interpretations of a constituent of a complete context differ only in that one is for a primitive operator (or range) of the type *root\_integer* or *root\_real*, and the other is not, the interpretation using the primitive operator (or range) of the root numeric type is *preferred*.
- 29.1/3 Similarly, there is a preference for the equality operators of the *universal\_access* type (see 4.5.2). If two acceptable interpretations of a constituent of a complete context differ only in that one is for an equality operator of the *universal\_access* type, and the other is not, the interpretation using the equality operator of the *universal\_access* type is preferred.
- 30 For a complete context, if there is exactly one overall acceptable interpretation where each constituent's interpretation is the same as or preferred (in the above sense) over those in all other overall acceptable interpretations, then that one overall acceptable interpretation is chosen. Otherwise, the complete context is *ambiguous*.
- 31 A complete context other than a `pragma_argument_association` shall not be ambiguous.
- 32 A complete context that is a `pragma_argument_association` is allowed to be ambiguous (unless otherwise specified for the particular pragma), but only if every acceptable interpretation of the pragma argument is as a name that statically denotes a callable entity. Such a name denotes all of the declarations determined by its interpretations, and all of the views declared by these declarations.
- 33 NOTE If a usage name has only one acceptable interpretation, then it denotes the corresponding entity. However, this does not mean that the usage name is necessarily legal since other requirements exist which are not considered for overload resolution; for example, the fact that an expression is static, whether an object is constant, mode and subtype conformance rules, freezing rules, order of elaboration, and so on.
- 34 Similarly, subtypes are not considered for overload resolution (the violation of a constraint does not make a program illegal but raises an exception during program execution).

## 9 Tasks and Synchronization

The execution of an Ada program consists of the execution of one or more *tasks*. Each task represents a separable activity that proceeds independently and concurrently between the points where it *interacts* with other tasks. A single task, when within the context of a parallel construct, can represent multiple *logical threads of control* which can proceed in parallel; in other contexts, each task represents one logical thread of control. 1/5

The various forms of task interaction are described in this clause, and include: 1.1/5

- the activation and termination of a task; 2
- a call on a protected subprogram of a *protected object*, providing exclusive read-write access, or concurrent read-only access to shared data; 3
- a call on an entry, either of another task, allowing for synchronous communication with that task, or of a protected object, allowing for asynchronous communication with one or more other tasks using that same protected object; 4
- a timed operation, including a simple delay statement, a timed entry call or accept, or a timed asynchronous select statement (see next item); 5
- an asynchronous transfer of control as part of an asynchronous select statement, where a task stops what it is doing and begins execution at a different point in response to the completion of an entry call or the expiration of a delay; 6
- an abort statement, allowing one task to cause the termination of another task. 7

In addition, tasks can communicate indirectly by reading and updating (unprotected) shared variables, presuming the access is properly synchronized through some other kind of task interaction. 8

### *Static Semantics*

The properties of a task are defined by a corresponding task declaration and `task_body`, which together define a program unit called a *task unit*. 9

### *Dynamic Semantics*

Over time, tasks proceed through various *states*. A task is initially *inactive*; upon activation, and prior to its *termination* it is either *blocked* (as part of some task interaction) or *ready* to run. While ready, a task competes for the available *execution resources* that it requires to run. In the context of a parallel construct, a single task can utilize multiple processing resources simultaneously. 10/5

NOTE Concurrent task execution can be implemented on multicomputers, multiprocessors, or with interleaved execution on a single physical processor. On the other hand, whenever an implementation can determine that the required semantic effects can be achieved when parts of the execution of a single logical thread of control are performed by different physical processors acting in parallel, it can choose to perform them in this way. 11/5

### 9.1 Task Units and Task Objects

A task unit is declared by a *task declaration*, which has a corresponding `task_body`. A task declaration may be a `task_type_declaration`, in which case it declares a named task type; alternatively, it may be a `single_task_declaration`, in which case it defines an anonymous task type, as well as declaring a named task object of that type. 1

2/3 `task_type_declaration ::=`  
`task type defining_identifier [known_discriminant_part]`  
`[aspect_specification] [is`  
`[new interface_list with]`  
`task_definition];`

3/5 `single_task_declaration ::=`  
`task defining_identifier`  
`[aspect_specification] [is`  
`[new interface_list with]`  
`task_definition];`

4 `task_definition ::=`  
`{task_item}`  
`[ private`  
`{task_item}]`  
`end [task_identifier]`

5/1 `task_item ::= entry_declaration | aspect_clause`

6/3 `task_body ::=`  
`task body defining_identifier`  
`[aspect_specification] is`  
`declarative_part`  
`begin`  
`handled_sequence_of_statements`  
`end [task_identifier];`

7 If a *task\_identifier* appears at the end of a *task\_definition* or *task\_body*, it shall repeat the defining\_identifier.

*Paragraph 8 was deleted.*

#### Static Semantics

- 9 A *task\_definition* defines a task type and its first subtype. The first list of *task\_items* of a *task\_definition*, together with the *known\_discriminant\_part*, if any, is called the visible part of the task unit. The optional list of *task\_items* after the reserved word **private** is called the private part of the task unit.
- 9.1/1 For a task declaration without a *task\_definition*, a *task\_definition* without *task\_items* is assumed.
- 9.2/3 For a task declaration with an *interface\_list*, the task type inherits user-defined primitive subprograms from each progenitor type (see 3.9.4), in the same way that a derived type inherits user-defined primitive subprograms from its progenitor types (see 3.4). If the first parameter of a primitive inherited subprogram is of the task type or an access parameter designating the task type, and there is an *entry\_declaration* for a single entry with the same identifier within the task declaration, whose profile is type conformant with the prefixed view profile of the inherited subprogram, the inherited subprogram is said to be *implemented* by the conforming task entry using an implicitly declared nonabstract subprogram which has the same profile as the inherited subprogram and which overrides it.

*Legality Rules*

- A task declaration requires a completion, which shall be a `task_body`, and every `task_body` shall be the completion of some task declaration. 9.3/2
- Each `interface_subtype_mark` of an `interface_list` appearing within a task declaration shall denote a limited interface type that is not a protected interface. 9.4/2
- The prefixed view profile of an explicitly declared primitive subprogram of a tagged task type shall not be type conformant with any entry of the task type, if the subprogram has the same defining name as the entry and the first parameter of the subprogram is of the task type or is an access parameter designating the task type. 9.5/3
- For each primitive subprogram inherited by the type declared by a task declaration, at most one of the following shall apply: 9.6/2
- the inherited subprogram is overridden with a primitive subprogram of the task type, in which case the overriding subprogram shall be subtype conformant with the inherited subprogram and not abstract; or 9.7/2
  - the inherited subprogram is implemented by a single entry of the task type; in which case its prefixed view profile shall be subtype conformant with that of the task entry. 9.8/2
- If neither applies, the inherited subprogram shall be a null procedure. In addition to the places where Legality Rules normally apply (see 12.3), these rules also apply in the private part of an instance of a generic unit. 9.9/2

*Dynamic Semantics*

- The elaboration of a task declaration elaborates the `task_definition`. The elaboration of a `single_task_declaration` also creates an object of an (anonymous) task type. 10
- The elaboration of a `task_definition` creates the task type and its first subtype; it also includes the elaboration of the `entry_declarations` in the given order. 11
- As part of the initialization of a task object, any `aspect_clauses` and any per-object constraints associated with `entry_declarations` of the corresponding `task_definition` are elaborated in the given order. 12/1
- The elaboration of a `task_body` has no effect other than to establish that tasks of the type can from then on be activated without failing the `Elaboration_Check`. 13
- The execution of a `task_body` is invoked by the activation of a task of the corresponding type (see 9.2). 14
- The content of a task object of a given task type includes: 15
- The values of the discriminants of the task object, if any; 16
  - An entry queue for each entry of the task object; 17
  - A representation of the state of the associated task. 18
- NOTE 1 Other than in an `access_definition`, the name of a task unit within the declaration or body of the task unit denotes the current instance of the unit (see 8.6), rather than the first subtype of the corresponding task type (and thus the name cannot be used as a `subtype_mark`). 19/2
- NOTE 2 The notation of a `selected_component` can be used to denote a discriminant of a task (see 4.1.3). Within a task unit, the name of a discriminant of the task type denotes the corresponding discriminant of the current instance of the unit. 20
- NOTE 3 A task type is a limited type (see 7.5), and hence precludes use of `assignment_statements` and predefined equality operators. If a programmer wants to write an application that stores and exchanges task identities, they can do so by defining an access type designating the corresponding task objects and by using access values for identification 21/5

purposes. Assignment is available for such an access type as for any access type. Alternatively, if the implementation supports the Systems Programming Annex, the Identity attribute can be used for task identification (see C.7.1).

#### Examples

22 *Examples of declarations of task types:*

```
23     task type Server is
        entry Next_Work_Item(WI : in Work_Item);
        entry Shut_Down;
    end Server;
24/2     task type Keyboard_Driver(ID : Keyboard_ID := New_ID) is
        new Serial_Device with -- see 3.9.4
        entry Read (C : out Character);
        entry Write(C : in Character);
    end Keyboard_Driver;
```

25 *Examples of declarations of single tasks:*

```
26     task Controller is
        entry Request(Level) (D : Item); -- a family of entries
    end Controller;
27     task Parser is
        entry Next_Lexeme(L : in Lexical_Element);
        entry Next_Action(A : out Parser_Action);
    end;
28     task User; -- has no entries
```

29 *Examples of task objects:*

```
30     Agent      : Server;
    Teletype    : Keyboard_Driver(TTY_ID);
    Pool        : array(1 .. 10) of Keyboard_Driver;
```

31 *Example of access type designating task objects:*

```
32     type Keyboard is access Keyboard_Driver;
    Terminal : Keyboard := new Keyboard_Driver(Term_ID);
```

## 9.2 Task Execution - Task Activation

### Dynamic Semantics

- 1 The execution of a task of a given task type consists of the execution of the corresponding `task_body`. The initial part of this execution is called the *activation* of the task; it consists of the elaboration of the `declarative_part` of the `task_body`. Should an exception be propagated by the elaboration of its `declarative_part`, the activation of the task is defined to have *failed*, and it becomes a completed task.
- 2/2 A task object (which represents one task) can be a part of a stand-alone object, of an object created by an allocator, or of an anonymous object of a limited type, or a coextension of one of these. All tasks that are part or coextensions of any of the stand-alone objects created by the elaboration of `object_declarations` (or `generic_associations` of formal objects of mode `in`) of a single declarative region are activated together. All tasks that are part or coextensions of a single object that is not a stand-alone object are activated together.
- 3/2 For the tasks of a given declarative region, the activations are initiated within the context of the `handled_sequence_of_statements` (and its associated `exception_handlers` if any — see 11.2), just prior to executing the statements of the `handled_sequence_of_statements`. For a package without an explicit body or an explicit `handled_sequence_of_statements`, an implicit body or an implicit `null_statement` is assumed, as defined in 7.2.

For tasks that are part or coextensions of a single object that is not a stand-alone object, activations are initiated after completing any initialization of the outermost object enclosing these tasks, prior to performing any other operation on the outermost object. In particular, for tasks that are part or coextensions of the object created by the evaluation of an `allocator`, the activations are initiated as the last step of evaluating the `allocator`, prior to returning the new access value. For tasks that are part or coextensions of an object that is the result of a function call, the activations are not initiated until after the function returns. 4/2

The task that created the new tasks and initiated their activations (the *activator*) is blocked until all of these activations complete (successfully or not). Once all of these activations are complete, if the activation of any of the tasks has failed (due to the propagation of an exception), `Tasking_Error` is raised in the activator, at the place at which it initiated the activations. Otherwise, the activator proceeds with its execution normally. Any tasks that are aborted prior to completing their activation are ignored when determining whether to raise `Tasking_Error`. 5

If the master that directly encloses the point where the activation of a task *T* would be initiated, completes before the activation of *T* is initiated, *T* becomes terminated and is never activated. Furthermore, if a return statement is left such that the return object is not returned to the caller, any task that was created as a part of the return object or one of its coextensions immediately becomes terminated and is never activated. 6/3

NOTE 1 An entry of a task can be called before the task has been activated. 7

NOTE 2 If several tasks are activated together, the execution of any of these tasks can proceed without waiting until the end of the activation of the other tasks. 8/5

NOTE 3 A task can become completed during its activation either because of an exception or because it is aborted (see 9.8). 9

#### Examples

*Example of task activation:* 10

```

procedure P is
  A, B : Server;      -- elaborate the task objects A, B
  C    : Server;      -- elaborate the task object C
begin
  -- the tasks A, B, C are activated together before the first statement
  ...
end;

```

 11

## 9.3 Task Dependence - Termination of Tasks

### Dynamic Semantics

Each task (other than an environment task — see 10.2) *depends* on one or more masters (see 7.6.1), as follows: 1

- If the task is created by the evaluation of an `allocator` for a given named access type, it depends on each master that includes the elaboration of the declaration of the ultimate ancestor of the given access type. 2/4
- If the task is created by the elaboration of an `object_declaration`, it depends on each master that includes this elaboration. 3
- Otherwise, the task depends on the master of the outermost object of which it is a part (as determined by the accessibility level of that object — see 3.10.2 and 7.6.1), as well as on any master whose execution includes that of the master of the outermost object. 3.1/2

4 Furthermore, if a task depends on a given master, it is defined to depend on the task that executes the master, and (recursively) on any master of that task.

5 A task is said to be *completed* when the execution of its corresponding `task_body` is completed. A task is said to be *terminated* when any finalization of the `task_body` has been performed (see 7.6.1). The first step of finalizing a master (including a `task_body`) is to wait for the termination of any tasks dependent on the master. The task executing the master is blocked until all the dependents have terminated. Any remaining finalization is then performed and the master is left.

6/1 Completion of a task (and the corresponding `task_body`) can occur when the task is blocked at a `select_-statement` with an open `terminate_alternative` (see 9.7.1); the open `terminate_alternative` is selected if and only if the following conditions are satisfied:

- 7/2
- The task depends on some completed master; and
  - 8 • Each task that depends on the master considered is either already terminated or similarly blocked at a `select_statement` with an open `terminate_alternative`.

9 When both conditions are satisfied, the task considered becomes completed, together with all tasks that depend on the master considered that are not yet completed.

10 NOTE 1 The full view of a limited private type can be a task type, or can have subcomponents of a task type. Creation of an object of such a type creates dependences according to the full type.

11 NOTE 2 An `object_renaming_declaration` defines a new view of an existing entity and hence creates no further dependence.

12/5 NOTE 3 The rules given for the collective completion of a group of tasks all blocked on `select_statements` with open `terminate_alternatives` ensure that the collective completion can occur only when there are no remaining active tasks that can call one of the tasks being collectively completed.

13 NOTE 4 If two or more tasks are blocked on `select_statements` with open `terminate_alternatives`, and become completed collectively, their finalization actions proceed concurrently.

14 NOTE 5 The completion of a task can occur due to any of the following:

- 15 • the raising of an exception during the elaboration of the `declarative_part` of the corresponding `task_body`;
- 16 • the completion of the `handled_sequence_of_statements` of the corresponding `task_body`;
- 17 • the selection of an open `terminate_alternative` of a `select_statement` in the corresponding `task_body`;
- 18 • the abort of the task.

#### *Examples*

19 *Example of task dependence:*

```
20  declare
      type Global is access Server;      -- see 9.1
      A, B : Server;
      G    : Global;
  begin
      -- activation of A and B
      declare
          type Local is access Server;
          X : Global := new Server;  -- activation of X.all
          L : Local  := new Server;  -- activation of L.all
          C : Server;
      begin
          -- activation of C
          G := X;  -- both G and X designate the same task object
          ...
      end;  -- await termination of C and L.all (but not X.all)
      ...
  end;  -- await termination of A, B, and G.all
```



## 9.4 Protected Units and Protected Objects

A *protected object* provides coordinated access to shared data, through calls on its visible *protected operations*, which can be *protected subprograms* or *protected entries*. A *protected unit* is declared by a *protected declaration*, which has a corresponding *protected\_body*. A protected declaration may be a *protected\_type\_declaration*, in which case it declares a named protected type; alternatively, it may be a *single\_protected\_declaration*, in which case it defines an anonymous protected type, as well as declaring a named protected object of that type. 1

*Syntax*

```
protected_type_declaration ::=
  protected type defining_identifier [known_discriminant_part]           2/3
    [aspect_specification] is
    [new_interface_list with]
    protected_definition;

single_protected_declaration ::=
  protected defining_identifier                                       3/3
    [aspect_specification] is
    [new_interface_list with]
    protected_definition;

protected_definition ::=
  { protected_operation_declaration }                                  4
  [ private
    { protected_element_declaration } ]
  end [protected_identifier]

protected_operation_declaration ::= subprogram_declaration           5/1
  | entry_declaration
  | aspect_clause

protected_element_declaration ::= protected_operation_declaration     6
  | component_declaration

protected_body ::=
  protected body defining_identifier                                 7/3
    [aspect_specification] is
    { protected_operation_item }
  end [protected_identifier];

protected_operation_item ::= subprogram_declaration                 8/4
  | subprogram_body
  | null_procedure_declaration
  | expression_function_declaration
  | entry_body
  | aspect_clause
```

If a *protected\_identifier* appears at the end of a *protected\_definition* or *protected\_body*, it shall repeat the *defining\_identifier*. 9

*Paragraph 10 was deleted.*

*Static Semantics*

- 11/2 A `protected_definition` defines a protected type and its first subtype. The list of `protected_operation_`-`declarations` of a `protected_definition`, together with the `known_discriminant_part`, if any, is called the visible part of the protected unit. The optional list of `protected_element_declarations` after the reserved word **private** is called the private part of the protected unit.
- 11.1/3 For a protected declaration with an `interface_list`, the protected type inherits user-defined primitive subprograms from each progenitor type (see 3.9.4), in the same way that a derived type inherits user-defined primitive subprograms from its progenitor types (see 3.4). If the first parameter of a primitive inherited subprogram is of the protected type or an access parameter designating the protected type, and there is a `protected_operation_declaration` for a protected subprogram or single entry with the same identifier within the protected declaration, whose profile is type conformant with the prefixed view profile of the inherited subprogram, the inherited subprogram is said to be *implemented* by the conforming protected subprogram or entry using an implicitly declared nonabstract subprogram which has the same profile as the inherited subprogram and which overrides it.

*Legality Rules*

- 11.2/2 A protected declaration requires a completion, which shall be a `protected_body`, and every `protected_`-`body` shall be the completion of some protected declaration.
- 11.3/2 Each `interface_subtype_mark` of an `interface_list` appearing within a protected declaration shall denote a limited interface type that is not a task interface.
- 11.4/3 The prefixed view profile of an explicitly declared primitive subprogram of a tagged protected type shall not be type conformant with any protected operation of the protected type, if the subprogram has the same defining name as the protected operation and the first parameter of the subprogram is of the protected type or is an access parameter designating the protected type.
- 11.5/2 For each primitive subprogram inherited by the type declared by a protected declaration, at most one of the following shall apply:
- 11.6/2
- the inherited subprogram is overridden with a primitive subprogram of the protected type, in which case the overriding subprogram shall be subtype conformant with the inherited subprogram and not abstract; or
- 11.7/2
- the inherited subprogram is implemented by a protected subprogram or single entry of the protected type, in which case its prefixed view profile shall be subtype conformant with that of the protected subprogram or entry.
- 11.8/2 If neither applies, the inherited subprogram shall be a null procedure. In addition to the places where Legality Rules normally apply (see 12.3), these rules also apply in the private part of an instance of a generic unit.
- 11.9/3 If an inherited subprogram is implemented by a protected procedure or an entry, then the first parameter of the inherited subprogram shall be of mode **out** or **in out**, or an access-to-variable parameter. If an inherited subprogram is implemented by a protected function, then the first parameter of the inherited subprogram shall be of mode **in**, but not an access-to-variable parameter.
- 11.10/2 If a protected subprogram declaration has an `overriding_indicator`, then at the point of the declaration:
- 11.11/2
- if the `overriding_indicator` is **overriding**, then the subprogram shall implement an inherited subprogram;

- if the `overriding_indicator` is **not overriding**, then the subprogram shall not implement any inherited subprogram. 11.12/2

In addition to the places where Legality Rules normally apply (see 12.3), these rules also apply in the private part of an instance of a generic unit. 11.13/2

#### *Dynamic Semantics*

The elaboration of a protected declaration elaborates the `protected_definition`. The elaboration of a `single_protected_declaration` also creates an object of an (anonymous) protected type. 12

The elaboration of a `protected_definition` creates the protected type and its first subtype; it also includes the elaboration of the `component_declarations` and `protected_operation_declarations` in the given order. 13

As part of the initialization of a protected object, any per-object constraints (see 3.8) are elaborated. 14

The elaboration of a `protected_body` has no other effect than to establish that protected operations of the type can from then on be called without failing the `Elaboration_Check`. 15

The content of an object of a given protected type includes: 16

- The values of the components of the protected object, including (implicitly) an entry queue for each entry declared for the protected object; 17
- A representation of the state of the execution resource *associated* with the protected object (one such resource is associated with each protected object). 18

The execution resource associated with a protected object has to be acquired to read or update any components of the protected object; it can be acquired (as part of a protected action — see 9.5.1) either for concurrent read-only access, or for exclusive read-write access. 19

As the first step of the *finalization* of a protected object, each call remaining on any entry queue of the object is removed from its queue and `Program_Error` is raised at the place of the corresponding `entry_call_statement`. 20

#### *Bounded (Run-Time) Errors*

It is a bounded error to call an entry or subprogram of a protected object after that object is finalized. If the error is detected, `Program_Error` is raised. Otherwise, the call proceeds normally, which may leave a task queued forever. 20.1/2

NOTE 1 Within the declaration or body of a protected unit other than in an `access_definition`, the name of the protected unit denotes the current instance of the unit (see 8.6), rather than the first subtype of the corresponding protected type (and thus the name cannot be used as a `subtype_mark`). 21/2

NOTE 2 A `selected_component` can be used to denote a discriminant of a protected object (see 4.1.3). Within a protected unit, the name of a discriminant of the protected type denotes the corresponding discriminant of the current instance of the unit. 22

NOTE 3 A protected type is a limited type (see 7.5), and hence precludes use of `assignment_statements` and predefined equality operators. 23/2

NOTE 4 The bodies of the protected operations given in the `protected_body` define the actions that take place upon calls to the protected operations. 24

NOTE 5 The declarations in the private part are only visible within the private part and the body of the protected unit. 25

*Examples*

26 *Example of declaration of protected type and corresponding body:*

```

27   protected type Resource is
      entry Seize;
      procedure Release;
   private
      Busy : Boolean := False;
   end Resource;

28   protected body Resource is
      entry Seize when not Busy is
        begin
          Busy := True;
        end Seize;

29   procedure Release is
        begin
          Busy := False;
        end Release;
   end Resource;
```

30 *Example of a single protected declaration and corresponding body:*

```

31/5   protected Shared_Array is
      -- Index, Item, and Item Array are global types
      function Component (N : in Index) return Item;
      procedure Set_Component (N : in Index; E : in Item);
   private
      Table : Item_Array(Index) := (others => Null_Item);
   end Shared_Array;

32   protected body Shared_Array is
      function Component(N : in Index) return Item is
        begin
          return Table(N);
        end Component;

33   procedure Set_Component(N : in Index; E : in Item) is
        begin
          Table(N) := E;
        end Set_Component;
   end Shared_Array;
```

34 *Examples of protected objects:*

```

35   Control   : Resource;
      Flags    : array(1 .. 100) of Resource;
```

## 9.5 Intertask Communication

1 The primary means for intertask communication is provided by calls on entries and protected subprograms. Calls on protected subprograms allow coordinated access to shared data objects. Entry calls allow for blocking the caller until a given condition is satisfied (namely, that the corresponding entry is open — see 9.5.3), and then communicating data or control information directly with another task or indirectly via a shared protected object.

*Static Semantics*

2/3 When a name or prefix denotes an entry, protected subprogram, or a prefixed view of a primitive subprogram of a limited interface whose first parameter is a controlling parameter, the name or prefix determines a *target object*, as follows:

- 3/3
- If it is a `direct_name` or expanded name that denotes the declaration (or body) of the operation, then the target object is implicitly specified to be the current instance of the task or protected

unit immediately enclosing the operation; a call using such a name is defined to be an *internal call*;

- If it is a `selected_component` that is not an expanded name, then the target object is explicitly specified to be the object denoted by the `prefix` of the name; a call using such a name is defined to be an *external call*; 4/3
- If the name or `prefix` is a dereference (implicit or explicit) of an access-to-protected-subprogram value, then the target object is determined by the `prefix` of the `Access attribute_reference` that produced the access value originally; a call using such a name is defined to be an *external call*; 5/3
- If the name or `prefix` denotes a `subprogram_renaming_declaration`, then the target object is as determined by the name of the renamed entity. 6

A call on an entry or a protected subprogram either uses a `name` or `prefix` that determines a target object implicitly, as above, or is a call on (a non-prefixed view of) a primitive subprogram of a limited interface whose first parameter is a controlling parameter, in which case the target object is identified explicitly by the first parameter. This latter case is an *external call*. 6.1/3

A corresponding definition of target object applies to a `requeue_statement` (see 9.5.4), with a corresponding distinction between an *internal requeue* and an *external requeue*. 7

#### *Legality Rules*

If a `name` or `prefix` determines a target object, and the name denotes a protected entry or procedure, then the target object shall be a variable, unless the `prefix` is for an `attribute_reference` to the `Count` attribute (see 9.9). 7.1/3

An internal call on a protected function shall not occur within a precondition expression (see 6.1.1) of a protected operation nor within a `default_expression` of a `parameter_specification` of a protected operation. 7.2/5

#### *Dynamic Semantics*

Within the body of a protected operation, the current instance (see 8.6) of the immediately enclosing protected unit is determined by the target object specified (implicitly or explicitly) in the call (or requeue) on the protected operation. 8

Any call on a protected procedure or entry of a target protected object is defined to be an update to the object, as is a requeue on such an entry. 9

#### *Syntax*

`synchronization_kind ::= By_Entry | By_Protected_Procedure | Optional` 10/3

#### *Static Semantics*

For the declaration of a primitive procedure of a synchronized tagged type the following language-defined representation aspect may be specified with an `aspect_specification` (see 13.1.1): 11/3

Synchronization 12/3

If specified, the aspect definition shall be a `synchronization_kind`.

Inherited subprograms inherit the Synchronization aspect, if any, from the corresponding subprogram of the parent or progenitor type. If an overriding operation does not have a directly specified Synchronization aspect then the Synchronization aspect of the inherited operation is inherited by the overriding operation. 13/3

*Legality Rules*

- 14/3 The `synchronization_kind` `By_Protected_Procedure` shall not be applied to a primitive procedure of a task interface.
- 15/3 A procedure for which the specified `synchronization_kind` is `By_Entry` shall be implemented by an entry. A procedure for which the specified `synchronization_kind` is `By_Protected_Procedure` shall be implemented by a protected procedure. A procedure for which the specified `synchronization_kind` is `Optional` may be implemented by an entry or by a procedure (including a protected procedure).
- 16/3 If a primitive procedure overrides an inherited operation for which the Synchronization aspect has been specified to be `By_Entry` or `By_Protected_Procedure`, then any specification of the aspect Synchronization applied to the overriding operation shall have the same `synchronization_kind`.
- 17/3 In addition to the places where Legality Rules normally apply (see 12.3), these rules also apply in the private part of an instance of a generic unit.

*Static Semantics*

- 18/5 For a program unit, task entry, formal package, formal subprogram, formal object of an anonymous access-to-subprogram type, enumeration literal, and for a subtype (including a formal subtype), the following language-defined operational aspect is defined:
- 19/5 Nonblocking
- This aspect specifies the blocking restriction for the entity; it shall be specified by a static Boolean expression. The `aspect_definition` can be omitted from the specification of this aspect; in that case, the aspect for the entity is `True`.
- 20/5 The Nonblocking aspect may be specified for all entities for which it is defined, except for protected operations and task entries. In particular, Nonblocking may be specified for generic formal parameters.
- 21/5 When aspect Nonblocking is `False` for an entity, the entity can contain a potentially blocking operation; such an entity *allows blocking*. If the aspect is `True` for an entity, the entity is said to be *nonblocking*.
- 22/5 For a generic instantiation and entities declared within such an instance, the aspect is determined by the Nonblocking aspect for the corresponding entity of the generic unit, **anded** with the Nonblocking aspects of the actual generic parameters *used* by the entity. If the aspect is directly specified for an instance, the specified expression shall have the same value as the Nonblocking aspect of the instance (after **anding** with the aspects of the used actual parameters). In the absence of a `Use_Formal` aspect, all actual generic parameters are presumed to be *used* by an entity (see H.7.1).
- 23/5 For a (protected or task) entry, the Nonblocking aspect is `False`.
- 24/5 For an enumeration literal, the Nonblocking aspect is `True`.
- 25/5 For a predefined operator of an elementary type, the Nonblocking aspect is `True`. For a predefined operator of a composite type, the Nonblocking aspect of the operator is the same as the Nonblocking aspect for the type.
- 26/5 For a dereference of an access-to-subprogram type, the Nonblocking aspect of the designated subprogram is that of the access-to-subprogram type.
- 27/5 For the base subtype of a scalar (sub)type, the Nonblocking aspect is `True`.
- 28/5 For an inherited primitive dispatching subprogram that is null or abstract, the subprogram is nonblocking if and only if a corresponding subprogram of at least one ancestor is

nonblocking. For any other inherited subprogram, it is nonblocking if and only if the corresponding subprogram of the parent is nonblocking.

Unless directly specified, overrides of dispatching operations inherit this aspect. 29/5

Unless directly specified, for a formal subtype, formal package, or formal subprogram, the Nonblocking aspect is that of the actual subtype, package, or subprogram. 30/5

Unless directly specified, for a non-first subtype  $S$ , the Nonblocking aspect is that of the subtype identified in the subtype\_indication defining  $S$ ; unless directly specified for the first subtype of a derived type, the Nonblocking aspect is that of the ancestor subtype. 31/5

Unless directly specified, for any other program unit, first subtype, or formal object, the Nonblocking aspect of the entity is determined by the Nonblocking aspect for the innermost program unit enclosing the entity. 32/5

If not specified for a library unit, the Nonblocking aspect is True if the library unit is declared pure, or False otherwise. 33/5

The following are defined to be *potentially blocking* operations: 34/5

- a `select_statement`; 35/5
- an `accept_statement`; 36/5
- an `entry_call_statement`, or a call on a procedure that renames or is implemented by an entry; 37/5
- a `delay_statement`; 38/5
- an `abort_statement`; 39/5
- task creation or activation; 40/5
- during a protected action, an external call on a protected subprogram (or an external requeue) with the same target object as that of the protected action. 41/5

If a language-defined subprogram allows blocking, then a call on the subprogram is a potentially blocking operation. 42/5

#### *Legality Rules*

A portion of program text is called a *nonblocking region* if it is anywhere within a parallel construct, or if the innermost enclosing program unit is nonblocking. A nonblocking region shall not contain any of the following: 43/5

- a `select_statement`; 44/5
- an `accept_statement`; 45/5
- a `delay_statement`; 46/5
- an `abort_statement`; 47/5
- task creation or activation. 48/5

Furthermore, a parallel construct shall neither contain a call on a callable entity for which the Nonblocking aspect is False, nor shall it contain a call on a callable entity declared within a generic unit that uses a generic formal parameter with Nonblocking aspect False (see `Use_Formal` aspect in H.7.1). 49/5

Finally, a nonblocking region that is outside of a parallel construct shall not contain a call on a callable entity for which the Nonblocking aspect is False, unless the region is within a generic unit and the callable entity is associated with a generic formal parameter of the generic unit, or the call is within the `aspect_definition` of an assertion aspect for an entity that allows blocking. 50/5

- 51/5 For the purposes of the above rules, an `entry_body` is considered nonblocking if the immediately enclosing protected unit is nonblocking.
- 52/5 For a subtype for which aspect `Nonblocking` is `True`, any predicate expression that applies to the subtype shall only contain constructs that are allowed immediately within a nonblocking program unit.
- 53/5 A subprogram shall be nonblocking if it overrides a nonblocking dispatching operation. An entry shall not implement a nonblocking procedure. If an inherited dispatching subprogram allows blocking, then the corresponding subprogram of each ancestor shall allow blocking.
- 54/5 It is illegal to directly specify aspect `Nonblocking` for the first subtype of the full view of a type that has a partial view. If the `Nonblocking` aspect of the full view is inherited, it shall have the same value as that of the partial view, or have the value `True`.
- 55/5 Aspect `Nonblocking` shall be directly specified for the first subtype of a derived type only if it has the same value as the `Nonblocking` aspect of the ancestor subtype or if it is specified `True`. Aspect `Nonblocking` shall be directly specified for a nonfirst subtype *S* only if it has the same value as the `Nonblocking` aspect of the subtype identified in the `subtype_indication` defining *S* or if it is specified `True`.
- 56/5 For an access-to-object type that is nonblocking, the `Allocate`, `Deallocate`, and `Storage_Size` operations on its storage pool shall be nonblocking.
- 57/5 For a composite type that is nonblocking:
- 58/5 • All component subtypes shall be nonblocking;
  - 59/5 • For a record type or extension, every call in the `default_expression` of a component (including discriminants) shall call an operation that is nonblocking;
  - 60/5 • For a controlled type, the `Initialize`, `Finalize`, and `Adjust` (if any) subprograms shall be nonblocking.
- 61/5 The predefined equality operator for a composite type, unless it is for a record type or record extension and the operator is overridden by a primitive equality operator, is illegal if it is nonblocking and:
- 62/5 • for a record type or record extension, the parent primitive `"=`" allows blocking; or
  - 63/5 • some component is of a type *T*, and:
    - 64/5 • *T* is a record type or record extension that has a primitive `"=`" that allows blocking; or
    - 65/5 • *T* is neither a record type nor a record extension, and *T* has a predefined `"=`" that allows blocking.
- 66/5 In a generic instantiation:
- 67/5 • the actual subprogram corresponding to a nonblocking formal subprogram shall be nonblocking (an actual that is an entry is not permitted in this case);
  - 68/5 • the actual subtype corresponding to a nonblocking formal subtype shall be nonblocking;
  - 69/5 • the actual object corresponding to a formal object of a nonblocking access-to-subprogram type shall be of a nonblocking access-to-subprogram type;
  - 70/5 • the actual instance corresponding to a nonblocking formal package shall be nonblocking.
- 71/5 In addition to the places where Legality Rules normally apply (see 12.3), the above rules also apply in the private part of an instance of a generic unit.
- 72/3 NOTE The synchronization\_kind `By_Protected_Procedure` implies that the operation will not block.



## 9.5.1 Protected Subprograms and Protected Actions

A *protected subprogram* is a subprogram declared immediately within a `protected_definition`. Protected procedures provide exclusive read-write access to the data of a protected object; protected functions provide concurrent read-only access to the data.

### Static Semantics

Within the body of a protected function (or a function declared immediately within a `protected_body`), the current instance of the enclosing protected unit is defined to be a constant (that is, its subcomponents may be read but not updated). Within the body of a protected procedure (or a procedure declared immediately within a `protected_body`), and within an `entry_body`, the current instance is defined to be a variable (updating is permitted).

For a type declared by a `protected_type_declaration` or for the anonymous type of an object declared by a `single_protected_declaration`, the following language-defined type-related representation aspect may be specified:

#### Exclusive\_Functions

The type of aspect `Exclusive_Functions` is Boolean. If not specified (including by inheritance), the aspect is False.

A value of True for this aspect indicates that protected functions behave in the same way as protected procedures with respect to mutual exclusion and queue servicing (see below).

A protected procedure or entry is an *exclusive* protected operation. A protected function of a protected type *P* is an exclusive protected operation if the `Exclusive_Functions` aspect of *P* is True.

### Dynamic Semantics

For the execution of a call on a protected subprogram, the evaluation of the `name` or `prefix` and of the parameter associations, and any assigning back of **in out** or **out** parameters, proceeds as for a normal subprogram call (see 6.4). If the call is an internal call (see 9.5), the body of the subprogram is executed as for a normal subprogram call. If the call is an external call, then the body of the subprogram is executed as part of a new *protected action* on the target protected object; the protected action completes after the body of the subprogram is executed. A protected action can also be started by an entry call (see 9.5.3).

A new protected action is not started on a protected object while another protected action on the same protected object is underway, unless both actions are the result of a call on a nonexclusive protected function. This rule is expressible in terms of the execution resource associated with the protected object:

- *Starting* a protected action on a protected object corresponds to *acquiring* the execution resource associated with the protected object, either for exclusive read-write access if the protected action is for a call on an exclusive protected operation, or for concurrent read-only access otherwise;
- *Completing* the protected action corresponds to *releasing* the associated execution resource.

After performing an exclusive protected operation on a protected object, but prior to completing the associated protected action, the entry queues (if any) of the protected object are serviced (see 9.5.3).

If a parallel construct occurs within a protected action, no new logical threads of control are created. Instead, each element of the parallel construct that would have become a separate logical thread of control executes on the logical thread of control that is performing the protected action. If there are multiple such elements initiated at the same point, they execute in an arbitrary order.

8/5 During a protected action, it is a bounded error to invoke an operation that is potentially blocking (see 9.5).

*Paragraphs 9 through 16 were moved to 9.5.*

9/5 •

10/5 •

11/5 •

12/5 •

13/5 •

14/5 •

15/5 •

16/5 •

17/5 If the bounded error is detected, `Program_Error` is raised. If not detected, the bounded error can result in deadlock or a (nested) protected action on the same target object.

18/5 During a protected action, a call on a subprogram whose body contains a potentially blocking operation is a bounded error. If the bounded error is detected, `Program_Error` is raised; otherwise, the call proceeds normally.

19/5 NOTE 1 If two tasks both try to start a protected action on a protected object, and at most one is calling a protected nonexclusive function, then only one of the tasks can proceed. Although the other task cannot proceed, it is not considered blocked, and it can be consuming processing resources while it awaits its turn. Unless there is an admission policy (see D.4.1) in effect, there is no language-defined ordering or queuing presumed for tasks competing to start a protected action — on a multiprocessor such tasks can use busy-waiting; for further monoprocessor and multiprocessor considerations, see D.3, “Priority Ceiling Locking”.

20/5 NOTE 2 The body of a protected unit can contain declarations and bodies for local subprograms. These are not visible outside the protected unit.

21 NOTE 3 The body of a protected function can contain internal calls on other protected functions, but not protected procedures, because the current instance is a constant. On the other hand, the body of a protected procedure can contain internal calls on both protected functions and procedures.

22 NOTE 4 From within a protected action, an internal call on a protected subprogram, or an external call on a protected subprogram with a different target object is not considered a potentially blocking operation.

23/5 NOTE 5 The aspect `Nonblocking` can be specified `True` on the definition of a protected unit in order to reject most attempts to use potentially blocking operations within the protected unit (see 9.5). The `pragma Detect_Blocking` can be used to ensure that any remaining executions of potentially blocking operations during a protected action raise `Program_Error`. See H.5.

#### *Examples*

24 *Examples of protected subprogram calls (see 9.4):*

```
25 Shared_Array.Set_Component (N, E);
   E := Shared_Array.Component (M);
   Control.Release;
```

## 9.5.2 Entries and Accept Statements

Entry\_declarations, with the corresponding entry\_bodies or accept\_statements, are used to define potentially queued operations on tasks and protected objects. 1

### Syntax

```
entry_declaration ::=
  [overriding_indicator]
  entry defining_identifier [(discrete_subtype_definition)] parameter_profile
  [aspect_specification]; 2/3
```

```
accept_statement ::=
  accept entry_direct_name [(entry_index)] parameter_profile [do
  handled_sequence_of_statements
  end [entry_identifier]]; 3
```

```
entry_index ::= expression 4
```

```
entry_body ::=
  entry defining_identifier entry_body_formal_part
  [aspect_specification]
  entry_barrier is
  declarative_part
  begin
  handled_sequence_of_statements
  end [entry_identifier]; 5/5
```

```
entry_body_formal_part ::= [(entry_index_specification)] parameter_profile 6
```

```
entry_barrier ::= when condition 7
```

```
entry_index_specification ::=
  for defining_identifier in discrete_subtype_definition [aspect_specification] 8/5
```

If an *entry\_identifier* appears at the end of an *accept\_statement*, it shall repeat the *entry\_direct\_name*. If an *entry\_identifier* appears at the end of an *entry\_body*, it shall repeat the *defining\_identifier*. 9

An *entry\_declaration* is allowed only in a protected or task declaration. 10

An *overriding\_indicator* is not allowed in an *entry\_declaration* that includes a *discrete\_subtype\_definition*. 10.1/2

### Name Resolution Rules

In an *accept\_statement*, the expected profile for the *entry\_direct\_name* is that of the *entry\_declaration*; the expected type for an *entry\_index* is that of the subtype defined by the *discrete\_subtype\_definition* of the corresponding *entry\_declaration*. 11

Within the *handled\_sequence\_of\_statements* of an *accept\_statement*, if a *selected\_component* has a prefix that denotes the corresponding *entry\_declaration*, then the entity denoted by the prefix is the *accept\_statement*, and the *selected\_component* is interpreted as an expanded name (see 4.1.3); the *selector\_name* of the *selected\_component* has to be the identifier for some formal parameter of the *accept\_statement*. 12

*Legality Rules*

- 13 An `entry_declaration` in a task declaration shall not contain a specification for an access parameter (see 3.10).
- 13.1/2 If an `entry_declaration` has an `overriding_indicator`, then at the point of the declaration:
- 13.2/2 • if the `overriding_indicator` is **overriding**, then the entry shall implement an inherited subprogram;
- 13.3/2 • if the `overriding_indicator` is **not overriding**, then the entry shall not implement any inherited subprogram.
- 13.4/2 In addition to the places where Legality Rules normally apply (see 12.3), these rules also apply in the private part of an instance of a generic unit.
- 14 For an `accept_statement`, the innermost enclosing body shall be a `task_body`, and the `entry_direct_name` shall denote an `entry_declaration` in the corresponding task declaration; the profile of the `accept_statement` shall conform fully to that of the corresponding `entry_declaration`. An `accept_statement` shall have a parenthesized `entry_index` if and only if the corresponding `entry_declaration` has a `discrete_subtype_definition`.
- 15 An `accept_statement` shall not be within another `accept_statement` that corresponds to the same `entry_declaration`, nor within an `asynchronous_select` inner to the enclosing `task_body`.
- 16 An `entry_declaration` of a protected unit requires a completion, which shall be an `entry_body`, and every `entry_body` shall be the completion of an `entry_declaration` of a protected unit. The profile of the `entry_body` shall conform fully to that of the corresponding declaration.
- 17 An `entry_body_formal_part` shall have an `entry_index_specification` if and only if the corresponding `entry_declaration` has a `discrete_subtype_definition`. In this case, the `discrete_subtype_definitions` of the `entry_declaration` and the `entry_index_specification` shall fully conform to one another (see 6.3.1).
- 18 A name that denotes a formal parameter of an `entry_body` is not allowed within the `entry_barrier` of the `entry_body`.

*Static Semantics*

- 19 The parameter modes defined for parameters in the `parameter_profile` of an `entry_declaration` are the same as for a `subprogram_declaration` and have the same meaning (see 6.2).
- 20 An `entry_declaration` with a `discrete_subtype_definition` (see 3.6) declares a *family* of distinct entries having the same profile, with one such entry for each value of the *entry index subtype* defined by the `discrete_subtype_definition`. A name for an entry of a family takes the form of an `indexed_component`, where the prefix denotes the `entry_declaration` for the family, and the index value identifies the entry within the family. The term *single entry* is used to refer to any entry other than an entry of an entry family.
- 21 In the `entry_body` for an entry family, the `entry_index_specification` declares a named constant whose subtype is the entry index subtype defined by the corresponding `entry_declaration`; the value of the *named entry index* identifies which entry of the family was called.

*Dynamic Semantics*

- 22/1 The elaboration of an `entry_declaration` for an entry family consists of the elaboration of the `discrete_subtype_definition`, as described in 3.8. The elaboration of an `entry_declaration` for a single entry has no effect.

The actions to be performed when an entry is called are specified by the corresponding `accept_statements` (if any) for an entry of a task unit, and by the corresponding `entry_body` for an entry of a protected unit. 23

The interaction between a task that calls an entry and an accepting task is called a *rendezvous*. 23.1/5

For the execution of an `accept_statement`, the `entry_index`, if any, is first evaluated and converted to the entry index subtype; this index value identifies which entry of the family is to be accepted. Further execution of the `accept_statement` is then blocked until a caller of the corresponding entry is selected (see 9.5.3), whereupon the `handled_sequence_of_statements`, if any, of the `accept_statement` is executed, with the formal parameters associated with the corresponding actual parameters of the selected entry call. Execution of the *rendezvous* consists of the execution of the `handled_sequence_of_statements`, performance of any postcondition or type invariant checks associated with the entry, and any initialization or finalization associated with these checks, as described in 6.1.1 and 7.3.2. After execution of the *rendezvous*, the `accept_statement` completes and is left. The two tasks then proceed independently. When an exception is propagated from the `handled_sequence_of_statements` of an `accept_statement`, the same exception is also raised by the execution of the corresponding `entry_call_statement`. 24/5

*This paragraph was deleted.* 25/5

An `entry_body` is executed when the condition of the `entry_barrier` evaluates to True and a caller of the corresponding single entry, or entry of the corresponding entry family, has been selected (see 9.5.3). For the execution of the `entry_body`, the `declarative_part` of the `entry_body` is elaborated, and the `handled_sequence_of_statements` of the body is executed, as for the execution of a `subprogram_body`. The value of the named entry index, if any, is determined by the value of the entry index specified in the `entry_name` of the selected entry call (or intermediate `requeue_statement` — see 9.5.4). 26

NOTE 1 A task entry has corresponding `accept_statements` (zero or more), whereas a protected entry has a corresponding `entry_body` (exactly one). 27

NOTE 2 A consequence of the rule regarding the allowed placements of `accept_statements` is that a task can execute `accept_statements` only for its own entries. 28

NOTE 3 A return statement (see 6.5) or a `requeue_statement` (see 9.5.4) can be used to complete the execution of an `accept_statement` or an `entry_body`. 29/5

NOTE 4 The condition in the `entry_barrier` can reference anything visible except the formal parameters of the entry. This includes the entry index (if any), the components (including discriminants) of the protected object, the Count attribute of an entry of that protected object, and data global to the protected unit. 30/5

The restriction against referencing the formal parameters within an `entry_barrier` ensures that all calls of the same entry see the same barrier value. If it is necessary to look at the parameters of an entry call before deciding whether to handle it, the `entry_barrier` can be “`when True`” and the caller can be requeued (on some private entry) when its parameters indicate that it cannot be handled immediately. 31

#### Examples

*Examples of entry declarations:* 32

```
entry Read(V : out Item);
entry Seize;
entry Request(Level) (D : Item); -- a family of entries
```

33

*Examples of accept statements:* 34

```
accept Shut_Down;
accept Read(V : out Item) do
    V := Local_Item;
end Read;
```

35  
36

```

37   accept Request (Low) (D : Item) do
       ...
       end Request;

```

### 9.5.3 Entry Calls

1 An `entry_call_statement` (an *entry call*) can appear in various contexts. A *simple* entry call is a stand-alone statement that represents an unconditional call on an entry of a target task or a protected object. Entry calls can also appear as part of `select_statements` (see 9.7).

#### *Syntax*

```

2   entry_call_statement ::= entry_name [actual_parameter_part];

```

#### *Name Resolution Rules*

3 The *entry\_name* given in an `entry_call_statement` shall resolve to denote an entry. The rules for parameter associations are the same as for subprogram calls (see 6.4 and 6.4.1).

#### *Static Semantics*

4 The *entry\_name* of an `entry_call_statement` specifies (explicitly or implicitly) the target object of the call, the entry or entry family, and the entry index, if any (see 9.5).

#### *Dynamic Semantics*

5 Under certain circumstances (detailed below), an entry of a task or protected object is checked to see whether it is *open* or *closed*:

- 6/3 • An entry of a task is open if the task is blocked on an `accept_statement` that corresponds to the entry (see 9.5.2), or on a `selective_accept` (see 9.7.1) with an open `accept_alternative` that corresponds to the entry; otherwise, it is closed.
- 7/3 • An entry of a protected object is open if the `condition` of the `entry_barrier` of the corresponding `entry_body` evaluates to True; otherwise, it is closed. If the evaluation of the `condition` propagates an exception, the exception `Program_Error` is propagated to all current callers of all entries of the protected object.

8 For the execution of an `entry_call_statement`, evaluation of the `name` and of the parameter associations is as for a subprogram call (see 6.4). The entry call is then *issued*: For a call on an entry of a protected object, a new protected action is started on the object (see 9.5.1). The named entry is checked to see if it is open; if open, the entry call is said to be *selected immediately*, and the execution of the call proceeds as follows:

- 9 • For a call on an open entry of a task, the accepting task becomes ready and continues the execution of the corresponding `accept_statement` (see 9.5.2).
- 10 • For a call on an open entry of a protected object, the corresponding `entry_body` is executed (see 9.5.2) as part of the protected action.

11 If the `accept_statement` or `entry_body` completes other than by a requeue (see 9.5.4), return is made to the caller (after servicing the entry queues — see below); any necessary assigning back of formal to actual parameters occurs, as for a subprogram call (see 6.4.1); such assignments take place outside of any protected action.

12 If the named entry is closed, the entry call is added to an *entry queue* (as part of the protected action, for a call on a protected entry), and the call remains queued until it is selected or cancelled; there is a separate (logical) entry queue for each entry of a given task or protected object (including each entry of an entry family).

When a queued call is *selected*, it is removed from its entry queue. Selecting a queued call from a particular entry queue is called *servicing* the entry queue. An entry with queued calls can be serviced under the following circumstances:

- When the associated task reaches a corresponding `accept_statement`, or a `selective_accept` with a corresponding open `accept_alternative`;
- If after performing, as part of a protected action on the associated protected object, an exclusive protected operation on the object, the entry is checked and found to be open.

If there is at least one call on a queue corresponding to an open entry, then one such call is selected according to the *entry queuing policy* in effect (see below), and the corresponding `accept_statement` or `entry_body` is executed as above for an entry call that is selected immediately.

The entry queuing policy controls selection among queued calls both for task and protected entry queues. The default entry queuing policy is to select calls on a given entry queue in order of arrival. If calls from two or more queues are simultaneously eligible for selection, the default entry queuing policy does not specify which queue is serviced first. Other entry queuing policies can be specified by `pragmas` (see D.4).

For a protected object, the above servicing of entry queues continues until there are no open entries with queued calls, at which point the protected action completes.

For an entry call that is added to a queue, and that is not the `triggering_statement` of an `asynchronous_select` (see 9.7.4), the calling task is blocked until the call is cancelled, or the call is selected and a corresponding `accept_statement` or `entry_body` completes without requeuing. In addition, the calling task is blocked during a rendezvous.

An attempt can be made to cancel an entry call upon an abort (see 9.8) and as part of certain forms of `select_statement` (see 9.7.2, 9.7.3, and 9.7.4). The cancellation does not take place until a point (if any) when the call is on some entry queue, and not protected from cancellation as part of a requeue (see 9.5.4); at such a point, the call is removed from the entry queue and the call completes due to the cancellation. The cancellation of a call on an entry of a protected object is a protected action, and as such cannot take place while any other protected action is occurring on the protected object. Like any protected action, it includes servicing of the entry queues (in case some entry barrier depends on a Count attribute).

A call on an entry of a task that has already completed its execution raises the exception `Tasking_Error` at the point of the call; similarly, this exception is raised at the point of the call if the called task completes its execution or becomes abnormal before accepting the call or completing the rendezvous (see 9.8). This applies equally to a simple entry call and to an entry call as part of a `select_statement`.

#### *Implementation Permissions*

An implementation may perform the sequence of steps of a protected action using any thread of control; it can be a thread other than that of the task that started the protected action. If an `entry_body` completes without requeuing, then the corresponding calling task may be made ready without waiting for the entire protected action to complete.

When the entry of a protected object is checked to see whether it is open, the implementation can bypass reevaluating the `condition` of the corresponding `entry_barrier` if no variable or attribute referenced by the `condition` (directly or indirectly) has been altered by the execution (or cancellation) of a call to an exclusive protected operation of the object since the `condition` was last evaluated.

An implementation may evaluate the conditions of all `entry_barriers` of a given protected object any time any entry of the object is checked to see if it is open.

25/5 When an attempt is made to cancel an entry call, the implementation can use a thread of control other than that of the task (or interrupt) that initiated the cancellation; in particular, it may use the thread of control of the caller itself to attempt the cancellation, even if this can allow the entry call to be selected in the interim.

26 NOTE 1 If an exception is raised during the execution of an `entry_body`, it is propagated to the corresponding caller (see 11.4).

27 NOTE 2 For a call on a protected entry, the entry is checked to see if it is open prior to queuing the call, and again thereafter if its `Count` attribute (see 9.9) is referenced in some entry barrier.

28 NOTE 3 In addition to simple entry calls, the language permits timed, conditional, and asynchronous entry calls (see 9.7.2, 9.7.3, and see 9.7.4).

29/5 NOTE 4 The condition of an `entry_barrier` is allowed to be evaluated by an implementation more often than strictly necessary, even if the evaluation can have side effects. On the other hand, an implementation can avoid reevaluating the condition if nothing it references was updated by an intervening protected action on the protected object, even if the condition references some global variable that is updated by an action performed from outside of a protected action.

#### Examples

30 *Examples of entry calls:*

```
31 Agent.Shut_Down;           -- see 9.1
   Parser.Next_Lexeme(E);    -- see 9.1
   Pool(5).Read(Next_Char);  -- see 9.1
   Controller.Request(Low)(Some_Item); -- see 9.1
   Flags(3).Seize;          -- see 9.4
```

## 9.5.4 Requeue Statements

1 A `requeue_statement` can be used to complete an `accept_statement` or `entry_body`, while redirecting the corresponding entry call to a new (or the same) entry queue. Such a *requeue* can be performed with or without allowing an intermediate cancellation of the call, due to an abort or the expiration of a delay.

#### Syntax

2/3 `requeue_statement ::= requeue_procedure_or_entry_name [with abort];`

#### Name Resolution Rules

3/3 The *procedure\_or\_entry\_name* of a `requeue_statement` shall resolve to denote a procedure or an entry (the *requeue target*). The profile of the entry, or the profile or prefixed profile of the procedure, shall either have no parameters, or be type conformant (see 6.3.1) with the profile of the innermost enclosing `entry_body` or `accept_statement`.

#### Legality Rules

4 A `requeue_statement` shall be within a callable construct that is either an `entry_body` or an `accept_statement`, and this construct shall be the innermost enclosing body or callable construct.

5/3 If the requeue target has parameters, then its (prefixed) profile shall be subtype conformant with the profile of the innermost enclosing callable construct.

5.1/4 Given a `requeue_statement` where the innermost enclosing callable construct is for an entry *E1*, for every specific or class-wide postcondition expression *P1* that applies to *E1*, there shall exist a postcondition expression *P2* that applies to the requeue target *E2* such that

- 5.2/4 • *P1* is fully conformant with the expression produced by replacing each reference in *P2* to a formal parameter of *E2* with a reference to the corresponding formal parameter of *E1*; and



- if *P1* is enabled, then *P2* is also enabled.

5.3/4

The requeue target shall not have an applicable specific or class-wide postcondition that includes an `Old` or `Index` attribute\_reference.

5.4/5

If the requeue target is declared immediately within the `task_definition` of a named task type or the `protected_definition` of a named protected type, and if the requeue statement occurs within the body of that type, and if the requeue is an external requeue, then the requeue target shall not have a specific or class-wide postcondition which includes a name denoting either the current instance of that type or any entity declared within the declaration of that type.

5.5/4

If the target is a procedure, the name shall denote a renaming of an entry, or shall denote a view or a prefixed view of a primitive subprogram of a synchronized interface, where the first parameter of the unprefixing view of the primitive subprogram shall be a controlling parameter, and the Synchronization aspect shall be specified with `synchronization_kind` `By_Entry` for the primitive subprogram.

5.6/4

In a `requeue_statement` of an `accept_statement` of some task unit, either the target object shall be a part of a formal parameter of the `accept_statement`, or the accessibility level of the target object shall not be equal to or statically deeper than any enclosing `accept_statement` of the task unit. In a `requeue_statement` of an `entry_body` of some protected unit, either the target object shall be a part of a formal parameter of the `entry_body`, or the accessibility level of the target object shall not be statically deeper than that of the `entry_declaration` for the `entry_body`.

6/3

#### *Dynamic Semantics*

The execution of a `requeue_statement` begins with the following sequence of steps:

7/5

1. The *procedure\_or\_entry\_name* is evaluated. This includes evaluation of the prefix (if any) identifying the target task or protected object and of the *expression* (if any) identifying the entry within an entry family.
2. If the target object is not a part of a formal parameter of the innermost enclosing callable construct, a check is made that the accessibility level of the target object is not equal to or deeper than the level of the innermost enclosing callable construct. If this check fails, `Program_Error` is raised.
3. Precondition checks are performed as for a call to the requeue target.
4. The `entry_body` or `accept_statement` enclosing the `requeue_statement` is then completed, finalized, and left (see 7.6.1).

7.1/5

7.2/5

7.3/5

7.4/5

For the execution of a requeue on an entry of a target task, after leaving the enclosing callable construct, the named entry is checked to see if it is open and the requeued call is either selected immediately or queued, as for a normal entry call (see 9.5.3).

8

For the execution of a requeue on an entry of a target protected object, after leaving the enclosing callable construct:

9

- if the requeue is an internal requeue (that is, the requeue is back on an entry of the same protected object — see 9.5), the call is added to the queue of the named entry and the ongoing protected action continues (see 9.5.1);
- if the requeue is an external requeue (that is, the target protected object is not implicitly the same as the current object — see 9.5), a protected action is started on the target object and proceeds as for a normal entry call (see 9.5.3).

10

11

If the requeue target named in the `requeue_statement` has formal parameters, then during the execution of the `accept_statement` or `entry_body` corresponding to the new entry and during the checking of any

12/4

preconditions of the new entry, the formal parameters denote the same objects as did the corresponding formal parameters of the callable construct completed by the requeue. In any case, no parameters are specified in a `requeue_statement`; any parameter passing is implicit.

- 13 If the `requeue_statement` includes the reserved words **with abort** (it is a *requeue-with-abort*), then:
- 14 • if the original entry call has been aborted (see 9.8), then the requeue acts as an abort completion point for the call, and the call is cancelled and no requeue is performed;
- 15 • if the original entry call was timed (or conditional), then the original expiration time is the expiration time for the requeued call.
- 16 If the reserved words **with abort** do not appear, then the call remains protected against cancellation while queued as the result of the `requeue_statement`.

17/5 | NOTE A requeue is permitted from a single entry to an entry of an entry family, or vice versa. The entry index, if any, plays no part in the subtype conformance check between the profiles of the two entries; an entry index is part of the *entry\_name* for an entry of a family.

#### Examples

18 *Examples of requeue statements:*

```
19   requeue Request (Medium) with abort;
      -- requeue on a member of an entry family of the current task, see 9.1
20   requeue Flags (I) .Seize;
      -- requeue on an entry of an array component, see 9.4
```

## 9.6 Delay Statements, Duration, and Time

- 1 A `delay_statement` is used to block further execution until a specified *expiration time* is reached. The expiration time can be specified either as a particular point in time (in a `delay_until_statement`), or in seconds from the current time (in a `delay_relative_statement`). The language-defined package `Calendar` provides definitions for a type `Time` and associated operations, including a function `Clock` that returns the current time.

#### Syntax

```
2   delay_statement ::= delay_until_statement | delay_relative_statement
3   delay_until_statement ::= delay until delay_expression;
4   delay_relative_statement ::= delay delay_expression;
```

#### Name Resolution Rules

- 5 The expected type for the *delay\_expression* in a `delay_relative_statement` is the predefined type `Duration`. The *delay\_expression* in a `delay_until_statement` is expected to be of any unlimited type.

#### Legality Rules

- 6/3 There can be multiple time bases, each with a corresponding clock, and a corresponding *time type*. The type of the *delay\_expression* in a `delay_until_statement` shall be a time type — either the type `Time` defined in the language-defined package `Calendar` (see below), the type `Time` in the package `Real_Time` (see D.8), or some other implementation-defined time type.

*Static Semantics*

There is a predefined fixed point type named `Duration`, declared in the visible part of package `Standard`; a value of type `Duration` is used to represent the length of an interval of time, expressed in seconds. The type `Duration` is not specific to a particular time base, but can be used with any time base. 7

A value of the type `Time` in package `Calendar`, or of some other time type, represents a time as reported by a corresponding clock. 8/3

The following language-defined library package exists: 9

```

package Ada.Calendar
with Nonblocking, Global => in out synchronized is
  type Time is private;
  subtype Year_Number is Integer range 1901 .. 2399;
  subtype Month_Number is Integer range 1 .. 12;
  subtype Day_Number is Integer range 1 .. 31;
  subtype Day_Duration is Duration range 0.0 .. 86_400.0;
  function Clock return Time;
  function Year (Date : Time) return Year_Number;
  function Month (Date : Time) return Month_Number;
  function Day (Date : Time) return Day_Number;
  function Seconds (Date : Time) return Day_Duration;
  procedure Split (Date : in Time;
                  Year : out Year_Number;
                  Month : out Month_Number;
                  Day : out Day_Number;
                  Seconds : out Day_Duration);
  function Time_Of (Year : Year_Number;
                  Month : Month_Number;
                  Day : Day_Number;
                  Seconds : Day_Duration := 0.0)
    return Time;
  function "+" (Left : Time; Right : Duration) return Time;
  function "+" (Left : Duration; Right : Time) return Time;
  function "-" (Left : Time; Right : Duration) return Time;
  function "-" (Left : Time; Right : Time) return Duration;
  function "<" (Left, Right : Time) return Boolean;
  function "<=" (Left, Right : Time) return Boolean;
  function ">" (Left, Right : Time) return Boolean;
  function ">=" (Left, Right : Time) return Boolean;
  Time_Error : exception;
private
  ... -- not specified by the language
end Ada.Calendar;

```

*Dynamic Semantics*

For the execution of a `delay_statement`, the `delay_expression` is first evaluated. For a `delay_until_statement`, the expiration time for the delay is the value of the `delay_expression`, in the time base associated with the type of the expression. For a `delay_relative_statement`, the expiration time is defined as the current time, in the time base associated with relative delays, plus the value of the `delay_expression` converted to the type `Duration`, and then rounded up to the next clock tick. The time base associated with relative delays is as defined in D.9, “Delay Accuracy” or is implementation defined. 20

The task executing a `delay_statement` is blocked until the expiration time is reached, at which point it becomes ready again. If the expiration time has already passed, the task is not blocked. 21

- 22/3 If an attempt is made to *cancel* the *delay\_statement* (as part of an *asynchronous\_select* or *abort* — see 9.7.4 and 9.8), the statement is cancelled if the expiration time has not yet passed, thereby completing the *delay\_statement*.
- 23 The time base associated with the type *Time* of package *Calendar* is implementation defined. The function *Clock* of package *Calendar* returns a value representing the current time for this time base. The implementation-defined value of the named number *System.Tick* (see 13.7) is an approximation of the length of the real-time interval during which the value of *Calendar.Clock* remains constant.
- 24/2 The functions *Year*, *Month*, *Day*, and *Seconds* return the corresponding values for a given value of the type *Time*, as appropriate to an implementation-defined time zone; the procedure *Split* returns all four corresponding values. Conversely, the function *Time\_Of* combines a year number, a month number, a day number, and a duration, into a value of type *Time*. The operators "+" and "-" for addition and subtraction of times and durations, and the relational operators for times, have the conventional meaning.
- 25 If *Time\_Of* is called with a seconds value of 86\_400.0, the value returned is equal to the value of *Time\_Of* for the next day with a seconds value of 0.0. The value returned by the function *Seconds* or through the *Seconds* parameter of the procedure *Split* is always less than 86\_400.0.
- 26/1 The exception *Time\_Error* is raised by the function *Time\_Of* if the actual parameters do not form a proper date. This exception is also raised by the operators "+" and "-" if the result is not representable in the type *Time* or *Duration*, as appropriate. This exception is also raised by the functions *Year*, *Month*, *Day*, and *Seconds* and the procedure *Split* if the year number of the given date is outside of the range of the subtype *Year\_Number*.

*Implementation Requirements*

- 27 The implementation of the type *Duration* shall allow representation of time intervals (both positive and negative) up to at least 86400 seconds (one day); *Duration'Small* shall not be greater than twenty milliseconds. The implementation of the type *Time* shall allow representation of all dates with year numbers in the range of *Year\_Number*; it may allow representation of other dates as well (both earlier and later).

*Implementation Permissions*

- 28/3 An implementation may define additional time types.
- 29 An implementation may raise *Time\_Error* if the value of a *delay\_expression* in a *delay\_until\_statement* of a *select\_statement* represents a time more than 90 days past the current time. The actual limit, if any, is implementation-defined.

*Implementation Advice*

- 30 Whenever possible in an implementation, the value of *Duration'Small* should be no greater than 100 microseconds.
- 31/5 The time base for *delay\_relative\_statements* should be monotonic; it can be different than the time base as used for *Calendar.Clock*.
- 32 NOTE 1 A *delay\_relative\_statement* with a negative value of the *delay\_expression* is equivalent to one with a zero value.
- 33/5 NOTE 2 A *delay\_statement* can be executed by the environment task; consequently *delay\_statements* can be executed as part of the elaboration of a *library\_item* or the execution of the main subprogram. Such statements delay the environment task (see 10.2).

NOTE 3 A `delay_statement` is an abort completion point and a potentially blocking operation, even if the task is not actually blocked. 34

NOTE 4 There is no necessary relationship between `System.Tick` (the resolution of the clock of package `Calendar`) and `Duration'Small` (the *small* of type `Duration`). 35

NOTE 5 Additional requirements associated with `delay_statements` are given in D.9, “Delay Accuracy”. 36

#### Examples

*Example of a relative delay statement:* 37

```
delay 3.0; -- delay 3.0 seconds 38
```

*Example of a periodic task:* 39

```
declare 40
  use Ada.Calendar;
  Next_Time : Time := Clock + Period;
  -- Period is a global constant of type Duration
begin
  loop -- repeated every Period seconds
    delay until Next_Time;
    ... -- perform some actions
    Next_Time := Next_Time + Period;
  end loop;
end;
```

## 9.6.1 Formatting, Time Zones, and other operations for Time

#### Static Semantics

The following language-defined library packages exist: 1/2

```
package Ada.Calendar.Time_Zones 2/5
with Nonblocking, Global => in out synchronized is
  -- Time zone manipulation: 3/2
  type Time_Offset is range -28*60 .. 28*60; 4/2
  Unknown_Zone_Error : exception; 5/2
  function Local_Time_Offset (Date : Time := Clock) return Time_Offset; 6/5
  function UTC_Time_Offset (Date : Time := Clock) return Time_Offset 6.1/5
  renames Local_Time_Offset;
end Ada.Calendar.Time_Zones; 7/2

package Ada.Calendar.Arithmetic 8/5
with Nonblocking, Global => in out synchronized is
  -- Arithmetic on days: 9/2
  type Day_Count is range 10/2
    -366*(1+Year_Number'Last - Year_Number'First)
    ..
    366*(1+Year_Number'Last - Year_Number'First);
  subtype Leap_Seconds_Count is Integer range -2047 .. 2047; 11/2
  procedure Difference (Left, Right : in Time; 12/2
    Days : out Day_Count;
    Seconds : out Duration;
    Leap_Seconds : out Leap_Seconds_Count);

  function "+" (Left : Time; Right : Day_Count) return Time; 13/2
  function "+" (Left : Day_Count; Right : Time) return Time;
  function "-" (Left : Time; Right : Day_Count) return Time;
  function "-" (Left, Right : Time) return Day_Count;
```

```

14/2     end Ada.Calendar.Arithmetic;
15/5
16/2     with Ada.Calendar.Time_Zones;
17/2     package Ada.Calendar.Formatting
18/2     with Nonblocking, Global => in out synchronized is
19/2         -- Day of the week:
20/2         type Day_Name is (Monday, Tuesday, Wednesday, Thursday,
21/2             Friday, Saturday, Sunday);
22/2         function Day_of_Week (Date : Time) return Day_Name;
23/2         -- Hours:Minutes:Seconds access:
24/2         subtype Hour_Number      is Natural range 0 .. 23;
25/2         subtype Minute_Number    is Natural range 0 .. 59;
26/2         subtype Second_Number    is Natural range 0 .. 59;
27/2         subtype Second_Duration  is Day_Duration range 0.0 .. 1.0;
28/2         function Year            (Date : Time;
29/2             Time_Zone : Time_Zones.Time_Offset := 0)
30/2             return Year_Number;
31/2         function Month          (Date : Time;
32/2             Time_Zone : Time_Zones.Time_Offset := 0)
33/2             return Month_Number;
34/2         function Day            (Date : Time;
35/2             Time_Zone : Time_Zones.Time_Offset := 0)
36/2             return Day_Number;
37/2         function Hour           (Date : Time;
38/2             Time_Zone : Time_Zones.Time_Offset := 0)
39/2             return Hour_Number;
40/2         function Minute        (Date : Time;
41/2             Time_Zone : Time_Zones.Time_Offset := 0)
42/2             return Minute_Number;
43/2         function Second        (Date : Time)
44/2             return Second_Number;
45/2         function Sub_Second    (Date : Time)
46/2             return Second_Duration;
47/2         function Seconds_Of    (Hour   : Hour_Number;
48/2             Minute : Minute_Number;
49/2             Second  : Second_Number := 0;
50/2             Sub_Second : Second_Duration := 0.0)
51/2             return Day_Duration;
52/2         procedure Split (Seconds : in Day_Duration;
53/2             Hour   : out Hour_Number;
54/2             Minute : out Minute_Number;
55/2             Second  : out Second_Number;
56/2             Sub_Second : out Second_Duration);
57/2         function Time_Of (Year      : Year_Number;
58/2             Month   : Month_Number;
59/2             Day     : Day_Number;
60/2             Hour    : Hour_Number;
61/2             Minute  : Minute_Number;
62/2             Second  : Second_Number;
63/2             Sub_Second : Second_Duration := 0.0;
64/2             Leap_Second: Boolean := False;
65/2             Time_Zone : Time_Zones.Time_Offset := 0)
66/2             return Time;

```

```

function Time_Of (Year      : Year_Number;
                  Month     : Month_Number;
                  Day       : Day_Number;
                  Seconds    : Day_Duration := 0.0;
                  Leap_Second: Boolean := False;
                  Time_Zone : Time_Zones.Time_Offset := 0)
    return Time;
31/2

procedure Split (Date      : in Time;
                 Year      : out Year_Number;
                 Month     : out Month_Number;
                 Day       : out Day_Number;
                 Hour      : out Hour_Number;
                 Minute    : out Minute_Number;
                 Second    : out Second_Number;
                 Sub_Second: out Second_Duration;
                 Time_Zone : in Time_Zones.Time_Offset := 0);
32/2

procedure Split (Date      : in Time;
                 Year      : out Year_Number;
                 Month     : out Month_Number;
                 Day       : out Day_Number;
                 Hour      : out Hour_Number;
                 Minute    : out Minute_Number;
                 Second    : out Second_Number;
                 Sub_Second: out Second_Duration;
                 Leap_Second: out Boolean;
                 Time_Zone : in Time_Zones.Time_Offset := 0);
33/2

procedure Split (Date      : in Time;
                 Year      : out Year_Number;
                 Month     : out Month_Number;
                 Day       : out Day_Number;
                 Seconds    : out Day_Duration;
                 Leap_Second: out Boolean;
                 Time_Zone : in Time_Zones.Time_Offset := 0);
34/2

-- Simple image and value:
function Image (Date : Time;
                Include_Time_Fraction : Boolean := False;
                Time_Zone : Time_Zones.Time_Offset := 0) return String;
35/2

function Local_Image (Date : Time;
                     Include_Time_Fraction : Boolean := False)
    return String is
    (Image (Date, Include_Time_Fraction,
            Time_Zones.Local_Time_Offset (Date)));
35.1/5

function Value (Date : String;
                Time_Zone : Time_Zones.Time_Offset := 0) return Time;
36/2

function Image (Elapsed_Time : Duration;
                Include_Time_Fraction : Boolean := False) return String;
37/2

function Value (Elapsed_Time : String) return Duration;
38/2

end Ada.Calendar.Formatting;
39/2

```

Type `Time_Offset` represents for a given locality at a given moment the number of minutes the local time is, at that moment, ahead (+) or behind (-) Coordinated Universal Time (abbreviated UTC). The `Time_Offset` for UTC is zero.

```

function Local_Time_Offset (Date : Time := Clock) return Time_Offset;
41/5

Returns, as a number of minutes, the Time_Offset of the implementation-defined time zone of
Calendar, at the time Date. If the time zone of the Calendar implementation is unknown, then
Unknown_Zone_Error is raised.
42/5

```

- 43/2     **procedure** Difference (Left, Right : **in** Time;  
                             Days : **out** Day\_Count;  
                             Seconds : **out** Duration;  
                             Leap\_Seconds : **out** Leap\_Seconds\_Count);
- 44/2     Returns the difference between Left and Right. Days is the number of days of difference, Seconds is the remainder seconds of difference excluding leap seconds, and Leap\_Seconds is the number of leap seconds. If Left < Right, then Seconds <= 0.0, Days <= 0, and Leap\_Seconds <= 0. Otherwise, all values are nonnegative. The absolute value of Seconds is always less than 86\_400.0. For the returned values, if Days = 0, then Seconds + Duration(Leap\_Seconds) = Calendar."-" (Left, Right).
- 45/2     **function** "+" (Left : Time; Right : Day\_Count) **return** Time;  
**function** "+" (Left : Day\_Count; Right : Time) **return** Time;
- 46/2     Adds a number of days to a time value. Time\_Error is raised if the result is not representable as a value of type Time.
- 47/2     **function** "-" (Left : Time; Right : Day\_Count) **return** Time;
- 48/2     Subtracts a number of days from a time value. Time\_Error is raised if the result is not representable as a value of type Time.
- 49/2     **function** "-" (Left, Right : Time) **return** Day\_Count;
- 50/2     Subtracts two time values, and returns the number of days between them. This is the same value that Difference would return in Days.
- 51/2     **function** Day\_of\_Week (Date : Time) **return** Day\_Name;
- 52/2     Returns the day of the week for Time. This is based on the Year, Month, and Day values of Time.
- 53/2     **function** Year            (Date : Time;  
                             Time\_Zone : Time\_Zones.Time\_Offset := 0)  
                             **return** Year\_Number;
- 54/2     Returns the year for Date, as appropriate for the specified time zone offset.
- 55/2     **function** Month         (Date : Time;  
                             Time\_Zone : Time\_Zones.Time\_Offset := 0)  
                             **return** Month\_Number;
- 56/2     Returns the month for Date, as appropriate for the specified time zone offset.
- 57/2     **function** Day           (Date : Time;  
                             Time\_Zone : Time\_Zones.Time\_Offset := 0)  
                             **return** Day\_Number;
- 58/2     Returns the day number for Date, as appropriate for the specified time zone offset.
- 59/2     **function** Hour         (Date : Time;  
                             Time\_Zone : Time\_Zones.Time\_Offset := 0)  
                             **return** Hour\_Number;
- 60/2     Returns the hour for Date, as appropriate for the specified time zone offset.
- 61/2     **function** Minute       (Date : Time;  
                             Time\_Zone : Time\_Zones.Time\_Offset := 0)  
                             **return** Minute\_Number;
- 62/2     Returns the minute within the hour for Date, as appropriate for the specified time zone offset.



- function** Second (Date : Time) 63/2  
     **return** Second\_Number;  
 Returns the second within the hour and minute for Date. 64/2
- function** Sub\_Second (Date : Time) 65/2  
     **return** Second\_Duration;  
 Returns the fraction of second for Date (this has the same accuracy as Day\_Duration). The value 66/2  
 returned is always less than 1.0.
- function** Seconds\_Of (Hour : Hour\_Number; 67/2  
     Minute : Minute\_Number;  
     Second : Second\_Number := 0;  
     Sub\_Second : Second\_Duration := 0.0)  
     **return** Day\_Duration;  
 Returns a Day\_Duration value for the combination of the given Hour, Minute, Second, and 68/2  
 Sub\_Second. This value can be used in Calendar.Time\_Of as well as the argument to  
 Calendar"+" and Calendar "-". If Seconds\_Of is called with a Sub\_Second value of 1.0, the  
 value returned is equal to the value of Seconds\_Of for the next second with a Sub\_Second value  
 of 0.0.
- procedure** Split (Seconds : in Day\_Duration; 69/2  
     Hour : out Hour\_Number;  
     Minute : out Minute\_Number;  
     Second : out Second\_Number;  
     Sub\_Second : out Second\_Duration);  
 Splits Seconds into Hour, Minute, Second and Sub\_Second in such a way that the resulting 70/3  
 values all belong to their respective subtypes. The value returned in the Sub\_Second parameter  
 is always less than 1.0. If Seconds = 86400.0, Split propagates Time\_Error.
- function** Time\_Of (Year : Year\_Number; 71/2  
     Month : Month\_Number;  
     Day : Day\_Number;  
     Hour : Hour\_Number;  
     Minute : Minute\_Number;  
     Second : Second\_Number;  
     Sub\_Second : Second\_Duration := 0.0;  
     Leap\_Second: Boolean := False;  
     Time\_Zone : Time\_Zones.Time\_Offset := 0)  
     **return** Time;  
 If Leap\_Second is False, returns a Time built from the date and time values, relative to the 72/2  
 specified time zone offset. If Leap\_Second is True, returns the Time that represents the time  
 within the leap second that is one second later than the time specified by the other parameters.  
 Time\_Error is raised if the parameters do not form a proper date or time. If Time\_Of is called  
 with a Sub\_Second value of 1.0, the value returned is equal to the value of Time\_Of for the next  
 second with a Sub\_Second value of 0.0.
- function** Time\_Of (Year : Year\_Number; 73/2  
     Month : Month\_Number;  
     Day : Day\_Number;  
     Seconds : Day\_Duration := 0.0;  
     Leap\_Second: Boolean := False;  
     Time\_Zone : Time\_Zones.Time\_Offset := 0)  
     **return** Time;  
 If Leap\_Second is False, returns a Time built from the date and time values, relative to the 74/2  
 specified time zone offset. If Leap\_Second is True, returns the Time that represents the time  
 within the leap second that is one second later than the time specified by the other parameters.

Time\_Error is raised if the parameters do not form a proper date or time. If Time\_Of is called with a Seconds value of 86\_400.0, the value returned is equal to the value of Time\_Of for the next day with a Seconds value of 0.0.

```
75/2  procedure Split (Date      : in Time;
                    Year      : out Year_Number;
                    Month     : out Month_Number;
                    Day       : out Day_Number;
                    Hour      : out Hour_Number;
                    Minute    : out Minute_Number;
                    Second    : out Second_Number;
                    Sub_Second : out Second_Duration;
                    Leap_Second : out Boolean;
                    Time_Zone  : in Time_Zones.Time_Offset := 0);
```

76/2 If Date does not represent a time within a leap second, splits Date into its constituent parts (Year, Month, Day, Hour, Minute, Second, Sub\_Second), relative to the specified time zone offset, and sets Leap\_Second to False. If Date represents a time within a leap second, set the constituent parts to values corresponding to a time one second earlier than that given by Date, relative to the specified time zone offset, and sets Leap\_Seconds to True. The value returned in the Sub\_Second parameter is always less than 1.0.

```
77/2  procedure Split (Date      : in Time;
                    Year      : out Year_Number;
                    Month     : out Month_Number;
                    Day       : out Day_Number;
                    Hour      : out Hour_Number;
                    Minute    : out Minute_Number;
                    Second    : out Second_Number;
                    Sub_Second : out Second_Duration;
                    Time_Zone  : in Time_Zones.Time_Offset := 0);
```

78/2 Splits Date into its constituent parts (Year, Month, Day, Hour, Minute, Second, Sub\_Second), relative to the specified time zone offset. The value returned in the Sub\_Second parameter is always less than 1.0.

```
79/2  procedure Split (Date      : in Time;
                    Year      : out Year_Number;
                    Month     : out Month_Number;
                    Day       : out Day_Number;
                    Seconds   : out Day_Duration;
                    Leap_Second : out Boolean;
                    Time_Zone  : in Time_Zones.Time_Offset := 0);
```

80/2 If Date does not represent a time within a leap second, splits Date into its constituent parts (Year, Month, Day, Seconds), relative to the specified time zone offset, and sets Leap\_Second to False. If Date represents a time within a leap second, set the constituent parts to values corresponding to a time one second earlier than that given by Date, relative to the specified time zone offset, and sets Leap\_Seconds to True. The value returned in the Seconds parameter is always less than 86\_400.0.

```
81/2  function Image (Date : Time;
                    Include_Time_Fraction : Boolean := False;
                    Time_Zone : Time_Zones.Time_Offset := 0) return String;
```

82/2 Returns a string form of the Date relative to the given Time\_Zone. The format is "Year-Month-Day Hour:Minute:Second", where the Year is a 4-digit value, and all others are 2-digit values, of the functions defined in Calendar and Calendar.Formatting, including a leading zero, if needed. The separators between the values are a minus, another minus, a colon, and a single space

between the Day and Hour. If `Include_Time_Fraction` is True, the integer part of `Sub_Seconds*100` is suffixed to the string as a point followed by a 2-digit value.

```
function Value (Date : String;  
               Time_Zone : Time_Zones.Time_Offset := 0) return Time; 83/2
```

Returns a Time value for the image given as Date, relative to the given time zone. 84/2  
Constraint\_Error is raised if the string is not formatted as described for Image, or the function cannot interpret the given string as a Time value.

```
function Image (Elapsed_Time : Duration;  
               Include_Time_Fraction : Boolean := False) return String; 85/2
```

Returns a string form of the Elapsed\_Time. The format is "Hour:Minute:Second", where all 86/5  
values are 2-digit values, including a leading zero, if necessary. The separators between the values are colons. If `Include_Time_Fraction` is True, the integer part of `Sub_Seconds*100` is suffixed to the string as a point followed by a 2-digit value. If `Elapsed_Time < 0.0`, the result is Image (**abs** Elapsed\_Time, Include\_Time\_Fraction) prefixed with a minus sign. If **abs** Elapsed\_Time represents 100 hours or more, the result is implementation-defined.

```
function Value (Elapsed_Time : String) return Duration; 87/2
```

Returns a Duration value for the image given as Elapsed\_Time. Constraint\_Error is raised if the 88/2  
string is not formatted as described for Image, or the function cannot interpret the given string as a Duration value.

#### *Implementation Advice*

An implementation should support leap seconds if the target system supports them. If leap seconds are not 89/2  
supported, Difference should return zero for Leap\_Seconds, Split should return False for Leap\_Second, and Time\_Of should raise Time\_Error if Leap\_Second is True.

NOTE 1 The implementation-defined time zone of package Calendar can be the local time zone. Local\_Time\_Offset 90/5  
always returns the difference relative to the implementation-defined time zone of package Calendar. If Local\_Time\_Offset does not raise Unknown\_Zone\_Error, UTC time can be safely calculated (within the accuracy of the underlying time-base).

NOTE 2 Calling Split on the results of subtracting Duration(Local\_Time\_Offset\*60) from Clock provides the 91/5  
components (hours, minutes, and so on) of the UTC time. In the United States, for example, Local\_Time\_Offset will generally be negative.

## 9.7 Select Statements

There are four forms of the `select_statement`. One form provides a selective wait for one or more 1  
`select_alternatives`. Two provide timed and conditional entry calls. The fourth provides asynchronous transfer of control.

#### *Syntax*

```
select_statement ::= 2  
  selective_accept  
  | timed_entry_call  
  | conditional_entry_call  
  | asynchronous_select
```

*Examples*

3 *Example of a select statement:*

```
4     select
5         accept Driver_Awake_Signal;
6     or
7         delay 30.0*Seconds;
8         Stop_The_Train;
9     end select;
```

## 9.7.1 Selective Accept

1 This form of the `select_statement` allows a combination of waiting for, and selecting from, one or more alternatives. The selection may depend on conditions associated with each alternative of the `selective_accept`.

*Syntax*

```
2     selective_accept ::=
3         select
4             [guard]
5             select_alternative
6         { or
7             [guard]
8             select_alternative }
9         [ else
10            sequence_of_statements ]
11        end select;
12
13    guard ::= when condition =>
14
15    select_alternative ::=
16        accept_alternative
17        | delay_alternative
18        | terminate_alternative
19
20    accept_alternative ::=
21        accept_statement [sequence_of_statements]
22
23    delay_alternative ::=
24        delay_statement [sequence_of_statements]
25
26    terminate_alternative ::= terminate;
```

8 A `selective_accept` shall contain at least one `accept_alternative`. In addition, it can contain:

- 9 • a `terminate_alternative` (only one); or
- 10 • one or more `delay_alternatives`; or
- 11 • an *else part* (the reserved word **else** followed by a `sequence_of_statements`).

12 These three possibilities are mutually exclusive.

*Legality Rules*

13 If a `selective_accept` contains more than one `delay_alternative`, then all shall be `delay_relative_statements`, or all shall be `delay_until_statements` for the same time type.

*Dynamic Semantics*

A `select_alternative` is said to be *open* if it is not immediately preceded by a guard, or if the condition of its guard evaluates to True. It is said to be *closed* otherwise. 14

For the execution of a `selective_accept`, any guard conditions are evaluated; open alternatives are thus determined. For an open `delay_alternative`, the `delay_expression` is also evaluated. Similarly, for an open `accept_alternative` for an entry of a family, the `entry_index` is also evaluated. These evaluations are performed in an arbitrary order, except that a `delay_expression` or `entry_index` is not evaluated until after evaluating the corresponding condition, if any. Selection and execution of one open alternative, or of the else part, then completes the execution of the `selective_accept`; the rules for this selection are described below. 15

Open `accept_alternatives` are first considered. Selection of one such alternative takes place immediately if the corresponding entry already has queued calls. If several alternatives can thus be selected, one of them is selected according to the entry queuing policy in effect (see 9.5.3 and D.4). When such an alternative is selected, the selected call is removed from its entry queue and the `handled_sequence_of_statements` (if any) of the corresponding `accept_statement` is executed; after the rendezvous completes any subsequent `sequence_of_statements` of the alternative is executed. If no selection is immediately possible (in the above sense) and there is no else part, the task blocks until an open alternative can be selected. 16

Selection of the other forms of alternative or of an else part is performed as follows: 17

- An open `delay_alternative` is selected when its expiration time is reached if no `accept_alternative` or other `delay_alternative` can be selected prior to the expiration time. If several `delay_alternatives` have this same expiration time, one of them is selected according to the queuing policy in effect (see D.4); the default queuing policy chooses arbitrarily among the `delay_alternatives` whose expiration time has passed. 18
- The else part is selected and its `sequence_of_statements` is executed if no `accept_alternative` can immediately be selected; in particular, if all alternatives are closed. 19
- An open `terminate_alternative` is selected if the conditions stated at the end of 9.3 are satisfied. 20/5

The exception Program\_Error is raised if all alternatives are closed and there is no else part. 21

NOTE A `selective_accept` can have several open `delay_alternatives`. A `selective_accept` can have several open `accept_alternatives` for the same entry. 22/5

*Examples*

*Example of a task body with a selective accept:* 23

```
task body Server is
    Current_Work_Item : Work_Item;
begin
    loop
        select
            accept Next_Work_Item(WI : in Work_Item) do
                Current_Work_Item := WI;
            end;
            Process_Work_Item(Current_Work_Item);
        or
            accept Shut_Down;
            exit;           -- Premature shut down requested
        or
            terminate;    -- Normal shutdown at end of scope
        end select;
    end loop;
end Server;
```

24

## 9.7.2 Timed Entry Calls

- 1/5 A `timed_entry_call` issues an entry call that is cancelled if the call (or a requeue-with-abort of the call) is not selected before the expiration time is reached. A procedure call may appear rather than an entry call for cases where the procedure can be implemented by an entry.

### Syntax

- ```

2   timed_entry_call ::=
      select
        entry_call_alternative
      or
        delay_alternative
      end select;

3/2   entry_call_alternative ::=
        procedure_or_entry_call [sequence_of_statements]

3.1/2 procedure_or_entry_call ::=
        procedure_call_statement | entry_call_statement

```

### Legality Rules

- 3.2/2 If a `procedure_call_statement` is used for a `procedure_or_entry_call`, the *procedure\_name* or *procedure\_prefix* of the `procedure_call_statement` shall statically denote an entry renamed as a procedure or (a view of) a primitive subprogram of a limited interface whose first parameter is a controlling parameter (see 3.9.2).

### Dynamic Semantics

- 4/2 For the execution of a `timed_entry_call`, the *entry\_name*, *procedure\_name*, or *procedure\_prefix*, and any actual parameters are evaluated, as for a simple entry call (see 9.5.3) or procedure call (see 6.4). The expiration time (see 9.6) for the call is determined by evaluating the *delay\_expression* of the `delay_alternative`. If the call is an entry call or a call on a procedure implemented by an entry, the entry call is then issued. Otherwise, the call proceeds as described in 6.4 for a procedure call, followed by the *sequence\_of\_statements* of the `entry_call_alternative`; the *sequence\_of\_statements* of the `delay_alternative` is ignored.
- 5 If the call is queued (including due to a requeue-with-abort), and not selected before the expiration time is reached, an attempt to cancel the call is made. If the call completes due to the cancellation, the optional *sequence\_of\_statements* of the `delay_alternative` is executed; if the entry call completes normally, the optional *sequence\_of\_statements* of the `entry_call_alternative` is executed.

### Examples

- 6 *Example of a timed entry call:*
- ```

7   select
      Controller.Request (Medium) (Some_Item) ;
    or
      delay 45.0 ;
      -- controller too busy, try something else
    end select;

```

### 9.7.3 Conditional Entry Calls

A `conditional_entry_call` issues an entry call that is then cancelled if it is not selected immediately (or if a `requeue-with-abort` of the call is not selected immediately). A procedure call may appear rather than an entry call for cases where the procedure can be implemented by an entry. 1/5

#### Syntax

```
conditional_entry_call ::=
  select
    entry_call_alternative
  else
    sequence_of_statements
  end select; 2
```

#### Dynamic Semantics

The execution of a `conditional_entry_call` is defined to be equivalent to the execution of a `timed_entry_call` with a `delay_alternative` specifying an immediate expiration time and the same `sequence_of_statements` as given after the reserved word `else`. 3

NOTE A `conditional_entry_call` can briefly increase the Count attribute of the entry, even if the conditional call is not selected. 4/5

#### Examples

*Example of a conditional entry call:* 5

```
procedure Spin(R : in out Resource) is -- see 9.4
begin
  loop
    select
      R.Seize;
      return;
    else
      null; -- busy waiting
    end select;
  end loop;
end; 6/5
```

### 9.7.4 Asynchronous Transfer of Control

An asynchronous `select_statement` provides asynchronous transfer of control upon completion of an entry call or the expiration of a delay. 1

#### Syntax

```
asynchronous_select ::=
  select
    triggering_alternative
  then abort
    abortable_part
  end select; 2
```

```
triggering_alternative ::= triggering_statement [sequence_of_statements] 3
```

```
triggering_statement ::= procedure_or_entry_call | delay_statement 4/2
```

5        `abortable_part ::= sequence_of_statements`

*Dynamic Semantics*

- 6/2 For the execution of an `asynchronous_select` whose `triggering_statement` is a `procedure_or_entry_call`, the `entry_name`, `procedure_name`, or `procedure_prefix`, and actual parameters are evaluated as for a simple entry call (see 9.5.3) or procedure call (see 6.4). If the call is an entry call or a call on a procedure implemented by an entry, the entry call is issued. If the entry call is queued (or requeued-with-abort), then the `abortable_part` is executed. If the entry call is selected immediately, and never requeued-with-abort, then the `abortable_part` is never started. If the call is on a procedure that is not implemented by an entry, the call proceeds as described in 6.4, followed by the `sequence_of_statements` of the `triggering_alternative`; the `abortable_part` is never started.
- 7 For the execution of an `asynchronous_select` whose `triggering_statement` is a `delay_statement`, the `delay_expression` is evaluated and the expiration time is determined, as for a normal `delay_statement`. If the expiration time has not already passed, the `abortable_part` is executed.
- 8 If the `abortable_part` completes and is left prior to completion of the `triggering_statement`, an attempt to cancel the `triggering_statement` is made. If the attempt to cancel succeeds (see 9.5.3 and 9.6), the `asynchronous_select` is complete.
- 9 If the `triggering_statement` completes other than due to cancellation, the `abortable_part` is aborted (if started but not yet completed — see 9.8). If the `triggering_statement` completes normally, the optional `sequence_of_statements` of the `triggering_alternative` is executed after the `abortable_part` is left.

*Examples*

10 *Example of a main command loop for a command interpreter:*

```
11     loop
        select
            Terminal.Wait_For_Interrupt;
            Put_Line("Interrupted");
        then abort
            -- This will be abandoned upon terminal interrupt
            Put_Line("-> ");
            Get_Line(Command, Last);
            Process_Command(Command(1..Last));
        end select;
    end loop;
```

12 *Example of a time-limited calculation:*

```
13/5     select
        delay 5.0;
        Put_Line("Calculation does not converge");
    then abort
        -- This calculation is expected to finish in 5.0 seconds;
        -- if not, it is assumed to diverge.
        Horribly_Complicated_Recursive_Function(X, Y);
    end select;
```

14/5 Note that these examples presume that there are abort completion points (see 9.8) within the execution of the `abortable_part`.



## 9.8 Abort of a Task - Abort of a Sequence of Statements

An `abort_statement` causes one or more tasks to become abnormal, thus preventing any further interaction with such tasks. The completion of the `triggering_statement` of an `asynchronous_select` causes a `sequence_of_statements` to be aborted.

### Syntax

```
abort_statement ::= abort task_name {, task_name};
```

### Name Resolution Rules

Each *task\_name* is expected to be of any task type; each can be of a different task type.

### Dynamic Semantics

For the execution of an `abort_statement`, the given *task\_names* are evaluated in an arbitrary order. Each named task is then *aborted*, which consists of making the task *abnormal* and aborting the execution of the corresponding `task_body`, unless it is already completed.

When the execution of a construct is *aborted* (including that of a `task_body` or of a `sequence_of_statements`), the execution of every construct included within the aborted execution is also aborted, except for executions included within the execution of an *abort-deferred* operation; the execution of an abort-deferred operation continues to completion without being affected by the abort; the following are the abort-deferred operations:

- a protected action;
- waiting for an entry call to complete (after having initiated the attempt to cancel it — see below);
- waiting for the termination of dependent tasks;
- the execution of an Initialize procedure as the last step of the default initialization of a controlled object;
- the execution of a Finalize procedure as part of the finalization of a controlled object;
- an assignment operation to an object with a controlled part.

The last three of these are discussed further in 7.6.

When a master is aborted, all tasks that depend on that master are aborted.

The order in which tasks become abnormal as the result of an `abort_statement` or the abort of a `sequence_of_statements` is not specified by the language.

If the execution of an entry call is aborted, an immediate attempt is made to cancel the entry call (see 9.5.3). If the execution of a construct is aborted at a time when the execution is blocked, other than for an entry call, at a point that is outside the execution of an abort-deferred operation, then the execution of the construct completes immediately. For an abort due to an `abort_statement`, these immediate effects occur before the execution of the `abort_statement` completes. Other than for these immediate cases, the execution of a construct that is aborted does not necessarily complete before the `abort_statement` completes. However, the execution of the aborted construct completes no later than its next *abort completion point* (if any) that occurs outside of an abort-deferred operation; the following are abort completion points for an execution:

- the point where the execution initiates the activation of another task;

- 17 • the end of the activation of a task;
- 17.1/5 • a point within a parallel construct where a new logical thread of control is created;
- 17.2/5 • the end of a parallel construct;
- 18 • the start or end of the execution of an entry call, `accept_statement`, `delay_statement`, or `abort_statement`;
- 19 • the start of the execution of a `select_statement`, or of the `sequence_of_statements` of an `exception_handler`.

*Bounded (Run-Time) Errors*

20/5 An attempt to execute an `asynchronous_select` as part of the execution of an abort-deferred operation is a bounded error. Similarly, an attempt to create a task that depends on a master that is included entirely within the execution of an abort-deferred operation is a bounded error. In both cases, `Program_Error` is raised if the error is detected by the implementation; otherwise, the operations proceed as they would outside an abort-deferred operation, except that an abort of the `abortable_part` or the created task does not necessarily have an effect.

*Erroneous Execution*

21 If an assignment operation completes prematurely due to an abort, the assignment is said to be *disrupted*; the target of the assignment or its parts can become abnormal, and certain subsequent uses of the object can be erroneous, as explained in 13.9.1.

22/5 NOTE 1 An `abort_statement` is best used only in situations requiring unconditional termination.

23 NOTE 2 A task is allowed to abort any task it can name, including itself.

24/5 NOTE 3 Additional requirements associated with abort are given in D.6.

## 9.9 Task and Entry Attributes

*Dynamic Semantics*

- 1 For a prefix `T` that is of a task type (after any implicit dereference), the following attributes are defined:
- 2 `T'Callable` Yields the value `True` when the task denoted by `T` is *callable*, and `False` otherwise; a task is callable unless it is completed or abnormal. The value of this attribute is of the predefined type `Boolean`.
- 3 `T'Terminated` Yields the value `True` if the task denoted by `T` is terminated, and `False` otherwise. The value of this attribute is of the predefined type `Boolean`.
- 4 For a prefix `E` that denotes an entry of a task or protected unit, the following attribute is defined. This attribute is only allowed within the body of the task or protected unit, but excluding, in the case of an entry of a task unit, within any program unit that is, itself, inner to the body of the task unit.
- 5 `E'Count` Yields the number of calls presently queued on the entry `E` of the current instance of the unit. The value of this attribute is of the type *universal\_integer*.
- 6 NOTE 1 For the `Count` attribute, the entry can be either a single entry or an entry of a family. The name of the entry or entry family can be either a `direct_name` or an expanded name.
- 7/5 NOTE 2 Within task units, by interrogating the attribute `E'Count` an algorithm can allow for the increase of the value of this attribute for incoming entry calls, and its decrease, for example with `timed_entry_calls`. A `conditional_entry_call` can also briefly increase this value, even if the conditional call is not accepted.
- 8/5 NOTE 3 Within protected units, by interrogating the attribute `E'Count` in the `entry_barrier` for the entry `E` an algorithm can allow for the evaluation of the condition of the barrier both before and after queuing a given caller.

## 9.10 Shared Variables

### *Static Semantics*

If two different objects, including nonoverlapping parts of the same object, are *independently addressable*, they can be manipulated concurrently by two different logical threads of control without synchronization, unless both are subcomponents of the same full access object, and either is nonatomic (see C.6). Any two nonoverlapping objects are independently addressable if either object is specified as independently addressable (see C.6). Otherwise, two nonoverlapping objects are independently addressable except when they are both parts of a composite object for which a nonconfirming value is specified for any of the following representation aspects: (record) Layout, Component\_Size, Pack, Atomic, or Convention; in this case it is unspecified whether the parts are independently addressable.

### *Dynamic Semantics*

Separate logical threads of control normally proceed independently and concurrently with one another. However, task interactions can be used to synchronize the actions of two or more logical threads of control to allow, for example, meaningful communication by the direct updating and reading of variables shared between them. The actions of two different logical threads of control are synchronized in this sense when an action of one *signals* an action of the other; an action A1 is defined to signal an action A2 under the following circumstances:

- If A1 and A2 are part of the execution of the same task, and the language rules require A1 to be performed before A2; 3
- If A1 is the action of an activator that initiates the activation of a task, and A2 is part of the execution of the task that is activated; 4
- If A1 is part of the activation of a task, and A2 is the action of waiting for completion of the activation; 5
- If A1 is part of the execution of a task, and A2 is the action of waiting for the termination of the task; 6
- If A1 is the termination of a task T, and A2 is either an evaluation of the expression T.Terminated that results in True, or a call to Ada.Task\_Identification.Is\_Terminated with an actual parameter that identifies T and a result of True (see C.7.1); 6.1/3
- If A1 is the action of issuing an entry call, and A2 is part of the corresponding execution of the appropriate entry\_body or accept\_statement; 7/3
- If A1 is part of the execution of an accept\_statement or entry\_body, and A2 is the action of returning from the corresponding entry call; 8
- If A1 is part of the execution of a protected procedure body or entry\_body for a given protected object, and A2 is part of a later execution of an entry\_body for the same protected object; 9
- If A1 signals some action that in turn signals A2. 10

Action A1 is defined to *potentially signal* action A2 if A1 signals A2, if action A1 and A2 occur as part of the execution of the same logical thread of control, and the language rules permit action A1 to precede action A2, or if action A1 potentially signals some action that in turn potentially signals A2. 10.1/5

Two actions are defined to be *sequential* if one of the following is true: 11/5

- One action signals the other; 12
- Both actions occur as part of the execution of the same logical thread of control; 13/5

- 14/5 • Both actions occur as part of protected actions on the same protected object, and at least one of the actions is part of a call on an exclusive protected operation of the protected object.
- 15/3 Aspect Atomic or aspect Atomic\_Components may also be specified to ensure that certain reads and updates are sequential — see C.6.
- 16/5 Two actions that are not sequential are defined to be *concurrent* actions.
- 17/5 Two actions are defined to *conflict* if one action assigns to an object, and the other action reads or assigns to a part of the same object (or of a neighboring object if the two are not independently addressable). The action comprising a call on a subprogram or an entry is defined to *potentially conflict* with another action if the Global aspect (or Global'Class aspect in the case of a dispatching call) of the called subprogram or entry is such that a conflicting action would be possible during the execution of the call. Similarly, two calls are considered to potentially conflict if they each have Global (or Global'Class in the case of a dispatching call) aspects such that conflicting actions would be possible during the execution of the calls. Finally, two actions that conflict are also considered to potentially conflict.
- 18/5 A *synchronized* object is an object of a task or protected type, an atomic object (see C.6), a suspension object (see D.10), or a synchronous barrier (see D.10.1). Operations on such objects are necessarily sequential with respect to one another, and hence are never considered to conflict.

#### *Erroneous Execution*

- 19/5 The execution of two concurrent actions is erroneous if the actions make conflicting uses of a shared variable (or neighboring variables that are not independently addressable).

### 9.10.1 Conflict Check Policies

- 1/5 This subclause determines what checks are performed relating to possible concurrent conflicting actions (see 9.10).

#### *Syntax*

- 2/5 The form of a `pragma Conflict_Check_Policy` is as follows:

3/5 **pragma** Conflict\_Check\_Policy (*policy\_identifier* [, *policy\_identifier*]);

- 4/5 A `pragma Conflict_Check_Policy` is allowed only immediately within a `declarative_part`, a `package_specification`, or as a configuration pragma.

#### *Legality Rules*

- 5/5 Each *policy\_identifier* shall be one of `No_Parallel_Conflict_Checks`, `Known_Parallel_Conflict_Checks`, `All_Parallel_Conflict_Checks`, `No_Tasking_Conflict_Checks`, `Known_Tasking_Conflict_Checks`, `All_Tasking_Conflict_Checks`, `No_Conflict_Checks`, `Known_Conflict_Checks`, `All_Conflict_Checks`, or an implementation-defined conflict check policy. If two *policy\_identifiers* are given, one shall include the word `Parallel` and one shall include the word `Tasking`. If only one *policy\_identifier* is given, it shall not include the word `Parallel` or `Tasking`.
- 6/5 A `pragma Conflict_Check_Policy` given in a `declarative_part` or immediately within a `package_specification` applies from the place of the pragma to the end of the innermost enclosing declarative region. The region for a `pragma Conflict_Check_Policy` given as a configuration pragma is the declarative region for the entire compilation unit (or units) to which it applies.
- 7/5 If a `pragma Conflict_Check_Policy` applies to a `generic_instantiation`, then the `pragma Conflict_Check_Policy` applies to the entire instance.

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| <p>If multiple <code>Conflict_Check_Policy</code> pragmas apply to a given construct, the conflict check policy is determined by the one in the innermost enclosing region. If no <code>Conflict_Check_Policy</code> pragma applies to a construct, the policy is (<code>All_Parallel_Conflict_Checks</code>, <code>No_Tasking_Conflict_Checks</code>) (see below).</p> <p>Certain potentially conflicting actions are disallowed according to which conflict check policies apply at the place where the action or actions occur, as follows:</p> <p><code>No_Parallel_Conflict_Checks</code><br/> This policy imposes no restrictions on concurrent actions arising from parallel constructs.</p> <p><code>No_Tasking_Conflict_Checks</code><br/> This policy imposes no restrictions on concurrent actions arising from tasking constructs.</p> <p><code>Known_Parallel_Conflict_Checks</code><br/> If this policy applies to two concurrent actions appearing within parallel constructs, they are disallowed if they are known to denote the same object (see 6.4.1) with uses that conflict. For the purposes of this check, any parallel loop may be presumed to involve multiple concurrent iterations. Also, for the purposes of deciding whether two actions are concurrent, it is enough for the logical threads of control in which they occur to be concurrent at any point in their execution, unless all of the following are true:</p> <ul style="list-style-type: none"> <li>• the shared object is volatile;</li> <li>• the two logical threads of control are both known to also refer to a shared synchronized object; and</li> <li>• each thread whose potentially conflicting action updates the shared volatile object, also updates this shared synchronized object.</li> </ul> <p><code>Known_Tasking_Conflict_Checks</code><br/> If this policy applies to two concurrent actions appearing within the same compilation unit, at least one of which appears within a task body but not within a parallel construct, they are disallowed if they are known to denote the same object (see 6.4.1) with uses that conflict, and neither potentially signals the other (see 9.10). For the purposes of this check, any named task type may be presumed to have multiple instances. Also, for the purposes of deciding whether two actions are concurrent, it is enough for the tasks in which they occur to be concurrent at any point in their execution, unless all of the following are true:</p> <ul style="list-style-type: none"> <li>• the shared object is volatile;</li> <li>• the two tasks are both known to also refer to a shared synchronized object; and</li> <li>• each task whose potentially conflicting action updates the shared volatile object, also updates this shared synchronized object.</li> </ul> <p><code>All_Parallel_Conflict_Checks</code><br/> This policy includes the restrictions imposed by the <code>Known_Parallel_Conflict_Checks</code> policy, and in addition disallows a parallel construct from reading or updating a variable that is global to the construct, unless it is a synchronized object, or unless the construct is a parallel loop, and the global variable is a part of a component of an array denoted by an indexed component with at least one index expression that statically denotes the loop parameter of the <code>loop_parameter_specification</code> or the <code>chunk</code> parameter of the parallel loop.</p> <p><code>All_Tasking_Conflict_Checks</code><br/> This policy includes the restrictions imposed by the <code>Known_Tasking_Conflict_Checks</code> policy, and in addition disallows a task body from reading or updating a variable that is global to the task body, unless it is a synchronized object.</p> | <p>8/5</p> <p>9/5</p> <p>10/5</p> <p>11/5</p> <p>12/5</p> <p>13/5</p> <p>14/5</p> <p>15/5</p> <p>16/5</p> <p>17/5</p> <p>18/5</p> <p>19/5</p> <p>20/5</p> <p>21/5</p> |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------|

22/5 No\_Conflict\_Checks, Known\_Conflict\_Checks, All\_Conflict\_Checks  
 These are shorthands for (No\_Parallel\_Conflict\_Checks, No\_Tasking\_Conflict\_Checks),  
 (Known\_Parallel\_Conflict\_Checks, Known\_Tasking\_Conflict\_Checks), and  
 (All\_Parallel\_Conflict\_Checks, All\_Tasking\_Conflict\_Checks), respectively.

*Static Semantics*

23/5 For a subprogram, the following language-defined representation aspect may be specified:

24/5 Parallel\_Calls

The Parallel\_Calls aspect is of type Boolean. The specified value shall be static. The Parallel\_Calls aspect of an inherited primitive subprogram is True if Parallel\_Calls is True either for the corresponding subprogram of the progenitor type or for any other inherited subprogram that it overrides. If not specified or inherited as True, the Parallel\_Calls aspect of a subprogram is False.

25/5 Specifying the Parallel\_Calls aspect to be True for a subprogram indicates that the subprogram can be safely called in parallel. Conflict checks (if required by the Conflict\_Check\_Policy in effect) are made on the subprogram assuming that multiple concurrent calls exist. Such checks can then be omitted on a call of the subprogram in a parallel iteration context.

*Implementation Permissions*

26/5 When the conflict check policy Known\_Parallel\_Conflict\_Checks or All\_Parallel\_Conflict\_Checks applies, the implementation may disallow two concurrent actions appearing within parallel constructs if the implementation can prove they will at run-time denote the same object with uses that conflict. Similarly, when the conflict check policy Known\_Tasking\_Conflict\_Checks or All\_Tasking\_Conflict\_Checks applies, the implementation may disallow two concurrent actions, at least one of which appears within a task body but not within a parallel construct, if the implementation can prove they will at run-time denote the same object with uses that conflict.

## 9.11 Example of Tasking and Synchronization

*Examples*

1/5 The following example defines a buffer protected object to smooth variations between the speed of output of a producing task and the speed of input of some consuming task. For instance, the producing task can have the following structure:

```

2      task Producer;
3/2    task body Producer is
        Person : Person_Name; -- see 3.10.1
    begin
        loop
            ... -- simulate arrival of the next customer
            Buffer.Append_Wait(Person);
            exit when Person = null;
        end loop;
    end Producer;
```

4/5 and the consuming task can have the following structure:

```

5      task Consumer;
```

```

task body Consumer is
    Person : Person_Name;
begin
    loop
        Buffer.Remove_First_Wait(Person);
        exit when Person = null;
        ... -- simulate serving a customer
    end loop;
end Consumer;

```

6/2

The buffer object contains an internal array of person names managed in a round-robin fashion. The array has two indices, an `In_Index` denoting the index for the next input person name and an `Out_Index` denoting the index for the next output person name. 7/2

The Buffer is defined as an extension of the `Synchronized_Queue` interface (see 3.9.4), and as such promises to implement the abstraction defined by that interface. By doing so, the Buffer can be passed to the Transfer class-wide operation defined for objects of a type covered by `Queue'Class`. 7.1/2

```

type Person_Name_Array is array (Positive range <>)
    of Person_Name; -- see 3.10.1
protected Buffer is new Synchronized_Queue with -- see 3.9.4
    entry Append_Wait(Person : in Person_Name);
    entry Remove_First_Wait(Person : out Person_Name);
    function Cur_Count return Natural;
    function Max_Count return Natural;
    procedure Append(Person : in Person_Name);
    procedure Remove_First(Person : out Person_Name);
private
    Pool      : Person_Name_Array(1 .. 100);
    Count     : Natural := 0;
    In_Index, Out_Index : Positive := 1;
end Buffer;
protected body Buffer is
    entry Append_Wait(Person : in Person_Name)
        when Count < Pool'Length is
        begin
            Append(Person);
        end Append_Wait;
    procedure Append(Person : in Person_Name) is
        begin
            if Count = Pool'Length then
                raise Queue_Error with "Buffer Full"; -- see 11.3
            end if;
            Pool(In_Index) := Person;
            In_Index      := (In_Index mod Pool'Length) + 1;
            Count         := Count + 1;
        end Append;
    entry Remove_First_Wait(Person : out Person_Name)
        when Count > 0 is
        begin
            Remove_First(Person);
        end Remove_First_Wait;
    procedure Remove_First(Person : out Person_Name) is
        begin
            if Count = 0 then
                raise Queue_Error with "Buffer Empty"; -- see 11.3
            end if;
            Person      := Pool(Out_Index);
            Out_Index   := (Out_Index mod Pool'Length) + 1;
            Count       := Count - 1;
        end Remove_First;

```

7.2/5

8/2

9/2

9.1/2

10/2

11/2

```
12/2      function Cur_Count return Natural is
          begin
            return Buffer.Count;
          end Cur_Count;
13/2      function Max_Count return Natural is
          begin
            return Pool'Length;
          end Max_Count;
end Buffer;
```



## 10 Program Structure and Compilation Issues

The overall structure of programs and the facilities for separate compilation are described in this clause. A *program* is a set of *partitions*, each of which may execute in a separate address space, possibly on a separate computer. 1/3

As explained below, a partition is constructed from *library units*. Syntactically, the declaration of a library unit is a *library\_item*, as is the body of a library unit. An implementation may support a concept of a *program library* (or simply, a “library”), which contains *library\_items* and their subunits. Library units may be organized into a hierarchy of children, grandchildren, and so on. 2

This clause has two subclauses: 10.1, “Separate Compilation” discusses compile-time issues related to separate compilation. 10.2, “Program Execution” discusses issues related to what is traditionally known as “link time” and “run time” — building and executing partitions. 3/3

### 10.1 Separate Compilation

A *program unit* is either a package, a task unit, a protected unit, a protected entry, a generic unit, or an explicitly declared subprogram other than an enumeration literal. Certain kinds of program units can be separately compiled. Alternatively, they can appear physically nested within other program units. 1

The text of a program can be submitted to the compiler in one or more compilations. Each compilation is a succession of *compilation\_units*. A *compilation\_unit* contains either the declaration, the body, or a renaming of a program unit. The representation for a compilation is implementation-defined. 2

A library unit is a separately compiled program unit, and is a package, subprogram, or generic unit. Library units may have other (logically nested) library units as children, and may have other program units physically nested within them. A root library unit, together with its children and grandchildren and so on, form a *subsystem*. 3

#### *Implementation Permissions*

An implementation may impose implementation-defined restrictions on compilations that contain multiple *compilation\_units*. 4

#### 10.1.1 Compilation Units - Library Units

A *library\_item* is a compilation unit that is the declaration, body, or renaming of a library unit. Each library unit (except Standard) has a *parent unit*, which is a library package or generic library package. A library unit is a *child* of its parent unit. The *root* library units are the children of the predefined library package Standard. 1

#### *Syntax*

```
compilation ::= {compilation_unit} 2
```

```
compilation_unit ::=
  context_clause library_item      3
  | context_clause subunit
```

```
library_item ::= [private] library_unit_declaration 4
  | library_unit_body
```

| [**private**] library\_unit\_renaming\_declaration

5 library\_unit\_declaration ::=  
     subprogram\_declaration | package\_declaration  
     | generic\_declaration | generic\_instantiation

6 library\_unit\_renaming\_declaration ::=  
     package\_renaming\_declaration  
     | generic\_renaming\_declaration  
     | subprogram\_renaming\_declaration

7 library\_unit\_body ::= subprogram\_body | package\_body

8 parent\_unit\_name ::= name

8.1/2 An overriding\_indicator is not allowed in a subprogram\_declaration, generic\_instantiation, or subprogram\_renaming\_declaration that declares a library unit.

9 A *library unit* is a program unit that is declared by a library\_item. When a program unit is a library unit, the prefix “library” is used to refer to it (or “generic library” if generic), as well as to its declaration and body, as in “library declaration”, “library package\_body”, or “generic library package”. The term *compilation unit* is used to refer to a compilation\_unit. When the meaning is clear from context, the term is also used to refer to the library\_item of a compilation\_unit or to the proper\_body of a subunit (that is, the compilation\_unit without the context\_clause and the **separate** (parent\_unit\_name)).

10 The *parent declaration* of a library\_item (and of the library unit) is the declaration denoted by the parent\_unit\_name, if any, of the defining\_program\_unit\_name of the library\_item. If there is no parent\_unit\_name, the parent declaration is the declaration of Standard, the library\_item is a *root* library\_item, and the library unit (renaming) is a *root* library unit (renaming). The declaration and body of Standard itself have no parent declaration. The *parent unit* of a library\_item or library unit is the library unit declared by its parent declaration.

11 The children of a library unit occur immediately within the declarative region of the declaration of the library unit. The *ancestors* of a library unit are itself, its parent, its parent's parent, and so on. (Standard is an ancestor of every library unit.) The *descendant* relation is the inverse of the ancestor relation.

12 A library\_unit\_declaration or a library\_unit\_renaming\_declaration is *private* if the declaration is immediately preceded by the reserved word **private**; it is otherwise *public*. A library unit is private or public according to its declaration. The *public descendants* of a library unit are the library unit itself, and the public descendants of its public children. Its other descendants are *private descendants*.

12.1/2 For each library\_package\_declaration in the environment, there is an implicit declaration of a *limited view* of that library package. The limited view of a package contains:

12.2/3 • For each package\_declaration occurring immediately within the visible part, a declaration of the limited view of that package, with the same defining\_program\_unit\_name.

12.3/3 • For each type\_declaration occurring immediately within the visible part that is not an incomplete\_type\_declaration, an incomplete view of the type with no discriminant\_part; if the type\_declaration is tagged, then the view is a tagged incomplete view.

12.4/2 The limited view of a library\_package\_declaration is private if that library\_package\_declaration is immediately preceded by the reserved word **private**.

12.5/2 There is no syntax for declaring limited views of packages, because they are always implicit. The implicit declaration of a limited view of a library package is not the declaration of a library unit (the library

`package_declaration` is); nonetheless, it is a `library_item`. The implicit declaration of the limited view of a library package forms an (implicit) compilation unit whose `context_clause` is empty.

A library `package_declaration` is the completion of the declaration of its limited view. 12.6/2

#### *Legality Rules*

The parent unit of a `library_item` shall be a library package or generic library package. 13

If a `defining_program_unit_name` of a given declaration or body has a `parent_unit_name`, then the given declaration or body shall be a `library_item`. The body of a program unit shall be a `library_item` if and only if the declaration of the program unit is a `library_item`. In a `library_unit_renaming_declaration`, the (old) name shall denote a `library_item`. 14

A `parent_unit_name` (which can be used within a `defining_program_unit_name` of a `library_item` and in the **separate** clause of a subunit), and each of its prefixes, shall not denote a `renaming_declaration`. On the other hand, a name that denotes a `library_unit_renaming_declaration` is allowed in a `nonlimited_with_clause` and other places where the name of a library unit is allowed. 15/2

If a library package is an instance of a generic package, then every child of the library package shall either be itself an instance or be a renaming of a library unit. 16

A child of a generic library package shall either be itself a generic unit or be a renaming of some other child of the same generic unit. 17/3

A child of a parent generic package shall be instantiated or renamed only within the declarative region of the parent generic. 18

For each child *C* of some parent generic package *P*, there is a corresponding declaration *C* nested immediately within each instance of *P*. For the purposes of this rule, if a child *C* itself has a child *D*, each corresponding declaration for *C* has a corresponding child *D*. The corresponding declaration for a child within an instance is visible only within the scope of a `with_clause` that mentions the (original) child generic unit. 19/2

A library subprogram shall not override a primitive subprogram. 20

The defining name of a function that is a compilation unit shall not be an `operator_symbol`. 21

#### *Static Semantics*

A `subprogram_renaming_declaration` that is a `library_unit_renaming_declaration` is a renaming-as-declaration, not a renaming-as-body. 22

There are two kinds of dependences among compilation units: 23

- The *semantic dependences* (see below) are the ones necessary to check the compile-time rules across compilation unit boundaries; a compilation unit depends semantically on the other compilation units necessary to determine its legality. The visibility rules are based on the semantic dependences. 24/5
- The *elaboration dependences* (see 10.2) determine the order of elaboration of `library_items`. 25

A `library_item` depends semantically upon its parent declaration. A subunit depends semantically upon its parent body. A `library_unit_body` depends semantically upon the corresponding `library_unit_declaration`, if any. The declaration of the limited view of a library package depends semantically upon the declaration of the limited view of its parent. The declaration of a library package depends semantically upon the declaration of its limited view. A compilation unit depends semantically upon each `library_item` mentioned 26/2

in a `with_clause` of the compilation unit. In addition, if a given compilation unit contains an `attribute_reference` of a type defined in another compilation unit, then the given compilation unit depends semantically upon the other compilation unit. The semantic dependence relationship is transitive.

#### *Dynamic Semantics*

26.1/2 The elaboration of the declaration of the limited view of a package has no effect.

27/5 | NOTE 1 A simple program can consist of a single compilation unit. A compilation can have no compilation units; for example, its text can consist of `pragmas`.

28 NOTE 2 The `designator` of a library function cannot be an `operator_symbol`, but a nonlibrary `renaming_declaration` is allowed to rename a library function as an operator. Within a partition, two library subprograms are required to have distinct names and hence cannot overload each other. However, `renaming_declarations` are allowed to define overloaded names for such subprograms, and a locally declared subprogram is allowed to overload a library subprogram. The expanded name `Standard.L` can be used to denote a root library unit L (unless the declaration of `Standard` is hidden) since root library unit declarations occur immediately within the declarative region of package `Standard`.

#### *Examples*

29 *Examples of library units:*

```

30  package Rational_Numbers.IO is -- public child of Rational_Numbers, see 7.1
      procedure Put (R : in Rational);
      procedure Get (R : out Rational);
    end Rational_Numbers.IO;
31  private procedure Rational_Numbers.Reduce (R : in out Rational);
      -- private child of Rational_Numbers
32  with Rational_Numbers.Reduce; -- refer to a private child
    package body Rational_Numbers is
      ...
    end Rational_Numbers;
33  with Rational_Numbers.IO; use Rational_Numbers;
    with Ada.Text_IO; -- see A.10
    procedure Main is -- a root library procedure
      R : Rational;
    begin
      R := 5/3; -- construct a rational number, see 7.1
      Ada.Text_IO.Put ("The answer is: ");
      IO.Put (R);
      Ada.Text_IO.New_Line;
    end Main;
34  with Rational_Numbers.IO;
    package Rational_IO renames Rational_Numbers.IO;
      -- a library unit renaming declaration

```

35 Each of the above `library_items` can be submitted to the compiler separately.

## 10.1.2 Context Clauses - With Clauses

1 A `context_clause` is used to specify the `library_items` whose names are needed within a compilation unit.

#### *Syntax*

```

2  context_clause ::= {context_item}
3  context_item ::= with_clause | use_clause
4/2  with_clause ::= limited_with_clause | nonlimited_with_clause
4.1/2  limited_with_clause ::= limited [private] with library_unit_name {, library_unit_name};

```

`nonlimited_with_clause ::= [private] with library_unit_name {, library_unit_name};` 4.2/2

*Name Resolution Rules*

The *scope* of a `with_clause` that appears on a `library_unit_declaration` or `library_unit_renaming_declaration` consists of the entire declarative region of the declaration, which includes all children and subunits. The scope of a `with_clause` that appears on a body consists of the body, which includes all subunits. 5

A `library_item` (and the corresponding library unit) is *named* in a `with_clause` if it is denoted by a `library_unit_name` in the `with_clause`. A `library_item` (and the corresponding library unit) is *mentioned* in a `with_clause` if it is named in the `with_clause` or if it is denoted by a prefix in the `with_clause`. 6/2

Outside its own declarative region, the declaration or renaming of a library unit can be visible only within the scope of a `with_clause` that mentions it. The visibility of the declaration or renaming of a library unit otherwise follows from its placement in the environment. 7

*Legality Rules*

If a `with_clause` of a given compilation\_unit mentions a private child of some library unit, then the given compilation\_unit shall be one of: 8/2

- the declaration, body, or subunit of a private descendant of that library unit; 9/2
- the body or subunit of a public descendant of that library unit, but not a subprogram body acting as a subprogram declaration (see 10.1.4); or 10/2
- the declaration of a public descendant of that library unit, in which case the `with_clause` shall include the reserved word **private**. 11/2

A name denoting a `library_item` (or the corresponding declaration for a child of a generic within an instance — see 10.1.1), if it is visible only due to being mentioned in one or more `with_clauses` of a unit *U* that include the reserved word **private**, shall appear only within: 12/5

- a private part; 13/2
- a body of a public descendant of *U*, but not within the `subprogram_specification` of a body of a subprogram that is a public descendant of *U*; 14/5
- a private descendant of *U* or its body; or 15/5
- a pragma within a context clause. 16/2

A `library_item` mentioned in a `limited_with_clause` shall be the implicit declaration of the limited view of a library package, not the declaration of a subprogram, generic unit, generic instance, or a renaming. 17/2

A `limited_with_clause` shall not appear on a `library_unit_body`, subunit, or `library_unit_renaming_declaration`. 18/2

A `limited_with_clause` that names a library package shall not appear: 19/2

- in the `context_clause` for the explicit declaration of the named library package or any of its descendants; 20/3
- within a `context_clause` for a `library_item` that is within the scope of a `nonlimited_with_clause` that mentions the same library package; or 21/3
- within a `context_clause` for a `library_item` that is within the scope of a `use_clause` that names an entity declared within the declarative region of the library package. 22/3

23/2 NOTE A `library_item` mentioned in a `nonlimited_with_clause` of a compilation unit is visible within the compilation unit and hence acts just like an ordinary declaration. Thus, within a compilation unit that mentions its declaration, the name of a library package can be given in `use_clauses` and can be used to form expanded names, a library subprogram can be called, and instances of a generic library unit can be declared. If a child of a parent generic package is mentioned in a `nonlimited_with_clause`, then the corresponding declaration nested within each visible instance is visible within the compilation unit. Similarly, a `library_item` mentioned in a `limited_with_clause` of a compilation unit is visible within the compilation unit and thus can be used to form expanded names.

*Examples*

24/5 *Examples of use of with clauses, limited with clauses, and private with clauses:*

```

25/2 package Office is
end Office;

26/2 with Ada.Strings.Unbounded;
package Office.Locations is
  type Location is new Ada.Strings.Unbounded.Unbounded_String;
end Office.Locations;

27/2 limited with Office.Departments; -- types are incomplete
private with Office.Locations; -- only visible in private part
package Office.Employees is
  type Employee is private;

28/2 function Dept_Of (Emp : Employee) return access Departments.Department;
  procedure Assign_Dept (Emp : in out Employee;
                        Dept : access Departments.Department);

29/2 ...
private
  type Employee is
    record
      Dept : access Departments.Department;
      Loc : Locations.Location;
      ...
    end record;
end Office.Employees;

30/5 limited with Office.Employees;
package Office.Departments is
  type Department is ...;

31/2 function Manager_Of (Dept : Department) return access Employees.Employee;
  procedure Assign_Manager (Dept : in out Department;
                            Mgr : access Employees.Employee);
  ...
end Office.Departments;

```

32/5 *The `limited_with_clause` can be used to support mutually dependent abstractions that are split across multiple packages. In this case, an employee is assigned to a department, and a department has a manager who is an employee. If a `with_clause` with the reserved word **private** appears on one library unit and mentions a second library unit, it provides visibility to the second library unit, but restricts that visibility to the private part and body of the first unit. The compiler checks that no use is made of the second unit in the visible part of the first unit.*

### 10.1.3 Subunits of Compilation Units

Subunits are like child units, with these (important) differences: subunits support the separate compilation of bodies only (not declarations); the parent contains a `body_stub` to indicate the existence and place of each of its subunits; declarations appearing in the parent's body can be visible within the subunits.

*Syntax*

```

body_stub ::=
    subprogram_body_stub | package_body_stub
    | task_body_stub | protected_body_stub
2

subprogram_body_stub ::=
    [overriding_indicator]
    subprogram_specification is separate
    [aspect_specification];
3/3

package_body_stub ::=
    package body defining_identifier is separate
    [aspect_specification];
4/3

task_body_stub ::=
    task body defining_identifier is separate
    [aspect_specification];
5/3

protected_body_stub ::=
    protected body defining_identifier is separate
    [aspect_specification];
6/3

subunit ::= separate (parent_unit_name) proper_body
7

```

*Legality Rules*

The *parent body* of a subunit is the body of the program unit denoted by its `parent_unit_name`. The term *subunit* is used to refer to a subunit and also to the `proper_body` of a subunit. The *subunits of a program unit* include any subunit that names that program unit as its parent, as well as any subunit that names such a subunit as its parent (recursively).

The parent body of a subunit shall be present in the current environment, and shall contain a corresponding `body_stub` with the same `defining_identifier` as the subunit.

A `package_body_stub` shall be the completion of a `package_declaration` or `generic_package_declaration`; a `task_body_stub` shall be the completion of a task declaration; a `protected_body_stub` shall be the completion of a protected declaration.

In contrast, a `subprogram_body_stub` can be defined without it being the completion of a previous declaration, in which case the `_stub` declares the subprogram. If the `_stub` is a completion, it shall be the completion of a `subprogram_declaration` or `generic_subprogram_declaration`. The profile of a `subprogram_body_stub` that completes a declaration shall conform fully to that of the declaration.

A subunit that corresponds to a `body_stub` shall be of the same kind (`package_`, `subprogram_`, `task_`, or `protected_`) as the `body_stub`. The profile of a `subprogram_body` subunit shall be fully conformant to that of the corresponding `body_stub`.

- 13 A `body_stub` shall appear immediately within the `declarative_part` of a compilation unit body. This rule does not apply within an instance of a generic unit.
- 14 The `defining_identifiers` of all `body_stubs` that appear immediately within a particular `declarative_part` shall be distinct.

*Post-Compilation Rules*

- 15 For each `body_stub`, there shall be a subunit containing the corresponding `proper_body`.
- 16 NOTE The rules in 10.1.4, “The Compilation Process” say that a `body_stub` is equivalent to the corresponding `proper_body`. This implies:
- 17 • Visibility within a subunit is the visibility that would be obtained at the place of the corresponding `body_stub` (within the parent body) if the `context_clause` of the subunit were appended to that of the parent body.
  - 18 • The effect of the elaboration of a `body_stub` is to elaborate the subunit.

*Examples*

19/5 | *Example that defines package Parent without subunits:*

```

20   package Parent is
21     procedure Inner;
22   end Parent;

23   with Ada.Text_IO;
24   package body Parent is
25     Variable : String := "Hello, there.";
26     procedure Inner is
27     begin
28       Ada.Text_IO.Put_Line(Variable);
29     end Inner;
30   end Parent;
```

22/5 | *Example showing how the body of procedure Inner can be turned into a subunit by rewriting the package body as follows (with the declaration of Parent remaining the same):*

```

23   package body Parent is
24     Variable : String := "Hello, there.";
25     procedure Inner is separate;
26   end Parent;

27   with Ada.Text_IO;
28   separate(Parent)
29   procedure Inner is
30   begin
31     Ada.Text_IO.Put_Line(Variable);
32   end Inner;
```

## 10.1.4 The Compilation Process

- 1 Each compilation unit submitted to the compiler is compiled in the context of an *environment declarative\_part* (or simply, an *environment*), which is a conceptual `declarative_part` that forms the outermost declarative region of the context of any compilation. At run time, an environment forms the `declarative_part` of the body of the environment task of a partition (see 10.2, “Program Execution”).
- 2/5 The `declarative_items` of the environment are `library_items` appearing in an order such that there are no forward semantic dependences. Each included subunit occurs in place of the corresponding stub. The visibility rules apply as if the environment were the outermost declarative region, except that `with_clauses` are necessary to make declarations of library units visible (see 10.1.2).



The mechanisms for creating an environment and for adding and replacing compilation units within an environment are implementation defined. The mechanisms for adding a compilation unit mentioned in a `limited_with_clause` to an environment are implementation defined. 3/2

*Name Resolution Rules*

If a `library_unit_body` that is a `subprogram_body` is submitted to the compiler, it is interpreted only as a completion if a `library_unit_declaration` with the same `defining_program_unit_name` already exists in the environment for a subprogram other than an instance of a generic subprogram or for a generic subprogram (even if the profile of the body is not type conformant with that of the declaration); otherwise, the `subprogram_body` is interpreted as both the declaration and body of a library subprogram. 4/3

*Legality Rules*

When a compilation unit is compiled, all compilation units upon which it depends semantically shall already exist in the environment; the set of these compilation units shall be *consistent* in the sense that the new compilation unit shall not semantically depend (directly or indirectly) on two different versions of the same compilation unit, nor on an earlier version of itself. 5

*Implementation Permissions*

The implementation may require that a compilation unit be legal before it can be mentioned in a `limited_with_clause` or it can be inserted into the environment. 6/2

When a compilation unit that declares or renames a library unit is added to the environment, the implementation may remove from the environment any preexisting `library_item` or `subunit` with the same full expanded name. When a compilation unit that is a `subunit` or the body of a library unit is added to the environment, the implementation may remove from the environment any preexisting version of the same compilation unit. When a compilation unit that contains a `body_stub` is added to the environment, the implementation may remove any preexisting `library_item` or `subunit` with the same full expanded name as the `body_stub`. When a given compilation unit is removed from the environment, the implementation may also remove any compilation unit that depends semantically upon the given one. If the given compilation unit contains the body of a subprogram for which aspect `Inline` is `True`, the implementation may also remove any compilation unit containing a call to that subprogram. 7/3

NOTE 1 The rules of the language are enforced across compilation and compilation unit boundaries, just as they are enforced within a single compilation unit. 8

NOTE 2 An implementation can support a concept of a *library*, which contains `library_items`. If multiple libraries are supported, the implementation can document how a single environment is constructed when a compilation unit is submitted to the compiler. Naming conflicts between different libraries can, for example, be resolved by treating each library as the root of a hierarchy of child library units. 9/5

NOTE 3 A compilation unit containing an instantiation of a separately compiled generic unit does not semantically depend on the body of the generic unit. Therefore, replacing the generic body in the environment does not result in the removal of the compilation unit containing the instantiation. 10

## 10.1.5 Pragmas and Program Units

This subclause discusses pragmas related to compilations. 1/5

*Name Resolution Rules*

2/5

*Legality Rules*

3/5

4/5

5/5

6/5

7/5

Paragraphs 2 through 7 were moved to Annex J, “Obsolescent Features”.

*Static Semantics*

7.1/5

*Post-Compilation Rules*

- 8 Certain pragmas are defined to be *configuration pragmas*; they shall appear before the first compilation\_unit of a compilation. They are generally used to select a partition-wide or system-wide option. The pragma applies to all compilation\_units appearing in the compilation, unless there are none, in which case it applies to all future compilation\_units compiled into the same environment.

*Implementation Permissions*

- 9/2 An implementation may require that configuration pragmas that select partition-wide or system-wide options be compiled when the environment contains no library\_items other than those of the predefined environment. In this case, the implementation shall still accept configuration pragmas in individual compilations that confirm the initially selected partition-wide or system-wide options.

*Implementation Advice*

10/5

Paragraph 10 was moved to Annex J, “Obsolescent Features”.

## 10.1.6 Environment-Level Visibility Rules

- 1 The normal visibility rules do not apply within a parent\_unit\_name or a context\_clause, nor within a pragma that appears at the place of a compilation unit. The special visibility rules for those contexts are given here.

*Static Semantics*

- 2/2 Within the parent\_unit\_name at the beginning of an explicit library\_item, and within a nonlimited\_with\_clause, the only declarations that are visible are those that are explicit library\_items of the environment, and the only declarations that are directly visible are those that are explicit root library\_items of the environment. Within a limited\_with\_clause, the only declarations that are visible are those that are the implicit declaration of the limited view of a library package of the environment, and the only declarations that are directly visible are those that are the implicit declaration of the limited view of a root library package.
- 3 Within a use\_clause or pragma that is within a context\_clause, each library\_item mentioned in a previous with\_clause of the same context\_clause is visible, and each root library\_item so mentioned is directly visible. In addition, within such a use\_clause, if a given declaration is visible or directly visible,

each declaration that occurs immediately within the given declaration's visible part is also visible. No other declarations are visible or directly visible.

Within the `parent_unit_name` of a subunit, `library_items` are visible as they are in the `parent_unit_name` of a `library_item`; in addition, the declaration corresponding to each `body_stub` in the environment is also visible. 4

Within a `pragma` that appears at the place of a compilation unit, the immediately preceding `library_item` and each of its ancestors is visible. The ancestor root `library_item` is directly visible. 5

Notwithstanding the rules of 4.1.3, an expanded name in a `with_clause`, a `pragma` in a `context_clause`, or a `pragma` that appears at the place of a compilation unit may consist of a `prefix` that denotes a generic package and a `selector_name` that denotes a child of that generic package. (The child is necessarily a generic unit; see 10.1.1.) 6/2

## 10.2 Program Execution

- 1 An Ada *program* consists of a set of *partitions*, which can execute in parallel with one another, possibly in a separate address space, and possibly on a separate computer.

### *Post-Compilation Rules*

- 2/5 A partition is a program or part of a program that can be invoked from outside the Ada implementation. For example, on many systems, a partition can be an executable file generated by the system linker. The user can *explicitly assign* library units to a partition. The assignment is done in an implementation-defined manner. The compilation units included in a partition are those of the explicitly assigned library units, as well as other compilation units *needed by* those library units. The compilation units needed by a given compilation unit (the *needed compilation units*) are determined as follows (unless specified otherwise via an implementation-defined pragma, or by some other implementation-defined means):

- 3/5 • A compilation unit is a needed compilation unit of itself;
- 4/5 • If a compilation unit is among the needed compilation units, then so are any compilation units upon which it depends semantically;
- 5/5 • If a `library_unit_declaration` is among the needed compilation units, then so is any corresponding `library_unit_body`;
- 6/5 • If a compilation unit with stubs is among the needed compilation units, then so are any corresponding subunits;
- 6.1/5 • If the (implicit) declaration of the limited view of a library package is among the needed compilation units, then so is the explicit declaration of the library package.

- 7 The user can optionally designate (in an implementation-defined manner) one subprogram as the *main subprogram* for the partition. A main subprogram, if specified, shall be a subprogram.

- 8 Each partition has an anonymous *environment task*, which is an implicit outermost task whose execution elaborates the `library_items` of the `environment_declarative_part`, and then calls the main subprogram, if there is one. A partition's execution is that of its tasks.

- 9/5 The order of elaboration of library units is determined primarily by the *elaboration dependences*. There is an elaboration dependence of a given `library_item` upon another if the given `library_item` or any of its subunits depends semantically on the other `library_item`. In addition, if a given `library_item` or any of its subunits has a `pragma Elaborate` or `Elaborate_All` that names another library unit, then there is an elaboration dependence of the given `library_item` upon the body of the other library unit, and, for `Elaborate_All` only, upon each `library_item` that is a needed compilation unit of the declaration of the other library unit.

- 10 The environment task for a partition has the following structure:

```

11     task Environment_Task;
12     task body Environment_Task is
        ... (1) -- The environment declarative_part
                -- (that is, the sequence of library_items) goes here.
    begin
        ... (2) -- Call the main subprogram, if there is one.
    end Environment_Task;
```

- 13 The environment `declarative_part` at (1) is a sequence of `declarative_items` consisting of copies of the `library_items` included in the partition. The order of elaboration of `library_items` is the order in which they appear in the environment `declarative_part`:

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |      |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|
| • The order of all included <code>library_items</code> is such that there are no forward elaboration dependencies.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 14   |
| • Any included <code>library_unit_declaration</code> for which aspect <code>Elaborate_Body</code> is <code>True</code> is immediately followed by its <code>library_unit_body</code> , if included.                                                                                                                                                                                                                                                                                                                                                                                                                                                            | 15/5 |
| • All <code>library_items</code> declared <code>pure</code> occur before any that are not declared <code>pure</code> .                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 16   |
| • All preelaborated <code>library_items</code> occur before any that are not preelaborated.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | 17   |
| There shall be a total order of the <code>library_items</code> that obeys the above rules. The order is otherwise implementation defined.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 18   |
| The full expanded names of the library units and subunits included in a given partition shall be distinct.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 19   |
| The <code>sequence_of_statements</code> of the environment task (see (2) above) consists of either:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | 20   |
| • A call to the main subprogram, if the partition has one. If the main subprogram has parameters, they are passed; where the actuals come from is implementation defined. What happens to the result of a main function is also implementation defined.                                                                                                                                                                                                                                                                                                                                                                                                        | 21   |
| or:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | 22   |
| • A <code>null_statement</code> , if there is no main subprogram.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | 23   |
| The mechanisms for building and running partitions are implementation defined. These can be combined into one operation, as, for example, in dynamic linking, or “load-and-go” systems.                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | 24/5 |
| <i>Dynamic Semantics</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |      |
| The execution of a program consists of the execution of a set of partitions. Further details are implementation defined. The execution of a partition starts with the execution of its environment task, ends when the environment task terminates, and includes the executions of all tasks of the partition. The execution of the (implicit) <code>task_body</code> of the environment task acts as a master for all other tasks created as part of the execution of the partition. When the environment task completes (normally or abnormally), it waits for the termination of all such tasks, and then finalizes any remaining objects of the partition. | 25   |
| <i>Bounded (Run-Time) Errors</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |      |
| Once the environment task has awaited the termination of all other tasks of the partition, any further attempt to create a task (during finalization) is a bounded error, and may result in the raising of <code>Program_Error</code> either upon creation or activation of the task. If such a task is activated, it is not specified whether the task is awaited prior to termination of the environment task.                                                                                                                                                                                                                                               | 26   |
| <i>Implementation Requirements</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |      |
| The implementation shall ensure that all compilation units included in a partition are consistent with one another, and are legal according to the rules of the language.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 27   |
| <i>Implementation Permissions</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |      |
| The kind of partition described in this subclause is known as an <i>active</i> partition. An implementation is allowed to support other kinds of partitions, with implementation-defined semantics.                                                                                                                                                                                                                                                                                                                                                                                                                                                            | 28/3 |
| An implementation may restrict the kinds of subprograms it supports as main subprograms. However, an implementation is required to support all main subprograms that are public parameterless library procedures.                                                                                                                                                                                                                                                                                                                                                                                                                                              | 29   |
| If the environment task completes abnormally, the implementation may abort any dependent tasks.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 30   |

31/5 | NOTE 1 An implementation can provide inter-partition communication mechanism(s) via special packages and pragmas. Standard pragmas for distribution and methods for specifying inter-partition communication are defined in Annex E, “Distributed Systems”. If no such mechanisms are provided, then each partition is isolated from all others, and behaves as a program in and of itself.

32/5 | NOTE 2 Partitions are not required to run in separate address spaces. For example, an implementation can support dynamic linking via the partition concept.

33/5 | NOTE 3 An order of elaboration of `library_items` that is consistent with the partial ordering defined above does not always ensure that each `library_unit_body` is elaborated before any other compilation unit whose elaboration necessitates that the `library_unit_body` be already elaborated. (In particular, there is no requirement that the body of a library unit be elaborated as soon as possible after the `library_unit_declaration` is elaborated, unless the pragmas or aspects in 10.2.1 are used.)

34/5 | NOTE 4 A partition (active or otherwise) does not necessarily have a main subprogram. In such a case, all the work done by the partition would be done by elaboration of various `library_items`, and by tasks created by that elaboration. Passive partitions, which cannot have main subprograms, are defined in Annex E, “Distributed Systems”.

## 10.2.1 Elaboration Control

1/5 | This subclause defines aspects and pragmas that help control the elaboration order of `library_items`.

*Syntax*

2/5  
3/5  
4/5  
4.1/5  
4.2/5

*Paragraphs 2 through 4 were moved to Annex J, “Obsolescent Features”.*

*Legality Rules*

5 | An elaborable construct is preelaborable unless its elaboration performs any of the following actions:

- 6 | • The execution of a `statement` other than a `null_statement`.
- 7/5 | • A call to a subprogram other than:
  - 7.1/5 | • a static function;
  - 7.2/5 | • an instance of `Unchecked_Conversion` (see 13.9);
  - 7.3/5 | • a function declared in `System.Storage_Elements` (see 13.7.1); or
  - 7.4/5 | • the functions `To_Pointer` and `To_Address` declared in an instance of `System.Address_to_Access_Conversions` (see 13.7.2).
- 8 | • The evaluation of a `primary` that is a `name` of an object, unless the `name` is a static expression, or statically denotes a discriminant of an enclosing type.
- 9/3 | • The creation of an object (including a component) that is initialized by default, if its type does not have preelaborable initialization. Similarly, the evaluation of an `extension_aggregate` with an ancestor `subtype_mark` denoting a subtype of such a type.
- 9.1/5 | • The elaboration of any elaborable construct that is not preelaborable.

9.2/5 | A generic declaration is preelaborable unless every instance would perform one of the above actions.

A generic body is preelaborable only if elaboration of a corresponding instance body would not perform any such actions, presuming that: 10/2

- the actual for each discriminated formal derived type, formal private type, or formal private extension declared within the formal part of the generic unit is a type that does not have preelaborable initialization, unless the `Preelaborable_Initialization` aspect was specified for the formal type; 10.1/5
- the actual for each formal type is nonstatic; 10.2/2
- the actual for each formal object is nonstatic; and 10.3/2
- the actual for each formal subprogram is a user-defined subprogram. 10.4/2

When the library unit aspect (see 13.1.1) `Preelaborate` of a program unit is `True`, the unit is said to be *preelaborated*. When the `Preelaborate` aspect is specified `True` for a library unit, all compilation units of the library unit are preelaborated. The declaration and body of a preelaborated library unit, and all subunits that are elaborated as part of elaborating the library unit, shall be preelaborable. All compilation units of a preelaborated library unit shall depend semantically only on declared pure or preelaborated `library_items`. In addition to the places where Legality Rules normally apply (see 12.3), these rules also apply in the private part of an instance of a generic unit. If a library unit is preelaborated, then its declaration, if any, and body, if any, are elaborated prior to all nonpreelaborated `library_items` of the partition. 11/5

The following rules specify which entities have *preelaborable initialization*, namely that the `Preelaborable_Initialization` aspect of the entity is `True`: 11.1/5

- The partial view of a private type or private extension, a protected type without `entry_declarations`, a generic formal private type, or a generic formal derived type, has preelaborable initialization if and only if the `Preelaborable_Initialization` aspect has been specified `True` for them. A protected type with `entry_declarations` or a task type never has preelaborable initialization. The `Preelaborable_Initialization` aspect of a partial view of a type may be specified as `False`, even if the full view of the type has preelaborable initialization. Similarly, a generic formal type may be specified with `Preelaborable_Initialization` `False`, even if the actual type in an instance has preelaborable initialization. 11.2/5
- A component (including a discriminant) of a record or protected type has preelaborable initialization if its declaration includes a `default_expression` whose execution does not perform any actions prohibited in preelaborable constructs as described above, or if its declaration does not include a default expression and its type has preelaborable initialization. 11.3/2
- A derived type has preelaborable initialization if its parent type has preelaborable initialization and if the noninherited components all have preelaborable initialization. However, a controlled type with an `Initialize` procedure that is not a null procedure does not have preelaborable initialization. 11.4/3
- A view of a type has preelaborable initialization if it is an elementary type, an array type whose component type has preelaborable initialization, a record type whose components all have preelaborable initialization, or an interface type. 11.5/2

The following attribute is defined for a nonformal composite subtype `S` declared within the visible part of a package or a generic package, or a generic formal private subtype or formal derived subtype: 11.6/5

`S'Preelaborable_Initialization` 11.7/5

This attribute is of Boolean type, and its value reflects whether the type of `S` has preelaborable initialization. The value of this attribute, the type-related `Preelaborable_Initialization` aspect, may be specified for any type for which the attribute is defined. The value shall be specified by a static expression, unless the type is not a formal type but is nevertheless declared within a generic package. In this latter case, the value may

also be specified by references to the `Preelaborable_Initialization` attribute of one or more formal types visible at the point of the declaration of the composite type, conjoined with **and**.

- 11.8/5 If the `Preelaborable_Initialization` aspect is specified `True` for a private type or a private extension, the full view of the type shall have preelaborable initialization. If the aspect is specified `True` for a protected type, the protected type shall not have entries, and each component of the protected type shall have preelaborable initialization. If the aspect is specified `True` for a generic formal type, then in a `generic_instantiation` the corresponding actual type shall have preelaborable initialization. If the aspect definition includes one or more `Preelaborable_Initialization` `attribute_references`, then the full view of the type shall have preelaborable initialization presuming the types mentioned in the `prefixes` of the `attribute_references` all have preelaborable initialization. For any other composite type, the aspect shall be specified statically `True` or `False` only if it is confirming. In addition to the places where Legality Rules normally apply (see 12.3), these rules apply also in the private part of an instance of a generic unit.

11.9/5

*Implementation Advice*

- 12 In an implementation, a type declared in a preelaborated package should have the same representation in every elaboration of a given version of the package, whether the elaborations occur in distinct executions of the same program, or in executions of distinct programs or partitions that include the given version.

13/5

14/5

15/5

*Paragraphs 13 through 15 were moved to Annex J, “Obsolescent Features”.*

*Static Semantics*

- 15.1/5 A *pure* program unit is a preelaborable program unit whose elaboration does not perform any of the following actions:
- 15.2/2 • the elaboration of a variable declaration;
  - 15.3/2 • the evaluation of an `allocator` of an access-to-variable type; for the purposes of this rule, the partial view of a type is presumed to have nonvisible components whose default initialization evaluates such an `allocator`;
  - 15.4/3 • the elaboration of the declaration of a nonderived named access-to-variable type unless the `Storage_Size` of the type has been specified by a static expression with value zero or is defined by the language to be zero;
  - 15.5/5 • the elaboration of the declaration of a nonderived named access-to-constant type for which the `Storage_Size` has been specified by an expression other than a static expression with value zero;
  - 15.6/5 • the elaboration of any program unit that is not pure.
- 15.7/5 A generic declaration is pure unless every instance would perform one of the above actions.
- 15.8/5 A generic body is pure only if elaboration of a corresponding instance body would not perform any such actions presuming any composite formal types have nonvisible components whose default initialization evaluates an `allocator` of an access-to-variable type.
- 15.9/5 The `Storage_Size` for an anonymous access-to-variable type declared at library level in a library unit that is declared pure is defined to be zero.



*Legality Rules**This paragraph was deleted.*

16/2

When the library unit aspect `Pure` of a program unit is `True`, the unit is said to be *declared pure*. When the `Pure` aspect is specified `True` for a library unit, all compilation units of the library unit are declared pure. In addition, the limited view of any library package is declared pure. The declaration and body of a declared pure library unit, and all subunits that are elaborated as part of elaborating the library unit, shall be pure. All compilation units of a declared pure library unit shall depend semantically only on declared pure `library_items`. In addition to the places where Legality Rules normally apply (see 12.3), these rules also apply in the private part of an instance of a generic unit. Furthermore, the full view of any partial view declared in the visible part of a declared pure library unit that has any available stream attributes shall support external streaming (see 13.13.2).

17/5

*Erroneous Execution*

Execution is erroneous if some operation (other than the initialization or finalization of the object) modifies the value of a constant object declared at library-level in a pure package.

17.1/4

*Implementation Permissions*

If a library unit is declared pure, then the implementation is permitted to omit a call on a library-level subprogram of the library unit if the results are not needed after the call. In addition, the implementation may omit a call on such a subprogram and simply reuse the results produced by an earlier call on the same subprogram, provided that none of the parameters nor any object accessible via access values from the parameters have any part that is of a type whose full type is an immutably limited type, and the addresses and values of all by-reference actual parameters, the values of all by-copy-in actual parameters, and the values of all objects accessible via access values from the parameters, are the same as they were at the earlier call. This permission applies even if the subprogram produces other side effects when called.

18/3

*Syntax*

The following `pragma`s are defined with the given forms:

**pragma** `Elaborate`(*library\_unit\_name*{, *library\_unit\_name*});

19/5

**pragma** `Elaborate_All`(*library\_unit\_name*{, *library\_unit\_name*});

20

21

*This paragraph was deleted.* ;]

22/5

A `pragma` `Elaborate` or `Elaborate_All` is only allowed within a `context_clause`.

23

*This paragraph was deleted.*

24/5

*Legality Rules*

If the aspect `Elaborate_Body` is `True` for a declaration, then the declaration requires a completion (a body).

25/5

The *library\_unit\_name* of a `pragma` `Elaborate` or `Elaborate_All` shall denote a nonlimited view of a library unit.

25.1/2

*Static Semantics*

A `pragma` `Elaborate` specifies that the body of the named library unit is elaborated before the current `library_item`. A `pragma` `Elaborate_All` specifies that each `library_item` that is needed by the named library unit declaration is elaborated before the current `library_item`.

26/3

26.1/5 | If the `Elaborate_Body` aspect of a library unit is `True`, the body of the library unit is elaborated immediately after its declaration.

27/5 |       NOTE 1 A preelaborated library unit can have nonpreelaborable children.

28/5 |       NOTE 2 A library unit that is declared pure can have impure children.

# 11 Exceptions

This clause defines the facilities for dealing with errors or other exceptional situations that arise during program execution. An *exception* represents a kind of exceptional situation; an occurrence of such a situation (at run time) is called an *exception occurrence*. To *raise* an exception is to abandon normal program execution so as to draw attention to the fact that the corresponding situation has arisen. Performing some actions in response to the arising of an exception is called *handling* the exception. 1/3

An `exception_declaration` declares a name for an exception. An exception can be raised explicitly (for example, by a `raise_statement`) or implicitly (for example, by the failure of a language-defined check). When an exception arises, control can be transferred to a user-provided `exception_handler` at the end of a `handled_sequence_of_statements`, or it can be propagated to a dynamically enclosing execution. 2/3

## 11.1 Exception Declarations

An `exception_declaration` declares a name for an exception. 1

### *Syntax*

```
exception_declaration ::= defining_identifier_list : exception
                        [aspect_specification];
```

 2/3

### *Static Semantics*

Each single `exception_declaration` declares a name for a different exception. If a generic unit includes an `exception_declaration`, the `exception_declarations` implicitly generated by different instantiations of the generic unit refer to distinct exceptions (but all have the same `defining_identifier`). The particular exception denoted by an exception name is determined at compilation time and is the same regardless of how many times the `exception_declaration` is elaborated. 3

The *predefined* exceptions are the ones declared in the declaration of package `Standard`: `Constraint_Error`, `Program_Error`, `Storage_Error`, and `Tasking_Error`; one of them is raised when a language-defined check fails. 4

### *Dynamic Semantics*

The elaboration of an `exception_declaration` has no effect. 5

The execution of any construct raises `Storage_Error` if there is insufficient storage for that execution. The amount of storage necessary for the execution of constructs is unspecified. 6/5

### *Examples*

*Examples of user-defined exception declarations:* 7

```
Singular : exception;
Error    : exception;
Overflow, Underflow : exception;
```

 8

## 11.2 Exception Handlers

1 The response to one or more exceptions is specified by an `exception_handler`.

*Syntax*

```

2   handled_sequence_of_statements ::=
      sequence_of_statements
      [exception
       exception_handler
       {exception_handler}]
3/5  exception_handler ::=
      when [choice_parameter_specification:] exception_choice {'|' exception_choice} =>
          sequence_of_statements
4   choice_parameter_specification ::= defining_identifier
5   exception_choice ::= exception_name | others

```

*Legality Rules*

5.1/4 An *exception\_name* of an `exception_choice` shall denote an exception.

6 A choice with an *exception\_name* *covers* the named exception. A choice with **others** covers all exceptions not named by previous choices of the same `handled_sequence_of_statements`. Two choices in different `exception_handlers` of the same `handled_sequence_of_statements` shall not cover the same exception.

7 A choice with **others** is allowed only for the last handler of a `handled_sequence_of_statements` and as the only choice of that handler.

8 An *exception\_name* of a choice shall not denote an exception declared in a generic formal package.

*Static Semantics*

9 A `choice_parameter_specification` declares a *choice parameter*, which is a constant object of type `Exception_Occurrence` (see 11.4.1). During the handling of an exception occurrence, the choice parameter, if any, of the handler represents the exception occurrence that is being handled.

*Dynamic Semantics*

10 The execution of a `handled_sequence_of_statements` consists of the execution of the `sequence_of_statements`. The optional handlers are used to handle any exceptions that are propagated by the `sequence_of_statements`.

*Examples*

11 *Example of an exception handler:*

```

12/5  begin
      Open(File, In_File, "input.txt");    -- see A.8.2
      exception
      when E : Name_Error =>
          Put("Cannot open input file : ");
          Put_Line(Ada.Exceptions.Exception_Message(E));  -- see 11.4.1
          raise;
      end;

```

## 11.3 Raise Statements and Raise Expressions

A `raise_statement` raises an exception.

1

### Syntax

```
raise_statement ::= raise;
                 | raise exception_name [with string_expression];
raise_expression ::= raise exception_name [with string_simple_expression]
```

2/2

2.1/4

If a `raise_expression` appears within the expression of one of the following contexts, the `raise_expression` shall appear within a pair of parentheses within the expression:

2.2/4

- `object_declaration`; 2.3/4
- `modular_type_definition`; 2.4/4
- `floating_point_definition`; 2.5/4
- `ordinary_fixed_point_definition`; 2.6/4
- `decimal_fixed_point_definition`; 2.7/4
- `default_expression`; 2.8/4
- `ancestor_part`. 2.9/4

### Legality Rules

The `exception_name`, if any, of a `raise_statement` or `raise_expression` shall denote an exception. A `raise_statement` with no `exception_name` (that is, a *re-raise statement*) shall be within a handler, but not within a body enclosed by that handler.

3/4

### Name Resolution Rules

The `string_expression` or `string_simple_expression`, if any, of a `raise_statement` or `raise_expression` is expected to be of type `String`.

3.1/4

The expected type for a `raise_expression` shall be any single type.

3.2/4

### Dynamic Semantics

To *raise an exception* is to raise a new occurrence of that exception, as explained in 11.4. For the execution of a `raise_statement` with an `exception_name`, the named exception is raised. Similarly, for the evaluation of a `raise_expression`, the named exception is raised. In both of these cases, if a `string_expression` or `string_simple_expression` is present, the expression is evaluated and its value is associated with the exception occurrence. For the execution of a re-raise statement, the exception occurrence that caused transfer of control to the innermost enclosing handler is raised again.

4/4

NOTE If the evaluation of a `string_expression` or `string_simple_expression` raises an exception, that exception is propagated instead of the one denoted by the `exception_name` of the `raise_statement` or `raise_expression`.

4.1/4

### Examples

*Examples of raise statements:*

5

```
raise Ada.IO_Exceptions.Name_Error;  -- see A.13
raise Queue_Error with "Buffer Full"; -- see 9.11
raise;                                -- re-raise the current exception
-- For an example of a raise expression, see the Streams Subsystem definitions in 13.13.1.
```

6/2

7

8/5

## 11.4 Exception Handling

- 1 When an exception occurrence is raised, normal program execution is abandoned and control is transferred to an applicable `exception_handler`, if any. To *handle* an exception occurrence is to respond to the exceptional event. To *propagate* an exception occurrence is to raise it again in another context; that is, to fail to respond to the exceptional event in the present context.

### *Dynamic Semantics*

- 2 Within a given task, if the execution of construct *a* is defined by this document to consist (in part) of the execution of construct *b*, then while *b* is executing, the execution of *a* is said to *dynamically enclose* the execution of *b*. The *innermost dynamically enclosing* execution of a given execution is the dynamically enclosing execution that started most recently.
- 3 When an exception occurrence is raised by the execution of a given construct, the rest of the execution of that construct is *abandoned*; that is, any portions of the execution that have not yet taken place are not performed. The construct is first completed, and then left, as explained in 7.6.1. Then:
- 4 • If the construct is a `task_body`, the exception does not propagate further;
  - 5 • If the construct is the `sequence_of_statements` of a `handled_sequence_of_statements` that has a handler with a choice covering the exception, the occurrence is handled by that handler;
  - 6 • Otherwise, the occurrence is *propagated* to the innermost dynamically enclosing execution, which means that the occurrence is raised again in that context.
- 7 When an occurrence is *handled* by a given handler, the `choice_parameter_specification`, if any, is first elaborated, which creates the choice parameter and initializes it to the occurrence. Then, the `sequence_of_statements` of the handler is executed; this execution replaces the abandoned portion of the execution of the `sequence_of_statements`.

8/5 | NOTE Exceptions raised in a `declarative_part` of a body are not handled by the handlers of the `handled_sequence_of_statements` of that body.

### 11.4.1 The Package Exceptions

#### *Static Semantics*

- 1 The following language-defined library package exists:

```
2/5 | with Ada.Streams;
    | package Ada.Exceptions
    |   with Preelaborate, Nonblocking, Global => in out synchronized is
    |     type Exception_Id is private
    |       with Preelaborable_Initialization;
    |     Null_Id : constant Exception_Id;
    |     function Exception_Name(Id : Exception_Id) return String;
    |     function Wide_Exception_Name(Id : Exception_Id) return Wide_String;
    |     function Wide_Wide_Exception_Name(Id : Exception_Id)
    |       return Wide_Wide_String;
3/5 |
    |     type Exception_Occurrence is limited private
    |       with Preelaborable_Initialization;
    |     type Exception_Occurrence_Access is access all Exception_Occurrence;
    |     Null_Occurrence : constant Exception_Occurrence;
```

```

procedure Raise_Exception(E : in Exception_Id;
                          Message : in String := "")
    with No_Return;
function Exception_Message(X : Exception_Occurrence) return String;
procedure Reraise_Occurrence(X : in Exception_Occurrence);
function Exception_Identity(X : Exception_Occurrence)
    return Exception_Id;
function Exception_Name(X : Exception_Occurrence) return String;
    -- Same as Exception_Name(Exception_Identity(X)).
function Wide_Exception_Name(X : Exception_Occurrence)
    return Wide_String;
    -- Same as Wide_Exception_Name(Exception_Identity(X)).
function Wide_Wide_Exception_Name(X : Exception_Occurrence)
    return Wide_Wide_String;
    -- Same as Wide_Wide_Exception_Name(Exception_Identity(X)).
function Exception_Information(X : Exception_Occurrence) return String;
procedure Save_Occurrence(Target : out Exception_Occurrence;
                          Source : in Exception_Occurrence);
function Save_Occurrence(Source : Exception_Occurrence)
    return Exception_Occurrence_Access;

procedure Read_Exception_Occurrence
    (Stream : not null access Ada.Streams.Root_Stream_Type'Class;
     Item   : out Exception_Occurrence);
procedure Write_Exception_Occurrence
    (Stream : not null access Ada.Streams.Root_Stream_Type'Class;
     Item   : in Exception_Occurrence);

for Exception_Occurrence'Read use Read_Exception_Occurrence;
for Exception_Occurrence'Write use Write_Exception_Occurrence;

private
    ... -- not specified by the language
end Ada.Exceptions;

```

Each distinct exception is represented by a distinct value of type `Exception_Id`. `Null_Id` does not represent any exception, and is the default initial value of type `Exception_Id`. Each occurrence of an exception is represented by a value of type `Exception_Occurrence`. `Null_Occurrence` does not represent any exception occurrence, and is the default initial value of type `Exception_Occurrence`. 7

For a prefix `E` that denotes an exception, the following attribute is defined: 8/1

`E'Identity`     `E'Identity` returns the unique identity of the exception. The type of this attribute is `Exception_Id`. 9

`Raise_Exception` raises a new occurrence of the identified exception. 10/2

`Exception_Message` returns the message associated with the given `Exception_Occurrence`. For an occurrence raised by a call to `Raise_Exception`, the message is the `Message` parameter passed to `Raise_Exception`. For the occurrence raised by a `raise_statement` or `raise_expression` with an *exception\_name* and a *string\_expression* or *string\_simple\_expression*, the message is the *string\_expression* or *string\_simple\_expression*. For the occurrence raised by a `raise_statement` or `raise_expression` with an *exception\_name* but without a *string\_expression* or *string\_simple\_expression*, the message is a string giving implementation-defined information about the exception occurrence. For an occurrence originally raised in some other manner (including by the failure of a language-defined check), the message is an unspecified string. In all cases, `Exception_Message` returns a string with lower bound 1. 10.1/4

`Reraise_Occurrence` reraises the specified exception occurrence. 10.2/2

`Exception_Identity` returns the identity of the exception of the occurrence. 11

The `Wide_Wide_Exception_Name` functions return the full expanded name of the exception, in upper case, starting with a root library unit. For an exception declared immediately within package `Standard`, the 12/2

`defining_identifier` is returned. The result is implementation defined if the exception is declared within an unnamed `block_statement`.

- 12.1/2 The `Exception_Name` functions (respectively, `Wide_Exception_Name`) return the same sequence of graphic characters as that defined for `Wide_Wide_Exception_Name`, if all the graphic characters are defined in `Character` (respectively, `Wide_Character`); otherwise, the sequence of characters is implementation defined, but no shorter than that returned by `Wide_Wide_Exception_Name` for the same value of the argument.
- 12.2/2 The string returned by the `Exception_Name`, `Wide_Exception_Name`, and `Wide_Wide_Exception_Name` functions has lower bound 1.
- 13/2 `Exception_Information` returns implementation-defined information about the exception occurrence. The returned string has lower bound 1.
- 14/2 `Reraise_Occurrence` has no effect in the case of `Null_Occurrence`. `Raise_Exception` and `Exception_Name` raise `Constraint_Error` for a `Null_Id`. `Exception_Message`, `Exception_Name`, and `Exception_Information` raise `Constraint_Error` for a `Null_Occurrence`. `Exception_Identity` applied to `Null_Occurrence` returns `Null_Id`.
- 15 The `Save_Occurrence` procedure copies the `Source` to the `Target`. The `Save_Occurrence` function uses an allocator of type `Exception_Occurrence_Access` to create a new object, copies the `Source` to this new object, and returns an access value designating this new object; the result may be deallocated using an instance of `Unchecked_Deallocation`.
- 15.1/2 `Write_Exception_Occurrence` writes a representation of an exception occurrence to a stream; `Read_Exception_Occurrence` reconstructs an exception occurrence from a stream (including one written in a different partition).

*Paragraph 16 was deleted.*

*Implementation Permissions*

- 17 An implementation of `Exception_Name` in a space-constrained environment may return the `defining_identifier` instead of the full expanded name.
- 18 The string returned by `Exception_Message` may be truncated (to no less than 200 characters) by the `Save_Occurrence` procedure (not the function), the `Reraise_Occurrence` procedure, and the re-raise statement.

*Implementation Advice*

- 19 `Exception_Message` (by default) and `Exception_Information` should produce information useful for debugging. `Exception_Message` should be short (about one line), whereas `Exception_Information` can be long. `Exception_Message` should not include the `Exception_Name`. `Exception_Information` should include both the `Exception_Name` and the `Exception_Message`.

20/5 | NOTE UTF-8 encoding (see A.4.11) can be used to represent non-ASCII characters in exception messages.



## 11.4.2 Pragmas Assert and Assertion\_Policy

Pragma Assert is used to assert the truth of a boolean expression at a point within a sequence of declarations or statements. 1/3

Assert pragmas, subtype predicates (see 3.2.4), preconditions and postconditions (see 6.1.1), type invariants (see 7.3.2), and default initial conditions (see 7.3.3) are collectively referred to as *assertions*; their boolean expressions are referred to as *assertion expressions*. 1.1/5

Pragma Assertion\_Policy is used to control whether assertions are to be ignored by the implementation, checked at run time, or handled in some implementation-defined manner. 1.2/3

### Syntax

The form of a pragma Assert is as follows: 2/2

```
pragma Assert([Check =>] boolean_expression[, [Message =>] string_expression]); 3/2
```

A pragma Assert is allowed at the place where a `declarative_item` or a `statement` is allowed. 4/2

The form of a pragma Assertion\_Policy is as follows: 5/2

```
pragma Assertion_Policy(policy_identifier); 6/2
```

```
pragma Assertion_Policy(
  assertion_aspect_mark => policy_identifier
  {, assertion_aspect_mark => policy_identifier}); 6.1/3
```

A pragma Assertion\_Policy is allowed only immediately within a `declarative_part`, immediately within a `package_specification`, or as a configuration pragma. 7/3

### Name Resolution Rules

The expected type for the *boolean\_expression* of a pragma Assert is any boolean type. The expected type for the *string\_expression* of a pragma Assert is type String. 8/2

### Legality Rules

The *assertion\_aspect\_mark* of a pragma Assertion\_Policy shall identify an *assertion aspect*, namely one of Assert, Static\_Predicate, Dynamic\_Predicate, Pre, Pre'Class, Post, Post'Class, Type\_Invariant, Type\_Invariant'Class, Default\_Initial\_Condition, or some implementation-defined (assertion) *aspect\_mark*. The *policy\_identifier* shall be either Check, Ignore, or some implementation-defined identifier. 9/5

### Static Semantics

A pragma Assertion\_Policy determines for each assertion aspect named in the `pragma_argument_associations` whether assertions of the given aspect are to be enforced by a runtime check. The *policy\_identifier* Check requires that assertion expressions of the given aspect be checked that they evaluate to True at the points specified for the given aspect; the *policy\_identifier* Ignore requires that the assertion expression not be evaluated at these points, and the runtime checks not be performed. Note that for subtype predicate aspects (see 3.2.4), even when the applicable Assertion\_Policy is Ignore, the predicate will still be evaluated as part of membership tests and Valid `attribute_references`, and if static, will still have an effect on loop iteration over the subtype, and the selection of `case_statement_alternatives` and `variants`. 10/3

- 10.1/3 If no `assertion_aspect_marks` are specified in the pragma, the specified policy applies to all assertion aspects.
- 10.2/5 A pragma `Assertion_Policy` applies to the named assertion aspects in a specific region, and applies to all assertion expressions associated with those aspects specified in that region. A pragma `Assertion_Policy` given in a `declarative_part` or immediately within a `package_specification` applies from the place of the pragma to the end of the innermost enclosing declarative region. The region for a pragma `Assertion_Policy` given as a configuration pragma is the declarative region for the entire compilation unit (or units) to which it applies.
- 10.3/3 If a pragma `Assertion_Policy` applies to a `generic_instantiation`, then the pragma `Assertion_Policy` applies to the entire instance.
- 10.4/3 If multiple `Assertion_Policy` pragmas apply to a given construct for a given assertion aspect, the assertion policy is determined by the one in the innermost enclosing region of a pragma `Assertion_Policy` specifying a policy for the assertion aspect. If no such `Assertion_Policy` pragma exists, the policy is implementation defined.

11/2 The following language-defined library package exists:

```

12/5 package Ada.Assertions
      with Pure is
13/2     Assertion_Error : exception;
14/2     procedure Assert (Check : in Boolean);
      procedure Assert (Check : in Boolean; Message : in String);
15/2     end Ada.Assertions;

```

16/3 A compilation unit containing a check for an assertion (including a pragma `Assert`) has a semantic dependence on the `Assertions` library unit.

17/3 *This paragraph was deleted.*

#### *Dynamic Semantics*

18/3 If performing checks is required by the `Assert` assertion policy in effect at the place of a pragma `Assert`, the elaboration of the pragma consists of evaluating the boolean expression, and if the result is `False`, evaluating the `Message` argument, if any, and raising the exception `Assertions.Assertion_Error`, with a message if the `Message` argument is provided.

19/2 Calling the procedure `Assertions.Assert` without a `Message` parameter is equivalent to:

```

20/2     if Check = False then
      raise Ada.Assertions.Assertion_Error;
     end if;

```

21/2 Calling the procedure `Assertions.Assert` with a `Message` parameter is equivalent to:

```

22/2     if Check = False then
      raise Ada.Assertions.Assertion_Error with Message;
     end if;

```

23/2 The procedures `Assertions.Assert` have these effects independently of the assertion policy in effect.

#### *Bounded (Run-Time) Errors*

- 23.1/5 It is a bounded error to invoke a potentially blocking operation (see 9.5.1) during the evaluation of an assertion expression associated with a call on, or return from, a protected operation. If the bounded error is detected, `Program_Error` is raised. If not detected, execution proceeds normally, but if it is invoked within a protected action, it can result in deadlock or a (nested) protected action.

*Implementation Requirements*

Any postcondition expression, type invariant expression, or default initial condition expression occurring in the specification of a language-defined unit is enabled (see 6.1.1, 7.3.2, and 7.3.3). 23.2/5

The evaluation of any such postcondition, type invariant, or default initial condition expression shall either yield True or propagate an exception from a `raise_expression` that appears within the assertion expression. 23.3/5

Any precondition expression occurring in the specification of a language-defined unit is enabled (see 6.1.1) unless suppressed (see 11.5). Similarly, any predicate checks for a subtype occurring in the specification of a language-defined unit are enabled (see 3.2.4) unless suppressed. 23.4/5

*Implementation Permissions*

`Assertion_Error` may be declared by renaming an implementation-defined exception from another package. 24/2

Implementations may define their own assertion policies. 25/2

If the result of a function call in an assertion is not used to determine the value of the assertion expression, an implementation is permitted to omit the function call. This permission applies even if the function has side effects. 26/5

An implementation may disallow the specification of an assertion expression if the evaluation of the expression has a side effect such that an immediate reevaluation of the expression can produce a different value. Similarly, an implementation may disallow the specification of an assertion expression that is checked as part of a call on or return from a callable entity *C*, if the evaluation of the expression has a side effect such that the evaluation of some other assertion expression associated with the same call of (or return from) *C* can produce a different value than in the case when the first expression had not been evaluated. 27/5

NOTE Normally, the boolean expression in a `pragma Assert` should not call functions that have significant side effects when the result of the expression is True, so that the particular assertion policy in effect will not affect normal operation of the program. 28/5

### 11.4.3 Example of Exception Handling

*Examples*

Exception handling can be used to separate the detection of an error from the response to that error: 1/5

```

package File_System is
  type Data_Type is ...;
  type File_Handle is limited private;
  File_Not_Found : exception;
  procedure Open(F : in out File_Handle; Name : String);
    -- raises File_Not_Found if named file does not exist
  End_Of_File : exception;
  procedure Read(F : in out File_Handle; Data : out Data_Type);
    -- raises End_Of_File if the file is not open
  ...
private
  ...
end File_System;
package body File_System is
  ...

```

2/5

3

4

5/5

5.1/5

```

6/5 |
      procedure Open(F : in out File_Handle; Name : String) is
      begin
          if File_Exists(Name) then
              ...
          else
              raise File_Not_Found with "File not found: " & Name & ".";
          end if;
      end Open;

7 |
      procedure Read(F : in out File_Handle; Data : out Data_Type) is
      begin
          if F.Current_Position <= F.Last_Position then
              ...
          else
              raise End_Of_File;
          end if;
      end Read;

8 |
      ...
9 |
      end File_System;
10/5 |
      with Ada.Text_IO;
      with Ada.Exceptions;
      with File_System; use File_System;
      use Ada;
      procedure Main is
          Verbosity_Desired : Boolean := ...;
      begin
          ... -- call operations in File_System
      exception
          when End_Of_File =>
              Close(Some_File);
          when Not_Found_Error : File_Not_Found =>
              Text_IO.Put_Line(Exceptions.Exception_Message(Not_Found_Error));
          when The_Error : others =>
              Text_IO.Put_Line("Unknown error:");
              if Verbosity_Desired then
                  Text_IO.Put_Line(Exceptions.Exception_Information(The_Error));
              else
                  Text_IO.Put_Line(Exceptions.Exception_Name(The_Error));
                  Text_IO.Put_Line(Exceptions.Exception_Message(The_Error));
              end if;
              raise;
          end Main;

```

11/5 | In the above example, the `File_System` package contains information about detecting certain exceptional situations, but it does not specify how to handle those situations. Procedure `Main` specifies how to handle them; other clients of `File_System` can have different handlers, even though the exceptional situations arise from the same basic causes.

## 11.5 Suppressing Checks

*Checking pragmas* give instructions to an implementation on handling language-defined checks. A `pragma Suppress` gives permission to an implementation to omit certain language-defined checks, while a `pragma Unsuppress` revokes the permission to omit checks. 1/2

A *language-defined check* (or simply, a “check”) is one of the situations defined by this document that requires a check to be made at run time to determine whether some condition is true. A check *fails* when the condition being checked is `False`, causing an exception to be raised. 2/3

### Syntax

The forms of checking pragmas are as follows: 3/2

**pragma Suppress**(identifier); 4/2

**pragma Unsuppress**(identifier); 4.1/2

A checking pragma is allowed only immediately within a `declarative_part`, immediately within a `package_specification`, or as a configuration pragma. 5/2

### Legality Rules

The identifier shall be the name of a check. 6/2

*This paragraph was deleted.* 7/2

### Static Semantics

A checking pragma applies to the named check in a specific region, and applies to all entities in that region. A checking pragma given in a `declarative_part` or immediately within a `package_specification` applies from the place of the `pragma` to the end of the innermost enclosing declarative region. The region for a checking pragma given as a configuration pragma is the declarative region for the entire compilation unit (or units) to which it applies. 7.1/2

If a checking pragma applies to a `generic_instantiation`, then the checking pragma also applies to the entire instance. 7.2/3

A `pragma Suppress` gives permission to an implementation to omit the named check (or every check in the case of `All_Checks`) for any entities to which it applies. If permission has been given to suppress a given check, the check is said to be *suppressed*. 8/2

A `pragma Unsuppress` revokes the permission to omit the named check (or every check in the case of `All_Checks`) given by any `pragma Suppress` that applies at the point of the `pragma Unsuppress`. The permission is revoked for the region to which the `pragma Unsuppress` applies. If there is no such permission at the point of a `pragma Unsuppress`, then the `pragma` has no effect. A later `pragma Suppress` can renew the permission. 8.1/2

The following are the language-defined checks: 9

- The following checks correspond to situations in which the exception `Constraint_Error` is raised upon failure of a language-defined check. 10/5

`Access_Check` 11/2

When evaluating a dereference (explicit or implicit), check that the value of the name is not `null`. When converting to a subtype that excludes null, check that the converted value is not `null`.

- 12      **Discriminant\_Check**  
           Check that the discriminants of a composite value have the values imposed by a discriminant constraint. Also, when accessing a record component, check that it exists for the current discriminant values.
- 13/2     **Division\_Check**  
           Check that the second operand is not zero for the operations `/`, **rem** and **mod**.
- 14      **Index\_Check**  
           Check that the bounds of an array value are equal to the corresponding bounds of an index constraint. Also, when accessing a component of an array object, check for each dimension that the given index value belongs to the range defined by the bounds of the array object. Also, when accessing a slice of an array object, check that the given discrete range is compatible with the range defined by the bounds of the array object.
- 15      **Length\_Check**  
           Check that two arrays have matching components, in the case of array subtype conversions, and logical operators for arrays of boolean components.
- 16      **Overflow\_Check**  
           Check that a scalar value is within the base range of its type, in cases where the implementation chooses to raise an exception instead of returning the correct mathematical result.
- 17/5     **Range\_Check**  
           Check that a scalar value satisfies a range constraint. Also, for the elaboration of a **subtype\_indication**, check that the **constraint** (if present) is compatible with the subtype denoted by the **subtype\_mark**. Also, for an **aggregate**, check that an index or discriminant value belongs to the corresponding subtype. Also, check that when the result of an operation yields an array, the value of each component belongs to the component subtype. Also, for the attributes **Value**, **Wide\_Value**, and **Wide\_Wide\_Value**, check that the given string has the appropriate syntax and value for the base subtype of the **prefix** of the **attribute\_reference**.
- 18      **Tag\_Check**  
           Check that operand tags in a dispatching call are all equal. Check for the correct tag on tagged type conversions, for an **assignment\_statement**, and when returning a tagged limited object from a function.
- 19/5     • The following checks correspond to situations in which the exception **Program\_Error** is raised upon failure of a language-defined check.
- 19.1/2   **Accessibility\_Check**  
           Check the accessibility level of an entity or view.
- 19.2/2   **Allocation\_Check**  
           For an **allocator**, check that the master of any tasks to be created by the **allocator** is not yet completed or some dependents have not yet terminated, and that the finalization of the collection has not started.
- 20      **Elaboration\_Check**  
           When a subprogram or protected entry is called, a task activation is accomplished, or a generic instantiation is elaborated, check that the body of the corresponding unit has already been elaborated.
- 21/5     **Program\_Error\_Check**  
           Other language-defined checks that raise **Program\_Error**: that subtypes with predicates are not used to index an array in a generic unit; that the maximum number of chunks is greater than zero; that the default value of an out parameter is convertible; that there is

- no misuse of functions in a generic with a class-wide actual type; that there are not colliding `External_Tag` values; that there is no misuse of operations of unchecked union types.
- The following check corresponds to situations in which the exception `Storage_Error` is raised upon failure of a language-defined check. 22/5  
`Storage_Check` 23  
 Check that evaluation of an `allocator` does not require more space than is available for a storage pool. Check that the space available for a task or subprogram has not been exceeded.
  - The following check corresponds to situations in which the exception `Tasking_Error` is raised upon failure of a language-defined check. 23.1/5  
`Tasking_Check` 23.2/5  
 Check that all tasks activated successfully. Check that a called task has not yet terminated.
  - The following checks correspond to situations in which the exception `Assertion_Error` is raised upon failure of a language-defined check. For a language-defined unit *U* associated with one of these checks in the list below, the check refers to performance of checks associated with the `Pre`, `Static_Predicate`, and `Dynamic_Predicate` aspects associated with any entity declared in a descendant of *U*, or in an instance of a generic unit which is, or is declared in, a descendant of *U*. Each check is associated with one or more units: 23.3/5
    - `Calendar_Assertion_Check` 23.4/5  
`Calendar`.
    - `Characters_Assertion_Check` 23.5/5  
`Characters`, `Wide_Characters`, and `Wide_Wide_Characters`.
    - `Containers_Assertion_Check` 23.6/5  
`Containers`.
    - `Interfaces_Assertion_Check` 23.7/5  
`Interfaces`.
    - `IO_Assertion_Check` 23.8/5  
`Sequential_IO`, `Direct_IO`, `Text_IO`, `Wide_Text_IO`, `Wide_Wide_Text_IO`, `Storage_IO`, `Streams.Stream_IO`, and `Directories`.
    - `Numerics_Assertion_Check` 23.9/5  
`Numerics`.
    - `Strings_Assertion_Check` 23.10/5  
`Strings`.
    - `System_Assertion_Check` 23.11/5  
`System`.
  - The following check corresponds to all situations in which any predefined exception is raised upon failure of a check. 24/5  
`All_Checks` 25/3  
 Represents the union of all checks; suppressing `All_Checks` suppresses all checks other than those associated with assertions. In addition, an implementation is allowed (but not required) to behave as if a `pragma Assertion_Policy(Ignore)` applies to any region to which `pragma Suppress(All_Checks)` applies.

*Erroneous Execution*

- 26/5 If a given check has been suppressed, and the corresponding error situation occurs, the execution of the program is erroneous. Similarly, if a precondition check has been suppressed and the evaluation of the precondition would have raised an exception, execution is erroneous.

*Implementation Permissions*

- 27/2 An implementation is allowed to place restrictions on checking pragmas, subject only to the requirement that `pragma Unsuppress` shall allow any check names supported by `pragma Suppress`. An implementation is allowed to add additional check names, with implementation-defined semantics. When `Overflow_Check` has been suppressed, an implementation may also suppress an unspecified subset of the `Range_Checks`.
- 27.1/2 An implementation may support an additional parameter on `pragma Unsuppress` similar to the one allowed for `pragma Suppress` (see J.10). The meaning of such a parameter is implementation-defined.

*Implementation Advice*

- 28 The implementation should minimize the code executed for checks that have been suppressed.
- 29/5 NOTE 1 There is no guarantee that a suppressed check is actually removed; hence a `pragma Suppress` is useful only to improve efficiency.
- 29.1/2 NOTE 2 It is possible to give both a `pragma Suppress` and `pragma Unsuppress` for the same check immediately within the same `declarative_part`. In that case, the last `pragma` given determines whether or not the check is suppressed. Similarly, it is possible to resuppress a check which has been unsuppressed by giving a `pragma Suppress` in an inner declarative region.

*Examples*

- 30/2 *Examples of suppressing and unsuppressing checks:*

```
31/2  pragma Suppress (Index_Check) ;
      pragma Unsuppress (Overflow_Check) ;
```

## 11.6 Exceptions and Optimization

- 1/3 This subclause gives permission to the implementation to perform certain “optimizations” that do not necessarily preserve the canonical semantics.

*Dynamic Semantics*

- 2/3 The rest of this Reference Manual (outside this subclause) defines the *canonical semantics* of the language. The canonical semantics of a given (legal) program determines a set of possible external effects that can result from the execution of the program with given inputs.
- 3/3 As explained in 1.1.3, “Conformity of an Implementation”, the external effect of a program is defined in terms of its interactions with its external environment. Hence, the implementation can perform any internal actions whatsoever, in any order or in parallel, so long as the external effect of the execution of the program is one that is allowed by the canonical semantics, or by the rules of this subclause.

*Implementation Permissions*

- 4 The following additional permissions are granted to the implementation:
- 5/5
- An implementation can omit raising an exception when a language-defined check fails. Instead, the operation that failed the check can simply yield an *undefined result*. The exception is required to be raised by the implementation only if, in the absence of raising it, the value of this undefined result would have some effect on the external interactions of the program. In determining this, the implementation shall not presume that an undefined result has a value that belongs to its subtype, nor even to the base range of its type, if scalar. Having removed the raise



of the exception, the canonical semantics will in general allow the implementation to omit the code for the check, and some or all of the operation itself.

- If an exception is raised due to the failure of a language-defined check, then upon reaching the corresponding `exception_handler` (or the termination of the task, if none), the external interactions that have occurred have to reflect only that the exception was raised somewhere within the execution of the `sequence_of_statements` with the handler (or the `task_body`), possibly earlier (or later if the interactions are independent of the result of the checked operation) than that defined by the canonical semantics, but not within the execution of some abort-deferred operation or *independent* subprogram that does not dynamically enclose the execution of the construct whose check failed. An independent subprogram is one that is defined outside the library unit containing the construct whose check failed, and for which the `Inline` aspect is `False`. Any assignment that occurred outside of such abort-deferred operations or independent subprograms can be disrupted by the raising of the exception, causing the object or its parts to become abnormal, and certain subsequent uses of the object to be erroneous, as explained in 13.9.1.

6/5

NOTE The permissions granted by this subclause can have an effect on the semantics of a program only if the program fails a language-defined check.

7/3



## 12 Generic Units

A *generic unit* is a program unit that is either a generic subprogram or a generic package. A generic unit is a *template*, which can be parameterized, and from which corresponding (nongeneric) subprograms or packages can be obtained. The resulting program units are said to be *instances* of the original generic unit. 1

A generic unit is declared by a `generic_declaration`. This form of declaration has a `generic_formal_part` declaring any generic formal parameters. An instance of a generic unit is obtained as the result of a `generic_instantiation` with appropriate generic actual parameters for the generic formal parameters. An instance of a generic subprogram is a subprogram. An instance of a generic package is a package. 2

Generic units are templates. As templates they do not have the properties that are specific to their nongeneric counterparts. For example, a generic subprogram can be instantiated but it cannot be called. In contrast, an instance of a generic subprogram is a (nongeneric) subprogram; hence, this instance can be called but it cannot be used to produce further instances. 3

### 12.1 Generic Declarations

A `generic_declaration` declares a generic unit, which is either a generic subprogram or a generic package. A `generic_declaration` includes a `generic_formal_part` declaring any generic formal parameters. A generic formal parameter can be an object; alternatively (unlike a parameter of a subprogram), it can be a type, a subprogram, or a package. 1

*Syntax*

```

generic_declaration ::=
    generic_subprogram_declaration | generic_package_declaration 2

generic_subprogram_declaration ::=
    generic_formal_part subprogram_specification
    [aspect_specification]; 3/3

generic_package_declaration ::=
    generic_formal_part package_specification; 4

generic_formal_part ::=
    generic {generic_formal_parameter_declaration | use_clause} 5

generic_formal_parameter_declaration ::=
    formal_object_declaration
    | formal_type_declaration
    | formal_subprogram_declaration
    | formal_package_declaration 6

```

The only form of `subtype_indication` allowed within a `generic_formal_part` is a `subtype_mark` (that is, the `subtype_indication` shall not include an explicit constraint). The defining name of a generic subprogram shall be an identifier (not an `operator_symbol`). 7

*Static Semantics*

A `generic_declaration` declares a generic unit — a generic package, generic procedure, or generic function, as appropriate. 8/2

9 An entity is a *generic formal* entity if it is declared by a `generic_formal_parameter_declaration`. “Generic formal”, or simply “formal”, is used as a prefix in referring to objects, subtypes (and types), functions, procedures and packages, that are generic formal entities, as well as to their respective declarations. Examples: “generic formal procedure” or a “formal integer type declaration”.

9.1/5 The list of `generic_formal_parameter_declarations` of a `generic_formal_part` form a *declaration list* of the generic unit.

#### Dynamic Semantics

10 The elaboration of a `generic_declaration` has no effect.

11 NOTE 1 Outside a generic unit a name that denotes the `generic_declaration` denotes the generic unit. In contrast, within the declarative region of the generic unit, a name that denotes the `generic_declaration` denotes the current instance.

12 NOTE 2 Within a generic subprogram body, the name of this program unit acts as the name of a subprogram. Hence this name can be overloaded, and it can appear in a recursive call of the current instance. For the same reason, this name cannot appear after the reserved word `new` in a (recursive) `generic_instantiation`.

13/5 NOTE 3 A `default_expression` or `default_name` appearing in a `generic_formal_part` is not evaluated during elaboration of the `generic_formal_part`; instead, it is evaluated when used. However, the usual visibility rules apply to any name used in a default, with name resolution performed based on the location of the name within the `generic_formal_part`.

#### Examples

14 *Examples of generic formal parts:*

```

15 generic      -- parameterless
16 generic
   Size : Natural;  -- formal object
17 generic
   Length : Integer := 200;          -- formal object with a default expression
18   Area  : Integer := Length*Length; -- formal object with a default expression
19 generic
   type Item is private;           -- formal type
   type Index is (<>);             -- formal type
   type Row is array(Index range <>) of Item; -- formal type
   with function "<"(X, Y : Item) return Boolean; -- formal subprogram

```

20 *Examples of generic declarations declaring generic subprograms Exchange and Squaring:*

```

21 generic
   type Elem is private;
   procedure Exchange(U, V : in out Elem);
22/5 generic
   type Item (<>) is private;
   with function "*" (U, V : Item) return Item is <>;
   function Squaring(X : Item) return Item;

```

23 *Example of a generic declaration declaring a generic package:*

```

24 generic
   type Item is private;
   type Vector is array (Positive range <>) of Item;
   with function Sum(X, Y : Item) return Item;
   package On_Vectors is
     function Sum (A, B : Vector) return Vector;
     function Sigma(A : Vector) return Item;
     Length_Error : exception;
   end On_Vectors;

```

## 12.2 Generic Bodies

The body of a generic unit (a *generic body*) is a template for the instance bodies. The syntax of a generic body is identical to that of a nongeneric body. 1

### *Dynamic Semantics*

The elaboration of a generic body has no other effect than to establish that the generic unit can from then on be instantiated without failing the Elaboration\_Check. If the generic body is a child of a generic package, then its elaboration establishes that each corresponding declaration nested in an instance of the parent (see 10.1.1) can from then on be instantiated without failing the Elaboration\_Check. 2

NOTE The syntax of generic subprograms implies that a generic subprogram body is always the completion of a declaration. 3

### *Examples*

*Example of a generic procedure body:* 4

```

procedure Exchange(U, V : in out Elem) is -- see 12.1
  T : Elem; -- the generic formal type
begin
  T := U;
  U := V;
  V := T;
end Exchange;

```

*Example of a generic function body:* 6

```

function Squaring(X : Item) return Item is -- see 12.1
begin
  return X*X; -- the formal operator "*"
end Squaring;

```

*Example of a generic package body:* 8

```

package body On_Vectors is -- see 12.1
  function Sum(A, B : Vector) return Vector is
    Result : Vector(A'Range); -- the formal type Vector
    Bias   : constant Integer := B'First - A'First;
  begin
    if A'Length /= B'Length then
      raise Length_Error;
    end if;
    for N in A'Range loop
      Result(N) := Sum(A(N), B(N + Bias)); -- the formal function Sum
    end loop;
    return Result;
  end Sum;

  function Sigma(A : Vector) return Item is
    Total : Item := A(A'First); -- the formal type Item
  begin
    for N in A'First + 1 .. A'Last loop
      Total := Sum(Total, A(N)); -- the formal function Sum
    end loop;
    return Total;
  end Sigma;
end On_Vectors;

```

## 12.3 Generic Instantiation

1 An instance of a generic unit is declared by a `generic_instantiation`.

*Syntax*

```

2/3  generic_instantiation ::=
      package defining_program_unit_name is
          new generic_package_name [generic_actual_part]
          [aspect_specification];
      | [overriding_indicator]
      procedure defining_program_unit_name is
          new generic_procedure_name [generic_actual_part]
          [aspect_specification];
      | [overriding_indicator]
      function defining_designator is
          new generic_function_name [generic_actual_part]
          [aspect_specification];
3
  generic_actual_part ::=
      (generic_association {, generic_association})
4
  generic_association ::=
      [generic_formal_parameter_selector_name =>] explicit_generic_actual_parameter
5
  explicit_generic_actual_parameter ::= expression | variable_name
      | subprogram_name | entry_name | subtype_mark
      | package_instance_name

```

6 A `generic_association` is *named* or *positional* according to whether or not the *generic\_formal\_parameter\_selector\_name* is specified. Any positional associations shall precede any named associations.

7/5 The *generic actual parameter* is either the `explicit_generic_actual_parameter` given in a `generic_association` for each formal, or the corresponding `default_expression`, `default_subtype_mark`, or `default_name` if no `generic_association` is given for the formal. When the meaning is clear from context, the term “generic actual”, or simply “actual”, is used as a synonym for “generic actual parameter” and also for the view denoted by one, or the value of one.

*Legality Rules*

8 In a `generic_instantiation` for a particular kind of program unit (package, procedure, or function), the name shall denote a generic unit of the corresponding kind (generic package, generic procedure, or generic function, respectively).

9/3 The *generic\_formal\_parameter\_selector\_name* of a named `generic_association` shall denote a `generic_formal_parameter_declaration` of the generic unit being instantiated. If two or more formal subprograms have the same defining name, then named associations are not allowed for the corresponding actuals.

9.1/3 The `generic_formal_parameter_declaration` for a positional `generic_association` is the parameter with the corresponding position in the `generic_formal_part` of the generic unit being instantiated.

A `generic_instantiation` shall contain at most one `generic_association` for each formal. Each formal without an association shall have a `default_expression`, `default_subtype_mark`, or `subprogram_default`. 10/5

In a generic unit, Legality Rules are enforced at compile time of the `generic_declaration` and generic body, given the properties of the formals. In the visible part and formal part of an instance, Legality Rules are enforced at compile time of the `generic_instantiation`, given the properties of the actuals. In other parts of an instance, Legality Rules are not enforced; this rule does not apply when a given rule explicitly specifies otherwise. 11/5

#### *Static Semantics*

A `generic_instantiation` declares an instance; it is equivalent to the instance declaration (a `package_declaration` or `subprogram_declaration`) immediately followed by the instance body, both at the place of the instantiation. 12

The instance is a copy of the text of the template. Each use of a formal parameter becomes (in the copy) a use of the actual, as explained below. An instance of a generic package is a package, that of a generic procedure is a procedure, and that of a generic function is a function. 13

The interpretation of each construct within a generic declaration or body is determined using the overloading rules when that generic declaration or body is compiled. In an instance, the interpretation of each (copied) construct is the same, except in the case of a name that denotes the `generic_declaration` or some declaration within the generic unit; the corresponding name in the instance then denotes the corresponding copy of the denoted declaration. The overloading rules do not apply in the instance. 14

In an instance, a `generic_formal_parameter_declaration` declares a view whose properties are identical to those of the actual, except when specified otherwise (in particular, see 6.1.1, “Preconditions and Postconditions”, 12.4, “Formal Objects”, and 12.6, “Formal Subprograms”). Similarly, for a declaration within a `generic_formal_parameter_declaration`, the corresponding declaration in an instance declares a view whose properties are identical to the corresponding declaration within the declaration of the actual. 15/5

Implicit declarations are also copied, and a name that denotes an implicit declaration in the generic denotes the corresponding copy in the instance. However, for a type declared within the visible part of the generic, a whole new set of primitive subprograms is implicitly declared for use outside the instance, and may differ from the copied set if the properties of the type in some way depend on the properties of some actual type specified in the instantiation. For example, if the type in the generic is derived from a formal private type, then in the instance the type will inherit subprograms from the corresponding actual type. 16

These new implicit declarations occur immediately after the type declaration in the instance, and override the copied ones. The copied ones can be called only from within the instance; the new ones can be called only from outside the instance, although for tagged types, the body of a new one can be executed by a call to an old one. 17

In the visible part of an instance, an explicit declaration overrides an implicit declaration if they are homographs, as described in 8.3. On the other hand, an explicit declaration in the private part of an instance overrides an implicit declaration in the instance, only if the corresponding explicit declaration in the generic overrides a corresponding implicit declaration in the generic. Corresponding rules apply to the other kinds of overriding described in 8.3. 18

#### *Post-Compilation Rules*

Recursive generic instantiation is not allowed in the following sense: if a given generic unit includes an instantiation of a second generic unit, then the instance generated by this instantiation shall not include an 19

instance of the first generic unit (whether this instance is generated directly, or indirectly by intermediate instantiations).

#### *Dynamic Semantics*

- 20 For the elaboration of a `generic_instantiation`, each `generic_association` is first evaluated. If a default is used, an implicit `generic_association` is assumed for this rule. These evaluations are done in an arbitrary order, except that the evaluation for a default actual takes place after the evaluation for another actual if the default includes a name that denotes the other one. Finally, the instance declaration and body are elaborated.
- 21 For the evaluation of a `generic_association` the generic actual parameter is evaluated. Additional actions are performed in the case of a formal object of mode **in** (see 12.4).
- 22 **NOTE** If a formal type is not tagged, then the type is treated as an untagged type within the generic body. Deriving from such a type in a generic body is permitted; the new type does not get a new tag value, even if the actual is tagged. Overriding operations for such a derived type cannot be dispatched to from outside the instance.

#### *Examples*

23 *Examples of generic instantiations (see 12.1):*

```
24/5  procedure Swap is new Exchange (Elem => Integer);
      procedure Swap is new Exchange (Character);      -- Swap is overloaded
      function Square is new Squaring (Integer);      -- "*" of Integer used by default
      function Square1 is new Squaring (Item => Matrix, "*" => Matrix_Product);
      function Square2 is new Squaring (Matrix, Matrix_Product); -- same as previous
25  package Int_Vectors is new On_Vectors (Integer, Table, "+");
```

26 *Examples of uses of instantiated units:*

```
27  Swap (A, B);
      A := Square (A);
28  T : Table (1 .. 5) := (10, 20, 30, 40, 50);
      N : Integer := Int_Vectors.Sigma (T);      -- 150
      -- (see 12.2 for the body of Sigma)
29  use Int_Vectors;
      M : Integer := Sigma (T);      -- 150
```

## 12.4 Formal Objects

- 1 A generic formal object can be used to pass a value or variable to a generic unit.

#### *Syntax*

```
2/3  formal_object_declaration ::=
      defining_identifier_list : mode [null_exclusion] subtype_mark [:= default_expression]
      [aspect_specification];
      | defining_identifier_list : mode access_definition [:= default_expression]
      [aspect_specification];
```

#### *Name Resolution Rules*

- 3 The expected type for the `default_expression`, if any, of a formal object is the type of the formal object.
- 4 For a generic formal object of mode **in**, the expected type for the actual is the type of the formal.
- 5/2 For a generic formal object of mode **in out**, the type of the actual shall resolve to the type determined by the `subtype_mark`, or for a `formal_object_declaration` with an `access_definition`, to a specific anonymous



access type. If the anonymous access type is an access-to-object type, the type of the actual shall have the same designated type as that of the `access_definition`. If the anonymous access type is an access-to-subprogram type, the type of the actual shall have a designated profile which is type conformant with that of the `access_definition`.

#### Legality Rules

If a generic formal object has a `default_expression`, then the mode shall be **in** (either explicitly or by default); otherwise, its mode shall be either **in** or **in out**. 6

For a generic formal object of mode **in**, the actual shall be an `expression`. For a generic formal object of mode **in out**, the actual shall be a `name` that denotes a variable for which renaming is allowed (see 8.5.1). 7

In the case where the type of the formal is defined by an `access_definition`, the type of the actual and the type of the formal: 8/2

- shall both be access-to-object types with statically matching designated subtypes and with both or neither being access-to-constant types; or 8.1/2
- shall both be access-to-subprogram types with subtype conformant designated profiles. 8.2/2

For a `formal_object_declaration` of mode **in out** with a `null_exclusion` or an `access_definition` that has a `null_exclusion`, the subtype of the actual matching the `formal_object_declaration` shall exclude null. In addition, if the actual matching the `formal_object_declaration` statically denotes the generic formal object of mode **in out** of another generic unit  $G$ , and the instantiation containing the actual occurs within the body of  $G$  or within the body of a generic unit declared within the declarative region of  $G$ , then the declaration of the formal object of  $G$  shall have a `null_exclusion`. In addition to the places where Legality Rules normally apply (see 12.3), this rule applies also in the private part of an instance of a generic unit. 8.3/5

- 8.4/5
- 8.5/5

#### Static Semantics

A `formal_object_declaration` declares a generic formal object. The default mode is **in**. For a formal object of mode **in**, the nominal subtype is the one denoted by the `subtype_mark` or `access_definition` in the declaration of the formal. For a formal object of mode **in out**, its type is determined by the `subtype_mark` or `access_definition` in the declaration; its nominal subtype is nonstatic, even if the `subtype_mark` denotes a static subtype; for a composite type, its nominal subtype is unconstrained if the first subtype of the type is unconstrained, even if the `subtype_mark` denotes a constrained subtype. 9/2

In an instance, a `formal_object_declaration` of mode **in** is a *full constant declaration* and declares a new stand-alone constant object whose initialization expression is the actual, whereas a `formal_object_declaration` of mode **in out** declares a view whose properties are identical to those of the actual. 10/2

#### Dynamic Semantics

For the evaluation of a `generic_association` for a formal object of mode **in**, a constant object is created, the value of the actual parameter is converted to the nominal subtype of the formal object, and assigned to the object, including any value adjustment — see 7.6. 11

NOTE The constraints that apply to a generic formal object of mode **in out** are those of the corresponding generic actual parameter (not those implied by the `subtype_mark` that appears in the `formal_object_declaration`). Therefore, to avoid confusion, it is recommended that the name of a first subtype be used for the declaration of such a formal object. 12

## 12.5 Formal Types

1/2 A generic formal subtype can be used to pass to a generic unit a subtype whose type is in a certain category of types.

### Syntax

```

2/3   formal_type_declaration ::=
      formal_complete_type_declaration
      | formal_incomplete_type_declaration

2.1/5 formal_complete_type_declaration ::=
      type defining_identifier[discriminant_part] is formal_type_definition
      [or use default_subtype_mark] [aspect_specification];

2.2/5 formal_incomplete_type_declaration ::=
      type defining_identifier[discriminant_part] [is tagged]
      [or use default_subtype_mark];

3/2   formal_type_definition ::=
      formal_private_type_definition
      | formal_derived_type_definition
      | formal_discrete_type_definition
      | formal_signed_integer_type_definition
      | formal_modular_type_definition
      | formal_floating_point_definition
      | formal_ordinary_fixed_point_definition
      | formal_decimal_fixed_point_definition
      | formal_array_type_definition
      | formal_access_type_definition
      | formal_interface_type_definition

```

### Legality Rules

4 For a generic formal subtype, the actual shall be a `subtype_mark`; it denotes the (*generic*) *actual subtype*.

### Static Semantics

5 A `formal_type_declaration` declares a (*generic*) *formal type*, and its first subtype, the (*generic*) *formal subtype*.

6/3 The form of a `formal_type_definition` *determines a category (of types)* to which the formal type belongs. For a `formal_private_type_definition` the reserved words **tagged** and **limited** indicate the category of types (see 12.5.1). The reserved word **tagged** also plays this role in the case of a `formal_incomplete_type_declaration`. For a `formal_derived_type_definition` the category of types is the derivation class rooted at the ancestor type. For other formal types, the name of the syntactic category indicates the category of types; a `formal_discrete_type_definition` defines a discrete type, and so on.

### Legality Rules

7/2 The actual type shall be in the category determined for the formal.

7.1/5 The `default_subtype_mark`, if any, shall denote a subtype which is allowed as an actual subtype for the formal type.

*Static Semantics*

The formal type also belongs to each category that contains the determined category. The primitive subprograms of the type are as for any type in the determined category. For a formal type other than a formal derived type, these are the predefined operators of the type. For an elementary formal type, the predefined operators are implicitly declared immediately after the declaration of the formal type. For a composite formal type, the predefined operators are implicitly declared either immediately after the declaration of the formal type, or later immediately within the declarative region in which the type is declared according to the rules of 7.3.1. In an instance, the copy of such an implicit declaration declares a view of the predefined operator of the actual type, even if this operator has been overridden for the actual type and even if it is never declared for the actual type, unless the actual type is an untagged record type, in which case it declares a view of the primitive (equality) operator. The rules specific to formal derived types are given in 12.5.1.

NOTE 1 Generic formal types, like all types, are not named. Instead, a name can denote a generic formal subtype. Within a generic unit, a generic formal type is considered as being distinct from all other (formal or nonformal) types. 9

NOTE 2 A `discriminant_part` is allowed only for certain kinds of types, and therefore only for certain kinds of generic formal types. See 3.7. 10

*Examples*

*Examples of generic formal types:*

```

type Item is private;
type Buffer(Length : Natural) is limited private;

type Enum is (<>);
type Int is range <>;
type Angle is delta <>;
type Mass is digits <>;

type Table is array (Enum) of Item;

```

*Example of a generic formal part declaring a formal integer type:*

```

generic
  type Rank is range <>;
  First : Rank := Rank'First;
  Second : Rank := First + 1; -- the operator "+" of the type Rank

```

## 12.5.1 Formal Private and Derived Types

In its most general form, the category determined for a formal private type is all types, but the category can be restricted to only nonlimited types or to only tagged types. Similarly, the category for a formal incomplete type is all types but the category can be restricted to only tagged types; unlike other formal types, the actual type can be incompletely defined, and not ready to be frozen (see 13.14). The category determined for a formal derived type is the derivation class rooted at the ancestor type.

*Syntax*

```

formal_private_type_definition ::= [[abstract] tagged] [limited] private
formal_derived_type_definition ::=
  [abstract] [limited | synchronized] new subtype_mark [[and interface_list] with private]

```

*Legality Rules*

If a generic formal type declaration has a `known_discriminant_part`, then it shall not include a `default_expression` for a discriminant. 4

- 5/3 The *ancestor subtype* of a formal derived type is the subtype denoted by the `subtype_mark` of the `formal_derived_type_definition`. For a formal derived type declaration, the reserved words **with private** shall appear if and only if the ancestor type is a tagged type; in this case the formal derived type is a private extension of the ancestor type and the ancestor shall not be a class-wide type. Similarly, an `interface_list` or the optional reserved words **abstract** or **synchronized** shall appear only if the ancestor type is a tagged type. The reserved word **limited** or **synchronized** shall appear only if the ancestor type and any progenitor types are limited types. The reserved word **synchronized** shall appear (rather than **limited**) if the ancestor type or any of the progenitor types are synchronized interfaces. The ancestor type shall be a limited interface if the reserved word **synchronized** appears.
- 5.1/5 The actual type for a formal derived type shall be a descendant of the ancestor type and every progenitor of the formal type. The actual type for a formal derived type shall be tagged if and only if the formal derived type is a private extension. If the reserved word **synchronized** appears in the declaration of the formal derived type, the actual type shall be a synchronized tagged type.
- 6/5 If a formal private or derived subtype is definite, then the actual subtype shall also be definite. If the formal type is nonlimited, the actual type shall be nonlimited.
- 6.1/3 A `formal_incomplete_type_declaration` declares a formal incomplete type. The only view of a formal incomplete type is an incomplete view. Thus, a formal incomplete type is subject to the same usage restrictions as any other incomplete type — see 3.10.1.
- 7/5 For a generic formal derived type with no `discriminant_part`, the actual subtype shall be statically compatible with the ancestor subtype. Furthermore:
- 8/5 • If the ancestor subtype is constrained, the actual subtype shall be constrained;
  - 9 • If the ancestor subtype is an unconstrained access or composite subtype, the actual subtype shall be unconstrained.
  - 10 • If the ancestor subtype is an unconstrained discriminated subtype, then the actual shall have the same number of discriminants, and each discriminant of the actual shall correspond to a discriminant of the ancestor, in the sense of 3.7.
  - 10.1/2 • If the ancestor subtype is an access subtype, the actual subtype shall exclude null if and only if the ancestor subtype excludes null.
- 11/3 The declaration of a formal derived type shall not have a `known_discriminant_part`. For a generic formal private or incomplete type with a `known_discriminant_part`:
- 12 • The actual type shall be a type with the same number of discriminants.
  - 13 • The actual subtype shall be unconstrained.
  - 14 • The subtype of each discriminant of the actual type shall statically match the subtype of the corresponding discriminant of the formal type.
- 15/5 For a generic formal type with an `unknown_discriminant_part`, the actual may have discriminants, though that is not required, and may be definite or indefinite.
- 15.1/4 When enforcing Legality Rules, for the purposes of determining within a generic body whether a type is unconstrained in any partial view, a discriminated subtype is considered to have a constrained partial view if it is a descendant of an untagged generic formal private or derived type.

*Static Semantics*

16/2 The category determined for a formal private type is as follows:

|      |                        |                            |
|------|------------------------|----------------------------|
| 17/2 | <i>Type Definition</i> | <i>Determined Category</i> |
|------|------------------------|----------------------------|

|                               |                                             |
|-------------------------------|---------------------------------------------|
| <b>limited private</b>        | the category of all types                   |
| <b>private</b>                | the category of all nonlimited types        |
| <b>tagged limited private</b> | the category of all tagged types            |
| <b>tagged private</b>         | the category of all nonlimited tagged types |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |        |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| The presence of the reserved word <b>abstract</b> determines whether the actual type may be abstract.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 18     |
| The category determined for a formal incomplete type is the category of all types, unless the <code>formal_type_declaration</code> includes the reserved word <b>tagged</b> ; in this case, it is the category of all tagged types.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 18.1/3 |
| A formal private or derived type is a private or derived type, respectively. A formal derived tagged type is a private extension. A formal private or derived type is abstract if the reserved word <b>abstract</b> appears in its declaration.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | 19     |
| For a formal derived type, the characteristics (including components, but excluding discriminants if there is a new <code>discriminant_part</code> ), predefined operators, and inherited user-defined primitive subprograms are determined by its ancestor type and its progenitor types (if any), in the same way that those of a derived type are determined by those of its parent type and its progenitor types (see 3.4 and 7.3.1).                                                                                                                                                                                                                                                                                                                                                                                 | 20/3   |
| In an instance, the copy of an implicit declaration of a primitive subprogram of a formal derived type declares a view of the corresponding primitive subprogram of the ancestor or progenitor of the formal derived type, even if this primitive has been overridden for the actual type and even if it is never declared for the actual type. When the ancestor or progenitor of the formal derived type is itself a formal type, the copy of the implicit declaration declares a view of the corresponding copied operation of the ancestor or progenitor. In the case of a formal private extension, however, the tag of the formal type is that of the actual type, so if the tag in a call is statically determined to be that of the formal type, the body executed will be that corresponding to the actual type. | 21/3   |
| In an instance, the implicitly composed and additive aspects (see 13.1.1) of a formal type are those of the actual; for a nonoverridable aspect, a formal derived type inherits the aspect if the ancestor or any progenitor has the aspect, according to the rules given in 13.1.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | 21.1/5 |
| For a prefix <code>S</code> that denotes a formal indefinite subtype, the following attribute is defined:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 22/1   |
| <code>S'Definite</code> <code>S'Definite</code> yields True if the actual subtype corresponding to <code>S</code> is definite; otherwise, it yields False. The value of this attribute is of the predefined type Boolean.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 23/3   |
| <i>Dynamic Semantics</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |        |
| In the case where a formal type has unknown discriminants, and the actual type is a class-wide type <code>TClass</code> :                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 23.1/3 |
| <ul style="list-style-type: none"> <li>For the purposes of defining the primitive operations of the formal type, each of the primitive operations of the actual type is considered to be a subprogram (with an intrinsic calling convention — see 6.3.1) whose body consists of a dispatching call upon the corresponding operation of <code>T</code>, with its formal parameters as the actual parameters. If it is a function, the result of the dispatching call is returned.</li> </ul>                                                                                                                                                                                                                                                                                                                               | 23.2/2 |
| <ul style="list-style-type: none"> <li>If the corresponding operation of <code>T</code> has no controlling formal parameters, then the controlling tag value is determined by the context of the call, according to the rules for tag-indeterminate calls (see 3.9.2 and 5.2). In the case where the tag would be statically determined to be that of the formal type, the call raises <code>Program_Error</code>. If such a function is renamed, any call on the renaming raises <code>Program_Error</code>.</li> </ul>                                                                                                                                                                                                                                                                                                  | 23.3/2 |

24/5 | NOTE 1

- 25/5 | •
- 26/5 | •

27 | NOTE 2 The actual type can be abstract only if the formal type is abstract (see 3.9.3).

28/5 | NOTE 3 If the formal has a `discriminant_part`, the actual can be either definite or indefinite. Otherwise, the actual can only be definite.

## 12.5.2 Formal Scalar Types

1/2 | A *formal scalar type* is one defined by any of the `formal_type_definitions` in this subclause. The category determined for a formal scalar type is the category of all discrete, signed integer, modular, floating point, ordinary fixed point, or decimal types.

### *Syntax*

```

2   formal_discrete_type_definition ::= (<>)
3   formal_signed_integer_type_definition ::= range <>
4   formal_modular_type_definition ::= mod <>
5   formal_floating_point_definition ::= digits <>
6   formal_ordinary_fixed_point_definition ::= delta <>
7   formal_decimal_fixed_point_definition ::= delta <> digits <>

```

### *Legality Rules*

8 | The actual type for a formal scalar type shall not be a nonstandard numeric type.

9/5 | NOTE

## 12.5.3 Formal Array Types

1/2 | The category determined for a formal array type is the category of all array types.

### *Syntax*

2 | `formal_array_type_definition ::= array_type_definition`

### *Legality Rules*

3 | The only form of `discrete_subtype_definition` that is allowed within the declaration of a generic formal (constrained) array subtype is a `subtype_mark`.

4 | For a formal array subtype, the actual subtype shall satisfy the following conditions:

- 5 | • The formal array type and the actual array type shall have the same dimensionality; the formal subtype and the actual subtype shall be either both constrained or both unconstrained.
- 6 | • For each index position, the index types shall be the same, and the index subtypes (if unconstrained), or the index ranges (if constrained), shall statically match (see 4.9.1).
- 7 | • The component subtypes of the formal and actual array types shall statically match.
- 8 | • If the formal type has aliased components, then so shall the actual.

*Examples**Example of formal array types:*

```

-- given the generic package
generic
  type Item is private;
  type Index is (<>);
  type Vector is array (Index range <>) of Item;
  type Table is array (Index) of Item;
package P is
  ...
end P;
-- and the types
type Mix is array (Color range <>) of Boolean;
type Option is array (Color) of Boolean;
-- then Mix can match Vector and Option can match Table
package R is new P(Item => Boolean, Index => Color,
                  Vector => Mix, Table => Option);
-- Note that Mix cannot match Table and Option cannot match Vector

```

**12.5.4 Formal Access Types**

The category determined for a formal access type is the category of all access types.

*Syntax*

```
formal_access_type_definition ::= access_type_definition
```

*Legality Rules*

For a formal access-to-object type, the designated subtypes of the formal and actual types shall statically match.

If and only if the general\_access\_modifier **constant** applies to the formal, the actual shall be an access-to-constant type. If the general\_access\_modifier **all** applies to the formal, then the actual shall be a general access-to-variable type (see 3.10). If and only if the formal subtype excludes null, the actual subtype shall exclude null.

For a formal access-to-subprogram subtype, the designated profiles of the formal and the actual shall be subtype conformant.

*Examples**Example of formal access types:*

```

-- the formal types of the generic package
generic
  type Node is private;
  type Link is access Node;
package P is
  ...
end P;
-- can be matched by the actual types
type Car;
type Car_Name is access Car;

```

```

11     type Car is
        record
            Pred, Succ : Car_Name;
            Number     : License_Number;
            Owner      : Person;
        end record;
12     -- in the following generic instantiation
13     package R is new P(Node => Car, Link => Car_Name);

```

## 12.5.5 Formal Interface Types

1/2 The category determined for a formal interface type is the category of all interface types.

*Syntax*

2/2 `formal_interface_type_definition ::= interface_type_definition`

*Legality Rules*

3/2 The actual type shall be a descendant of every progenitor of the formal type.

4/2 The actual type shall be a limited, task, protected, or synchronized interface if and only if the formal type is also, respectively, a limited, task, protected, or synchronized interface.

*Examples*

5/5 *Example of the use of a generic with a formal interface type, to establish a standard interface that all tasks will implement so they can be managed appropriately by an application-specific scheduler:*

```

6/2     type Root_Work_Item is tagged private;
7/2     generic
        type Managed_Task is task interface;
        type Work_Item(<>) is new Root_Work_Item with private;
    package Server_Manager is
        task type Server is new Managed_Task with
            entry Start(Data : in out Work_Item);
        end Server;
    end Server_Manager;

```

8/5

## 12.6 Formal Subprograms

1 Formal subprograms can be used to pass callable entities to a generic unit.

*Syntax*

2/2 `formal_subprogram_declaration ::= formal_concrete_subprogram_declaration | formal_abstract_subprogram_declaration`

2.1/3 `formal_concrete_subprogram_declaration ::= with subprogram_specification [is subprogram_default] [aspect_specification];`

2.2/3 `formal_abstract_subprogram_declaration ::= with subprogram_specification is abstract [subprogram_default] [aspect_specification];`

3/2 `subprogram_default ::= default_name | <> | null`



`default_name ::= name` 4

A `subprogram_default` of **null** shall not be specified for a formal function or for a `formal_abstract_subprogram_declaration`. 4.1/2

*Name Resolution Rules*

The expected profile for the `default_name`, if any, is that of the formal subprogram. 5

For a generic formal subprogram, the expected profile for the actual is that of the formal subprogram. 6

*Legality Rules*

The profiles of the formal and any named default shall be mode conformant. 7/3

The profiles of the formal and actual shall be mode conformant. 8/3

For a parameter or result subtype of a `formal_subprogram_declaration` that has an explicit `null_exclusion`: 8.1/2

- if the actual matching the `formal_subprogram_declaration` statically denotes a generic formal subprogram of another generic unit *G*, and the instantiation containing the actual occurs within the body of a generic unit *G* or within the body of a generic unit declared within the declarative region of the generic unit *G*, then the corresponding parameter or result type of the formal subprogram of *G* shall have a `null_exclusion`; 8.2/5
- otherwise, the subtype of the corresponding parameter or result type of the actual matching the `formal_subprogram_declaration` shall exclude null. In addition to the places where Legality Rules normally apply (see 12.3), this rule applies also in the private part of an instance of a generic unit. 8.3/2

If the named default, if any, is a prefixed view, the prefix of that view shall denote an object for which renaming is allowed (see 8.5.1). Similarly, if the actual subprogram in an instantiation is a prefixed view, the prefix of that view shall denote an object for which renaming is allowed. 8.4/5

If a formal parameter of a `formal_abstract_subprogram_declaration` is of a specific tagged type *T* or of an anonymous access type designating a specific tagged type *T*, *T* is called a *controlling type* of the `formal_abstract_subprogram_declaration`. Similarly, if the result of a `formal_abstract_subprogram_declaration` for a function is of a specific tagged type *T* or of an anonymous access type designating a specific tagged type *T*, *T* is called a controlling type of the `formal_abstract_subprogram_declaration`. A `formal_abstract_subprogram_declaration` shall have exactly one controlling type, and that type shall not be incomplete. 8.5/5

The actual subprogram for a `formal_abstract_subprogram_declaration` shall be: 8.6/5

- a dispatching operation of the controlling type; or 8.7/5
- if the controlling type is a formal type, and the actual type corresponding to that formal type is a specific type *T*, a dispatching operation of type *T*; or 8.8/5
- if the controlling type is a formal type, and the actual type is a class-wide type *T*Class, an implicitly declared subprogram corresponding to a primitive operation of type *T* (see Static Semantics below). 8.9/5

*Static Semantics*

A `formal_subprogram_declaration` declares a generic formal subprogram. The types of the formal parameters and result, if any, of the formal subprogram are those determined by the `subtype_marks` given in the `formal_subprogram_declaration`; however, independent of the particular subtypes that are denoted by the `subtype_marks`, the nominal subtypes of the formal parameters and result, if any, are defined to be 9

nonstatic, and unconstrained if of an array type (no applicable index constraint is provided in a call on a formal subprogram). In an instance, a `formal_subprogram_declaration` declares a view of the actual. The profile of this view takes its subtypes and calling convention from the original profile of the actual entity, while taking the formal parameter names and `default_expressions` from the profile given in the `formal_subprogram_declaration`. The view is a function or procedure, never an entry.

- 9.1/3 If a `subtype_mark` in the profile of the `formal_subprogram_declaration` denotes a formal private or formal derived type and the actual type for this formal type is a class-wide type *TClass*, then for the purposes of resolving the corresponding actual subprogram at the point of the instantiation, certain implicit declarations may be available as possible resolutions as follows:
- 9.2/3 For each primitive subprogram of *T* that is directly visible at the point of the instantiation, and that has at least one controlling formal parameter, a corresponding implicitly declared subprogram with the same defining name, and having the same profile as the primitive subprogram except that *T* is systematically replaced by *TClass* in the types of its profile, is potentially use-visible. The body of such a subprogram is as defined in 12.5.1 for primitive subprograms of a formal type when the actual type is class-wide.
- 10 If a generic unit has a `subprogram_default` specified by a box, and the corresponding actual parameter is omitted, then it is equivalent to an explicit actual parameter that is a usage name identical to the defining name of the formal.
- 10.1/2 If a generic unit has a `subprogram_default` specified by the reserved word **null**, and the corresponding actual parameter is omitted, then it is equivalent to an explicit actual parameter that is a null procedure having the profile given in the `formal_subprogram_declaration`.
- 10.2/2 The subprogram declared by a `formal_abstract_subprogram_declaration` with a controlling type *T* is a dispatching operation of type *T*.
- 11/5 NOTE 1 The matching rules for formal subprograms state requirements that are similar to those applying to `subprogram_renaming_declarations` (see 8.5.4). In particular, the name of a parameter of the formal subprogram can be different from that of the corresponding parameter of the actual subprogram; similarly, for these parameters, `default_expressions` can be different.
- 12 NOTE 2 The constraints that apply to a parameter of a formal subprogram are those of the corresponding formal parameter of the matching actual subprogram (not those implied by the corresponding `subtype_mark` in the `_specification` of the formal subprogram). A similar remark applies to the result of a function. Therefore, to avoid confusion, it is recommended that the name of a first subtype be used in any declaration of a formal subprogram.
- 13 NOTE 3 The subtype specified for a formal parameter of a generic formal subprogram can be any visible subtype, including a generic formal subtype of the same `generic_formal_part`.
- 14 NOTE 4 A formal subprogram is matched by an attribute of a type if the attribute is a function with a matching specification. An enumeration literal of a given type matches a parameterless formal function whose result type is the given type.
- 15/5 NOTE 5 A `default_name` denotes an entity that is visible or directly visible at the place of the `generic_declaration`; a box used as a default is equivalent to a name that denotes an entity that is directly visible at the place of the `generic_instantiation`.
- 16/2 NOTE 6 The actual subprogram cannot be abstract unless the formal subprogram is a `formal_abstract_subprogram_declaration` (see 3.9.3).
- 16.1/5 NOTE 7 The subprogram declared by a `formal_abstract_subprogram_declaration` is an abstract subprogram. All calls on a subprogram declared by a `formal_abstract_subprogram_declaration` are limited to dispatching calls. See 3.9.3.
- 16.2/2 NOTE 8 A null procedure as a subprogram default has convention `Intrinsic` (see 6.3.1).

## Examples

Examples of generic formal subprograms:

```

with function "+"(X, Y : Item) return Item is <>;
with function Image(X : Enum) return String is Enum'Image;
with procedure Update is Default_Update;
with procedure Pre_Action(X : in Item) is null; -- defaults to no action
with procedure Write(S      : not null access Root_Stream_Type'Class;
                    Desc : Descriptor)
                    is abstract Descriptor'Write; -- see 13.13.2
-- Dispatching operation on Descriptor with default
-- given the generic procedure declaration
generic
  with procedure Action (X : in Item);
  procedure Iterate(Seq : in Item_Sequence);
-- and the procedure
procedure Put_Item(X : in Item);
-- the following instantiation is possible
procedure Put_List is new Iterate(Action => Put_Item);

```

## 12.7 Formal Packages

Formal packages can be used to pass packages to a generic unit. The `formal_package_declaration` declares that the formal package is an instance of a given generic package. Upon instantiation, the actual package has to be an instance of that generic package. 1

## Syntax

```

formal_package_declaration ::=
  with package defining_identifier is new generic_package_name formal_package_actual_part
  [aspect_specification];
formal_package_actual_part ::=
  ([others =>] <>)
  | [generic_actual_part]
  | (formal_package_association {, formal_package_association} [, others => <>])
formal_package_association ::=
  generic_association
  | generic_formal_parameter_selector_name => <>

```

Any positional `formal_package_associations` shall precede any named `formal_package_` associations. 3.2/2

## Legality Rules

The `generic_package_name` shall denote a generic package (the *template* for the formal package); the formal package is an instance of the template. 4

The `generic_formal_parameter_selector_name` of a `formal_package_association` shall denote a `generic_formal_parameter_declaration` of the template. If two or more formal subprograms of the template have the same defining name, then named associations are not allowed for the corresponding actuals. 4.1/3

- 4.2/3 A `formal_package_actual_part` shall contain at most one `formal_package_association` for each formal parameter. If the `formal_package_actual_part` does not include “**others** =>  $\langle \rangle$ ”, each formal parameter without an association shall have a `default_expression` or `subprogram_default`.
- 4.3/3 The rules for matching between `formal_package_associations` and the generic formals of the template are as follows:
- 4.4/3
- If all of the `formal_package_associations` are given by generic associations, the `explicit_generic_actual_parameters` of the `formal_package_associations` shall be legal for an instantiation of the template.
- 4.5/5
- If a `formal_package_association` for a formal type  $T$  of the template is given by  $\langle \rangle$ , then the `formal_package_association` for any other `generic_formal_parameter_declaration` of the template that mentions  $T$  directly or indirectly shall also be given by  $\langle \rangle$ .
- 5/2 The actual shall be an instance of the template. If the `formal_package_actual_part` is ( $\langle \rangle$ ) or (**others** =>  $\langle \rangle$ ), then the actual may be any instance of the template; otherwise, certain of the actual parameters of the actual instance shall match the corresponding actual parameters of the formal package, determined as follows:
- 5.1/2
- If the `formal_package_actual_part` includes `generic_associations` as well as associations with  $\langle \rangle$ , then only the actual parameters specified explicitly with `generic_associations` are required to match;
- 5.2/2
- Otherwise, all actual parameters shall match, whether any actual parameter is given explicitly or by default.
- 5.3/2 The rules for matching of actual parameters between the actual instance and the formal package are as follows:
- 6/2
- For a formal object of mode **in**, the actuals match if they are static expressions with the same value, or if they statically denote the same constant, or if they are both the literal **null**.
- 7
- For a formal subtype, the actuals match if they denote statically matching subtypes.
- 8
- For other kinds of formals, the actuals match if they statically denote the same entity.
- 8.1/1 For the purposes of matching, any actual parameter that is the name of a formal object of mode **in** is replaced by the formal object's actual expression (recursively).

*Static Semantics*

- 9 A `formal_package_declaration` declares a generic formal package.
- 10/2 The visible part of a formal package includes the first list of `basic_declarative_items` of the `package_specification`. In addition, for each actual parameter that is not required to match, a copy of the declaration of the corresponding formal parameter of the template is included in the visible part of the formal package. If the copied declaration is for a formal type, copies of the implicit declarations of the primitive subprograms of the formal type are also included in the visible part of the formal package.
- 11/2 For the purposes of matching, if the actual instance  $A$  is itself a formal package, then the actual parameters of  $A$  are those specified explicitly or implicitly in the `formal_package_actual_part` for  $A$ , plus, for those not specified, the copies of the formal parameters of the template included in the visible part of  $A$ .

## Examples

Example of a generic package with formal package parameters: 12/2

```

with Ada.Containers.Ordered_Maps; -- see A.18.6 13/2
generic
  with package Mapping_1 is new Ada.Containers.Ordered_Maps(<>);
  with package Mapping_2 is new Ada.Containers.Ordered_Maps
    (Key_Type => Mapping_1.Element_Type,
     others => <>);

package Ordered_Join is
  -- Provide a "join" between two mappings

  subtype Key_Type is Mapping_1.Key_Type; 14/2
  subtype Element_Type is Mapping_2.Element_Type;
  function Lookup(Key : Key_Type) return Element_Type; 15/2
  ... 16/2
end Ordered_Join;

```

Example of an instantiation of a package with formal packages: 17/2

```

with Ada.Containers.Ordered_Maps; 18/2
package Symbol_Package is
  subtype Key_String is String(1..5); 19/5
  type String_Id is ...
  type Symbol_Info is ... 20/2
  package String_Table is new Ada.Containers.Ordered_Maps 21/5
    (Key_Type => Key_String,
     Element_Type => String_Id);
  package Symbol_Table is new Ada.Containers.Ordered_Maps 22/2
    (Key_Type => String_Id,
     Element_Type => Symbol_Info);
  package String_Info is new Ordered_Join(Mapping_1 => String_Table, 23/2
    Mapping_2 => Symbol_Table);
  Apple_Info : constant Symbol_Info := String_Info.Lookup("Apple"); 24/2
end Symbol_Package; 25/2

```

## 12.8 Example of a Generic Package

## Examples

The following example provides a possible formulation of stacks by means of a generic package. The size of each stack and the type of the stack elements are provided as generic formal parameters. 1

*This paragraph was deleted.* 2/1

```

generic 3
  Size : Positive;
  type Item is private;
  package Stack is
    procedure Push(E : in Item);
    procedure Pop (E : out Item);
    Overflow, Underflow : exception;
  end Stack;
  package body Stack is 4
    type Table is array (Positive range <>) of Item; 5
    Space : Table(1 .. Size);
    Index : Natural := 0;

```

```

6      procedure Push(E : in Item) is
      begin
          if Index >= Size then
              raise Overflow;
          end if;
          Index := Index + 1;
          Space(Index) := E;
      end Push;
7      procedure Pop(E : out Item) is
      begin
          if Index = 0 then
              raise Underflow;
          end if;
          E := Space(Index);
          Index := Index - 1;
      end Pop;
8  end Stack;

```

9 Instances of this generic package can be obtained as follows:

```

10     package Stack_Int is new Stack(Size => 200, Item => Integer);
11     package Stack_Bool is new Stack(100, Boolean);

```

12 Thereafter, the procedures of the instantiated packages can be called as follows:

```

13     Stack_Int.Push(N);
14     Stack_Bool.Push(True);

```

15 Alternatively, a generic formulation of the type Stack can be given as follows (package body omitted):

```

16     generic
17         type Item is private;
18     package On_Stacks is
19         type Stack(Size : Positive) is limited private;
20         procedure Push(S : in out Stack; E : in Item);
21         procedure Pop (S : in out Stack; E : out Item);
22         Overflow, Underflow : exception;
23     private
24         type Table is array (Positive range <>) of Item;
25         type Stack(Size : Positive) is
26             record
27                 Space : Table(1 .. Size);
28                 Index : Natural := 0;
29             end record;
30     end On_Stacks;

```

17 In order to use such a package, an instance has to be created and thereafter stacks of the corresponding type can be declared:

```

18     declare
19         package Stack_Real is new On_Stacks(Real); use Stack_Real;
20         S : Stack(100);
21     begin
22         ...
23         Push(S, 2.54);
24         ...
25     end;

```

## 13 Representation Issues

This clause describes features for querying and controlling certain aspects of entities and for interfacing to hardware. 1/3

### 13.1 Operational and Representation Aspects

Two kinds of aspects of entities can be specified: representation aspects and operational aspects. 0.1/3  
Representation aspects affect how the types and other entities of the language are to be mapped onto the underlying machine. Operational aspects determine other properties of entities.

Either kind of aspect of an entity may be specified by means of an `aspect_specification` (see 13.1.1), 0.2/3  
which is an optional element of most kinds of declarations and applies to the entity or entities being declared. Aspects may also be specified by certain other constructs occurring subsequent to the declaration of the affected entity: a representation aspect value may be specified by means of a representation item and an operational aspect value may be specified by means of an operational item.

There are six kinds of *representation items*: `attribute_definition_clauses` for representation attributes, 1/1  
`enumeration_representation_clauses`, `record_representation_clauses`, `at_clauses`, `component_clauses`, and *representation pragmas*. They can be provided to give more efficient representation or to interface with features that are outside the domain of the language (for example, peripheral hardware).

An *operational item* is an `attribute_definition_clause` for an operational attribute. 1.1/1

An operational item or a representation item applies to an entity identified by a `local_name`, which 1.2/1  
denotes an entity declared local to the current declarative region, or a library unit declared immediately preceding a representation pragma in a compilation.

#### Syntax

```
aspect_clause ::= attribute_definition_clause 2/1
                | enumeration_representation_clause
                | record_representation_clause
                | at_clause
```

```
local_name ::= direct_name 3
              | direct_name'attribute_designator
              | library_unit_name
```

A representation pragma is allowed only at places where an `aspect_clause` or `compilation_unit` is 4/1  
allowed.

#### Name Resolution Rules

In an operational item or representation item, if the `local_name` is a `direct_name`, then it shall resolve to 5/1  
denote a declaration (or, in the case of a `pragma`, one or more declarations) that occurs immediately within the same declarative region as the item. If the `local_name` has an `attribute_designator`, then it shall resolve to denote an implementation-defined component (see 13.5.1) or a class-wide type implicitly declared immediately within the same declarative region as the item. A `local_name` that is a *library\_unit\_name* (only permitted in a representation pragma) shall resolve to denote the `library_item` that immediately precedes (except for other pragmas) the representation pragma.

- 6/1 The `local_name` of an `aspect_clause` or representation pragma shall statically denote an entity (or, in the case of a pragma, one or more entities) declared immediately preceding it in a compilation, or within the same declarative\_part, package\_specification, task\_definition, protected\_definition, or record\_definition as the representation or operational item. If a `local_name` denotes a local callable entity, it may do so through a local subprogram\_renaming\_declaration (as a way to resolve ambiguity in the presence of overloading); otherwise, the `local_name` shall not denote a renaming\_declaration.
- 7/5 The *representation* of an object consists of a certain number of bits (the *size* of the object). For an object of an elementary type, these are the bits that are normally read or updated by the machine code when loading, storing, or operating-on the value of the object. For an object of a composite type, these are the bits reserved for this object, and include bits occupied by subcomponents of the object. If the size of an object is greater than that of its subtype, the additional bits are padding bits. For an elementary object, these padding bits are normally read and updated along with the others. For a composite object, it is unspecified whether padding bits are read or updated in any given composite operation.
- 8/5 A representation item *directly specifies* a *representation aspect* of the entity denoted by the `local_name`, except in the case of a type-related representation item, whose `local_name` shall denote a first subtype, and which directly specifies an aspect of the subtype's type. A representation item that names a subtype is either *subtype-specific* (Size, Object\_Size, and Alignment clauses) or *type-related* (all others).
- 8.1/3 An operational item *directly specifies* an *operational aspect* of the entity denoted by the `local_name`, except in the case of a type-related operational item, whose `local_name` shall denote a first subtype, and which directly specifies an aspect of the type of the subtype.
- 8.2/5 Aspects that can be specified for types and subtypes are also classified into type-related or subtype-specific aspects. Representation aspects that can be specified for types and subtypes are considered type-related unless specified otherwise. In contrast, the classification of operational aspects are given with the definition of the aspect. Type-related aspects have the same value for all subtypes of (a view of) a type, while subtype-specific aspects may differ for different subtypes of the same type.
- 9/5 A representation item or operational item that directly specifies an aspect of an entity shall appear before the entity is frozen (see 13.14).
- 9.1/5 A representation aspect of a subtype or type shall not be specified (whether by a representation item or an `aspect_specification`) before the type is completely defined (see 3.11.1).
- 9.2/5 If a representation item, operational item, library unit pragma (see J.15), or `aspect_specification` is given that directly specifies an aspect of an entity, then it is illegal to give another representation item, operational item, library unit pragma, or `aspect_specification` that directly specifies the same aspect of the entity.
- 9.3/5 Unless otherwise specified, it is illegal to specify an operational or representation aspect of a generic formal parameter.
- 10/5 A *by-reference primitive* is a user-defined primitive subprogram for a type *T* that has an access result designating type *T*, or that has a formal parameter that is an access parameter designating type *T* or is aliased and of type *T*. It is illegal to specify a nonconfirming type-related representation aspect for an untagged type *T* if it is derived from a by-reference type or inherits one or more by-reference primitives, or if one or more types have been derived from *T* prior to the specification of the aspect and type *T* is a by-reference type or defines one or more by-reference primitives that are inherited by these descendants.



If a type-related aspect is defined for the partial view of a type, then it has the same definition for the full view of the type, except for certain Boolean-valued operational aspects where the language specifies that the partial view can have the value `False` even when the full view has the value `True`. Type-related aspects cannot be specified, and are not defined for an incomplete view of a type. Representation aspects of a generic formal parameter are the same as those of the actual. Specification of a type-related representation aspect is not allowed for a descendant of a generic formal untagged type. 11/5

The specification of the `Size` aspect for a given subtype, or the size or storage place for an object (including a component) of a given subtype, shall allow for enough storage space to accommodate any value of the subtype. 12/3

The specification of certain language-defined aspects is not required to be supported by all implementations; in such an implementation, the specification for such an aspect is illegal or raises an exception at run time. 13/5

A `type_declaration` is illegal if it has one or more progenitors, and a nonconfirming value was specified for a representation aspect of an ancestor, and this conflicts with the representation of some other ancestor. The cases that cause conflicts are implementation defined. 13.1/3

When specifying an aspect that denotes a subprogram, the profile of the subprogram shall be mode conformant with the one required for the aspect, and the convention shall be `Ada`. Additional requirements are defined for particular aspects. 13.2/5

#### *Static Semantics*

If two subtypes statically match, then their subtype-specific aspects (for example, `Size` and `Alignment`) are the same. 14/5

A derived type inherits each type-related representation aspect of its parent type that was directly specified before the declaration of the derived type, or (in the case where the parent is derived) that was inherited by the parent type from the grandparent type. A derived subtype inherits each subtype-specific representation aspect of its parent subtype that was directly specified before the declaration of the derived type, or (in the case where the parent is derived) that was inherited by the parent subtype from the grandparent subtype, but only if the parent subtype statically matches the first subtype of the parent type. An inherited representation aspect is overridden by a subsequent `aspect_specification` or representation item that specifies a different value for the same aspect of the type or subtype. 15/3

In contrast, whether type-related operational aspects are inherited by a derived type depends on each specific aspect; unless specified, an operational aspect is not inherited. When type-related operational aspects are inherited by a derived type, aspects that were directly specified by `aspect_specifications` or operational items that are visible at any point within the immediate scope of the derived type declaration, or (in the case where the parent is derived) that were inherited by the parent type from the grandparent type, are inherited. An inherited operational aspect is overridden by an `aspect_specification` or operational item that specifies the same aspect of the type. 15.1/5

When a type-related operational aspect is inherited, the rules for inheritance depend on the nature of the aspect (see 13.1.1). Unless otherwise specified for a given aspect, these rules are as follows: 15.2/5

- For an operational aspect that is a value, the inherited aspect has the same value; 15.3/5
- For an operational aspect that is a name: 15.4/5
  - if the name denotes one or more primitive subprograms of the type, the inherited aspect is a name that denotes the corresponding primitive subprogram(s) of the derived type; 15.5/5

- 15.6/5 • otherwise, the inherited aspect is a name that denotes the same entity or entities as the original aspect;
- 15.7/5 • For an operational aspect that is an identifier specific to the aspect, the inherited aspect is the same identifier;
- 15.8/5 • For an operational aspect that is an expression or an aggregate, the inherited aspect is a corresponding expression or aggregate where each name, value, and identifier follows these same rules for inheritance.

15.9/5

16 Each aspect of representation of an entity is as follows:

- 17 • If the aspect is *specified* for the entity, meaning that it is either directly specified or inherited, then that aspect of the entity is as specified, except in the case of `Storage_Size`, which specifies a minimum.
- 18 • If an aspect of representation of an entity is not specified, it is chosen by default in an unspecified manner.

18.1/5 If an operational aspect is *specified* for an entity (meaning that it is either directly specified or, if type-related or subtype-specific, inherited), then that aspect of the entity is as specified. Otherwise, the aspect of the entity has the default value for that aspect. For aspects that are neither type-related nor subtype-specific, the terms “specified” and “directly specified” are equivalent.

18.2/5 An `aspect_specification` or representation item that specifies a representation aspect that would have been chosen in the absence of the `aspect_specification` or representation item is said to be *confirming*. The aspect value specified in this case is said to be a *confirming* representation aspect value. Other values of the aspect are said to be *nonconfirming*, as are the `aspect_specifications` and representation items that specified them. Similarly, an `aspect_specification` or operational item that specifies an operational aspect to be the same as the definition it would have by default is said to be *confirming*; otherwise it is *nonconfirming*.

#### *Dynamic Semantics*

19/1 For the elaboration of an `aspect_clause`, any evaluable constructs within it are evaluated.

#### *Implementation Permissions*

20/3 An implementation may interpret representation aspects in an implementation-defined manner. An implementation may place implementation-defined restrictions on the specification of representation aspects. A *recommended level of support* is defined for the specification of representation aspects and related features in each subclass. These recommendations are changed to requirements for implementations that support the Systems Programming Annex (see C.2, “Required Representation Support”).

#### *Implementation Advice*

21/3 The recommended level of support for the specification of all representation aspects is qualified as follows:

- 21.1/3 • A confirming specification for a representation aspect should be supported.
- 22/5 • An implementation is not required to support the specification for a representation aspect that contains nonstatic expressions, unless each nonstatic expression is a name that statically denotes a constant declared before the entity.

- An implementation is not required to support a specification for the `Object_Size` or `Size` for a given composite subtype, nor the size or storage place for an object (including a component) of a given composite subtype, unless the constraints on the subtype and its composite subcomponents (if any) are all static constraints. 23/5
- An implementation is not required to support specifying a nonconfirming representation aspect value if it can cause an aliased object or an object of a by-reference type to be allocated at a nonaddressable location or, when the alignment attribute of the subtype of such an object is nonzero, at an address that is not an integral multiple of that alignment. 24/5
- An implementation is not required to support specifying a nonconfirming representation aspect value if it can cause an aliased object of an elementary type to have a size other than that which would have been chosen by default. 25/5
- An implementation is not required to support specifying a nonconfirming representation aspect value if it can cause an aliased object of a composite type, or an object whose type is by-reference, to have a size smaller than that which would have been chosen by default. 26/5
- An implementation is not required to support specifying a nonconfirming subtype-specific representation aspect value for an indefinite or abstract subtype. 27/5

For purposes of these rules, the determination of whether specifying a representation aspect value for a type *can cause* an object to have some property is based solely on the properties of the type itself, not on any available information about how the type is used. In particular, it presumes that minimally aligned objects of this type can be declared at some point. 28/5

NOTE Aspects that can be specified are defined throughout this document, and are summarized in K.1. 29/3

### 13.1.1 Aspect Specifications

Certain representation or operational aspects of an entity may be specified as part of its declaration using an `aspect_specification`, rather than using a separate representation or operational item. The declaration with the `aspect_specification` is termed the *associated declaration*. 1/3

*Syntax*

```
aspect_specification ::= 2/3
  with aspect_mark [=> aspect_definition] {,
    aspect_mark [=> aspect_definition] }
```

```
aspect_mark ::= aspect_identifier['Class'] 3/3
```

```
aspect_definition ::= 4/5
  name | expression | identifier
  | aggregate | global_aspect_definition
```

*Name Resolution Rules*

An `aspect_mark` identifies an aspect of the entity defined by the associated declaration (the *associated entity*); the aspect denotes an object, a value, an expression, an `aggregate`, a subprogram, or some other kind of entity. If the `aspect_mark` identifies: 5/5

- an aspect that denotes an object, the `aspect_definition` shall be a `name`. The expected type for the `name` is the type of the identified aspect of the associated entity; 6/3
- an aspect that is a value or an expression, the `aspect_definition` shall be an `expression`. The expected type for the `expression` is the type of the identified aspect of the associated entity; 7/3

- 7.1/5 • an aspect that is an **aggregate**, the aspect definition shall be an **expression** that is an **aggregate**, with the form of the **aggregate** determined by the identified aspect;
  - 8/3 • an aspect that denotes a subprogram, the **aspect\_definition** shall be a **name**; the expected profile for the **name** is the profile required for the aspect of the associated entity;
  - 9/3 • an aspect that denotes some other kind of entity, the **aspect\_definition** shall be a **name**, and the name shall resolve to denote an entity of the appropriate kind;
  - 10/3 • an aspect that is given by an identifier specific to the aspect, the **aspect\_definition** shall be an **identifier**, and the **identifier** shall be one of the identifiers specific to the identified aspect.
- 11/5 The usage names in an **aspect\_definition** associated with a declaration are not resolved at the point of the associated declaration, but rather are resolved at the end of the immediately enclosing declaration list, or in the case of the declaration of a library unit, at the end of the visible part of the entity.
- 12/5 If the associated declaration is for a subprogram, entry, or access-to-subprogram type, the names of the formal parameters are directly visible within the **aspect\_definition**, as are certain attributes, as specified elsewhere in this document for the identified aspect. If the associated declaration is a **type\_declaration**, within the **aspect\_definition** the names of any visible components, protected subprograms, and entries are directly visible, and the name of the first subtype denotes the current instance of the type (see 8.6). If the associated declaration is a **subtype\_declaration**, within the **aspect\_definition** the name of the new subtype denotes the current instance of the subtype.
- Legality Rules*
- 13/3 If the first freezing point of the associated entity comes before the end of the immediately enclosing declaration list, then each usage name in the **aspect\_definition** shall resolve to the same entity at the first freezing point as it does at the end of the immediately enclosing declaration list.
- 13.1/5 An **expression** or **name** that causes freezing of an entity shall not occur within an **aspect\_specification** that specifies a representation or operational aspect of that entity.
- 14/3 At most one occurrence of each **aspect\_mark** is allowed within a single **aspect\_specification**. The aspect identified by the **aspect\_mark** shall be an aspect that can be specified for the associated entity (or view of the entity defined by the associated declaration).
- 15/3 The **aspect\_definition** associated with a given **aspect\_mark** may be omitted only when the **aspect\_mark** identifies an aspect of a boolean type, in which case it is equivalent to the **aspect\_definition** being specified as **True**.
- 16/3 If the **aspect\_mark** includes **'Class**, then the associated entity shall be a tagged type or a primitive subprogram of a tagged type.
- 17/5 Unless otherwise specified for a specific aspect, a language-defined aspect cannot be specified on a **renaming\_declaration** or a **generic\_formal\_parameter\_declaration**.
- 18/5 Unless specified otherwise, a language-defined aspect shall not be specified in an **aspect\_specification** given on a completion of a program unit.
- 18.1/4 If an aspect of a derived type is inherited from an ancestor type and has the boolean value **True**, the inherited value shall not be overridden to have the value **False** for the derived type, unless otherwise specified in this document.
- 18.2/5 If a given aspect is type-related and inherited, then within an **aspect\_definition** for the aspect, if a **name** resolves to denote multiple visible subprograms, all or none of the denoted subprograms shall be primitives of the associated type.

Certain type-related aspects are defined to be *nonoverridable*; all such aspects are inherited by derived types according to the rules given in 13.1. Any legality rule associated with a nonoverridable aspect is rechecked for the derived type, if the derived type is not abstract. Certain type-related and subtype-specific aspects are defined to be *additive*; such aspects are not inherited, but they can *apply* to the types derived from, or the subtypes based on, the original type or subtype, as defined for each such aspect. Finally, certain type-related aspects are *implicitly composed*; such aspects are not inherited, but rather a default implementation for a derived type is provided, as defined for each such aspect, based on that of its parent type, presuming the aspect for the parent type is available where the derived type is declared, plus those of any new components added as part of a type extension. 18.3/5

If a nonoverridable aspect is directly specified for a type *T*, then any explicit specification of that aspect for any descendant of *T* (other than *T* itself) shall be *confirming*. In the case of an aspect that is a **name**, this means that the specified **name** shall *match* the inherited aspect in the sense that it shall denote the same declarations as would the inherited **name**. Similarly, for an aspect that is an **expression** or an **aggregate**, confirming means the defining **expression** is fully conformant (see 6.3.1) with the defining **expression** for the inherited aspect, with the added rule that an identifier that is specific to the aspect is the same as the corresponding identifier in the inherited aspect. 18.4/5

If a full type has a partial view, and a given nonoverridable aspect is allowed for both the full view and the partial view, then the given aspect for the partial view and the full view shall be the same: the aspect shall be directly specified only on the partial view; if the full type inherits the aspect, then a matching definition shall be specified (directly or by inheritance) for the partial view. 18.5/5

If a type inherits a nonoverridable aspect from multiple ancestors, the value of the aspect inherited from any given ancestor shall be confirming of the values inherited from all other ancestors. 18.6/5

In addition to the places where Legality Rules normally apply (see 12.3), these rules about nonoverridable aspects also apply in the private part of an instance of a generic unit. 18.7/5

18.8/5

#### Static Semantics

Depending on which aspect is identified by the **aspect\_mark**, an **aspect\_definition** specifies: 19/3

- a **name** that denotes a subprogram, object, or other kind of entity; 20/3
- an **expression** (other than an **aggregate**), which is either evaluated to produce a single value, or which (as in a precondition) is to be evaluated at particular points during later execution; 21/5
- an **identifier** specific to the aspect; or 22/5
- an **aggregate**, which is positional or named, and is composed of elements of any of these four kinds of constructs. 22.1/5

The identified aspect of the associated entity, or in some cases, the view of the entity defined by the declaration, is as specified by the **aspect\_definition** (or by the default of True when boolean). Whether an **aspect\_specification** *applies* to an entity or only to the particular view of the entity defined by the declaration is determined by the **aspect\_mark** and the kind of entity. The following aspects are view specific: 23/3

- An aspect specified on an **object\_declaration**; 24/3
- An aspect specified on a **subprogram\_declaration**; 25/3
- An aspect specified on a **renaming\_declaration**. 26/3

- 27/3 All other `aspect_specifications` are associated with the entity, and *apply* to all views of the entity, unless otherwise specified in this document.
- 28/4 If the `aspect_mark` includes 'Class (a *class-wide aspect*), then, unless specified otherwise for a particular class-wide aspect:
- 29/3 • if the associated entity is a tagged type, the specification *applies* to all descendants of the type;
  - 30/3 • if the associated entity is a primitive subprogram of a tagged type *T*, the specification *applies* to the corresponding primitive subprogram of all descendants of *T*.
- 31/3 All specifiable operational and representation attributes may be specified with an `aspect_specification` instead of an `attribute_definition_clause` (see 13.3).
- 32/5 Some aspects are defined to be *library unit aspects*. Library unit aspects are of type Boolean. The expression specifying a library unit aspect shall be static. Library unit aspects are defined for all program units, but shall be specified only for library units. Notwithstanding what this document says elsewhere, the expression of a library unit aspect is resolved and evaluated at the point where it occurs in the `aspect_specification`, rather than the first freezing point of the associated unit.
- 33/3 In addition, other operational and representation aspects not associated with specifiable attributes or representation pragmas may be specified, as specified elsewhere in this document.
- 34/4 *This paragraph was deleted.*
- 35/3 If a Legality Rule or Static Semantics rule only applies when a particular aspect has been specified, the aspect is considered to have been specified only when the `aspect_specification` or `attribute_definition_clause` is visible (see 8.3) at the point of the application of the rule.
- 36/3 Alternative legality and semantics rules may apply for particular aspects, as specified elsewhere in this document.

#### *Dynamic Semantics*

- 37/5 At the freezing point of the associated entity, the `aspect_specification` is elaborated. When appearing in a construct other than a declaration, an `aspect_specification` is elaborated as part of the execution of the construct. The elaboration of the `aspect_specification` consists of the elaboration of each `aspect_definition` in an arbitrary order. The elaboration of an `aspect_definition` includes the evaluation of any name or expression that is part of the `aspect_definition` unless the part is itself an expression. If the corresponding aspect (or part thereof) represents an expression (as in a precondition), the elaboration of that part has no effect; the expression is evaluated later at points within the execution as specified elsewhere in this document for the particular aspect.

#### *Implementation Permissions*

- 38/3 Implementations may support implementation-defined aspects. The `aspect_specification` for an implementation-defined aspect may use an implementation-defined syntax for the `aspect_definition`, and may follow implementation-defined legality and semantics rules.
- 39/5 An implementation may ignore the specification of an unrecognized aspect; if an implementation chooses to ignore such an aspect specification (as opposed to rejecting it), then it has no effect on the semantics of the program except for possibly (and this is not required) the rejection of syntax errors within the `aspect_definition`.

## 13.2 Packed Types

The Pack aspect having the value True specifies that storage minimization should be the main criterion when selecting the representation of a composite type. 1/3

*Paragraphs 2 through 4 were moved to Annex J, “Obsolescent Features”.*

### *Static Semantics*

For a full type declaration of a composite type, the following language-defined representation aspect may be specified: 5/3

Pack The type of aspect Pack is Boolean. When aspect Pack is True for a type, the type (or the extension part) is said to be *packed*. For a type extension, the parent part is packed as for the parent type, and specifying Pack causes packing only of the extension part. 5.1/3

If directly specified, the `aspect_definition` shall be a static expression. If not specified (including by inheritance), the aspect is False. 5.2/3

### *Implementation Advice*

If a type is packed, then the implementation should try to minimize storage allocated to objects of the type, possibly at the expense of speed of accessing components, subject to reasonable complexity in addressing calculations. 6

*This paragraph was deleted.*

The recommended level of support for the Pack aspect is:

- Any component of a packed type that is of a by-reference type, that is specified as independently addressable, or that contains an aliased part, shall be aligned according to the alignment of its subtype. 7.1/4
- For a packed record type, the components should be packed as tightly as possible subject to the above alignment requirements, the Sizes of the component subtypes, and any `record_representation_clause` that applies to the type; the implementation is allowed to reorder components or cross aligned word boundaries to improve the packing. A component whose Size is greater than the word size may be allocated an integral number of words. 8/5
- For a packed array type, if the Size of the component subtype is less than or equal to the word size, `Component_Size` should be less than or equal to the Size of the component subtype, rounded up to the nearest factor of the word size, unless this would violate the above alignment requirements. 9/4

## 13.3 Operational and Representation Attributes

The values of certain implementation-dependent characteristics can be obtained by interrogating appropriate operational or representation attributes. Some of these attributes are specifiable via an `attribute_definition_clause`. 1/1

### *Syntax*

```
attribute_definition_clause ::=
    for local_name'attribute_designator use expression;
    | for local_name'attribute_designator use name; 2
```

*Name Resolution Rules*

- 3 For an `attribute_definition_clause` that specifies an attribute that denotes a value, the form with an expression shall be used. Otherwise, the form with a name shall be used.
- 4 For an `attribute_definition_clause` that specifies an attribute that denotes a value or an object, the expected type for the expression or name is that of the attribute. For an `attribute_definition_clause` that specifies an attribute that denotes a subprogram, the expected profile for the name is the profile required for the attribute. For an `attribute_definition_clause` that specifies an attribute that denotes some other kind of entity, the name shall resolve to denote an entity of the appropriate kind.

*Legality Rules*

- 5/3 An `attribute_designator` is allowed in an `attribute_definition_clause` only if this Reference Manual explicitly allows it, or for an implementation-defined attribute if the implementation allows it. Each specifiable attribute constitutes an operational aspect or aspect of representation; the name of the aspect is that of the attribute.
- 6/5 *This paragraph was deleted.*

*Static Semantics*

- 7/2 A *Size clause* is an `attribute_definition_clause` whose `attribute_designator` is `Size`. Similar definitions apply to the other specifiable attributes.
- 8 A *storage element* is an addressable element of storage in the machine. A *word* is the largest amount of storage that can be conveniently and efficiently manipulated by the hardware, given the implementation's run-time model. A word consists of an integral number of storage elements.
- 8.1/3 A *machine scalar* is an amount of storage that can be conveniently and efficiently loaded, stored, or operated upon by the hardware. Machine scalars consist of an integral number of storage elements. The set of machine scalars is implementation defined, but includes at least the storage element and the word. Machine scalars are used to interpret `component_clauses` when the nondefault bit ordering applies.
- 9/5 The following representation attributes are defined: `Address`, `Alignment`, `Size`, `Object_Size`, `Storage_Size`, `Component_Size`, `Has_Same_Storage`, and `Overlaps_Storage`.
- 10/1 For a prefix `X` that denotes an object, program unit, or label:
- 11 `X'Address` Denotes the address of the first of the storage elements allocated to `X`. For a program unit or label, this value refers to the machine code associated with the corresponding body or **statement**. The value of this attribute is of type `System.Address`.
- 11.1/3 The prefix of `X'Address` shall not statically denote a subprogram that has convention `Intrinsic`. `X'Address` raises `Program_Error` if `X` denotes a subprogram that has convention `Intrinsic`.
- 12 `Address` may be specified for stand-alone objects and for program units via an `attribute_definition_clause`.

*Erroneous Execution*

- 13/3 If an `Address` is specified, it is the programmer's responsibility to ensure that the address is valid and appropriate for the entity and its use; otherwise, program execution is erroneous.

*Implementation Advice*

- 14 For an array `X`, `X'Address` should point at the first component of the array, and not at the array bounds.



|                                                                                                                                                                                                                                                              |      |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|
| The recommended level of support for the Address attribute is:                                                                                                                                                                                               | 15   |
| <ul style="list-style-type: none"> <li>• X'Address should produce a useful result if X is an object that is aliased or of a by-reference type, or is an entity whose Address has been specified.</li> </ul>                                                  | 16   |
| <ul style="list-style-type: none"> <li>• An implementation should support Address clauses for imported subprograms.</li> </ul>                                                                                                                               | 17   |
| <ul style="list-style-type: none"> <li>• <i>This paragraph was deleted.</i></li> </ul>                                                                                                                                                                       | 18/2 |
| <ul style="list-style-type: none"> <li>• If the Address of an object is specified, or it is imported or exported, then the implementation should not perform optimizations based on assumptions of no aliases.</li> </ul>                                    | 19   |
| NOTE 1 The specification of a link name with the Link_Name aspect (see B.1) for a subprogram or object is an alternative to explicit specification of its link-time address, allowing a link-time directive to place the subprogram or object within memory. | 20   |
| NOTE 2 The rules for the Size attribute imply, for an aliased object X, that if X'Size = Storage_Unit, then X'Address points at a storage element containing all of the bits of X, and only the bits of X.                                                   | 21   |

#### Static Semantics

|                                                                                                                                                                                                                                                                                                                                                                        |        |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| For a prefix X that denotes an object:                                                                                                                                                                                                                                                                                                                                 | 22/2   |
| X'Alignment The value of this attribute is of type <i>universal_integer</i> , and nonnegative; zero means that the object is not necessarily aligned on a storage element boundary. If X'Alignment is not zero, then X is aligned on a storage unit boundary and X'Address is an integral multiple of X'Alignment (that is, the Address modulo the Alignment is zero). | 23/2   |
| <i>This paragraph was deleted.</i>                                                                                                                                                                                                                                                                                                                                     | 24/2   |
| Alignment may be specified for stand-alone objects via an <code>attribute_definition_clause</code> ; the expression of such a clause shall be static, and its value nonnegative.                                                                                                                                                                                       | 25/2   |
| <i>This paragraph was deleted.</i>                                                                                                                                                                                                                                                                                                                                     | 26/2   |
| For every subtype S:                                                                                                                                                                                                                                                                                                                                                   | 26.1/2 |
| S'Alignment The value of this attribute is of type <i>universal_integer</i> , and nonnegative.                                                                                                                                                                                                                                                                         | 26.2/2 |
| For an object X of subtype S, if S'Alignment is not zero, then X'Alignment is a nonzero integral multiple of S'Alignment unless specified otherwise by a representation item.                                                                                                                                                                                          | 26.3/2 |
| Alignment may be specified for first subtypes via an <code>attribute_definition_clause</code> ; the expression of such a clause shall be static, and its value nonnegative.                                                                                                                                                                                            | 26.4/2 |

#### Erroneous Execution

|                                                                                                                                                          |      |
|----------------------------------------------------------------------------------------------------------------------------------------------------------|------|
| Program execution is erroneous if an Address clause is given that conflicts with the Alignment.                                                          | 27   |
| For an object that is not allocated under control of the implementation, execution is erroneous if the object is not aligned according to its Alignment. | 28/2 |

#### Implementation Advice

|                                                                                                                                                                                                                                                                     |        |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| For any tagged specific subtype S, S'Class'Alignment should equal S'Alignment.                                                                                                                                                                                      | 28.1/3 |
| The recommended level of support for the Alignment attribute for subtypes is:                                                                                                                                                                                       | 29     |
| <ul style="list-style-type: none"> <li>• An implementation should support an Alignment clause for a discrete type, fixed point type, record type, or array type, specifying an Alignment value that is zero or a power of two, subject to the following:</li> </ul> | 30/2   |
| <ul style="list-style-type: none"> <li>• An implementation is not required to support an Alignment clause for a signed integer type specifying an Alignment greater than the largest Alignment value that is ever chosen by default</li> </ul>                      | 31/5   |

by the implementation for any signed integer type. A corresponding limitation may be imposed for modular integer types, fixed point types, enumeration types, record types, and array types.

- 32/5 • An implementation is not required to support a nonconfirming Alignment clause that can cause the creation of an object of an elementary type that cannot be easily loaded and stored by available machine instructions.
- 32.1/5 • An implementation is not required to support an Alignment specified for a derived tagged type that is not a multiple of the Alignment of the parent type. An implementation is not required to support a nonconfirming Alignment specified for a derived untagged by-reference type.

33 The recommended level of support for the Alignment attribute for objects is:

- 34/2 • *This paragraph was deleted.*
- 35 • For stand-alone library-level objects of statically constrained subtypes, the implementation should support all Alignments supported by the target linker. For example, page alignment is likely to be supported for such objects, but not for subtypes.
- 35.1/2 • For other objects, an implementation should at least support the alignments supported for their subtype, subject to the following:
- 35.2/5 • An implementation is not required to support Alignments specified for objects of a by-reference type or for objects of types containing aliased subcomponents if the specified Alignment is not a multiple of the Alignment of the subtype of the object.

36 NOTE 3 Alignment is a subtype-specific attribute.

37/2 *This paragraph was deleted.*

38/3 NOTE 4 A `component_clause`, `Component_Size` clause, or specifying the `Pack` aspect as `True` can override a specified Alignment.

#### *Static Semantics*

39/1 For a prefix `X` that denotes an object:

- |    |                     |                                                                                                                                                                            |
|----|---------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 40 | <code>X'Size</code> | Denotes the size in bits of the representation of the object. The value of this attribute is of the type <i>universal_integer</i> .                                        |
| 41 |                     | Size may be specified for stand-alone objects via an <code>attribute_definition_clause</code> ; the expression of such a clause shall be static and its value nonnegative. |

#### *Implementation Advice*

41.1/2 The size of an array object should not include its bounds.

42/5 The recommended level of support for the `Size` attribute of objects is the same as for subtypes (see below), except that only a confirming `Size` clause is required to be supported for an aliased elementary object.

- 43/2 • *This paragraph was deleted.*

#### *Static Semantics*

44 For every subtype `S`:

- |    |                     |                                                                                                                                                                                               |
|----|---------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 45 | <code>S'Size</code> | If <code>S</code> is definite, denotes the size (in bits) that the implementation would choose for the following objects of subtype <code>S</code> :                                          |
| 46 |                     | <ul style="list-style-type: none"> <li>• A record component of subtype <code>S</code> when the record type is packed.</li> </ul>                                                              |
| 47 |                     | <ul style="list-style-type: none"> <li>• The formal parameter of an instance of <code>Unchecked_Conversion</code> that converts from subtype <code>S</code> to some other subtype.</li> </ul> |

If S is indefinite, the meaning is implementation defined. The value of this attribute is of the type *universal\_integer*. The Size of an object is at least as large as that of its subtype, unless the object's Size is determined by a Size clause, a component\_clause, or a Component\_Size clause. Size may be specified for first subtypes via an attribute\_definition\_clause; the expression of such a clause shall be static and its value nonnegative. 48

*Implementation Requirements*

In an implementation, Boolean'Size shall be 1. 49

*Implementation Advice*

If the Size of a subtype is nonconfirming and allows for efficient independent addressability (see 9.10) on the target architecture, then the Object\_Size of the subtype should have the same value in the absence of an explicit specification of a different value. 50/5

*Paragraphs 51 and 52 were moved to the Implementation Advice for attribute Object\_Size.*

- 
- 

51/5

52/5

A Size clause on a composite subtype should not affect the internal layout of components. 53

The recommended level of support for the Size attribute of subtypes is: 54

- The Size (if not specified) of a static discrete or fixed point subtype should be the number of bits necessary to represent each value belonging to the subtype using an unbiased representation, leaving space for a sign bit only if the subtype contains negative values. If such a subtype is a first subtype, then an implementation should support a specified Size for it that reflects this representation. 55/5
- For a subtype implemented with levels of indirection, the Size should include the size of the pointers, but not the size of what they point at. 56
- An implementation should support a Size clause for a discrete type, fixed point type, record type, or array type, subject to the following: 56.1/2
  - An implementation is not required to support a Size clause for a signed integer type specifying a Size greater than that of the largest signed integer type supported by the implementation in the absence of a size clause (that is, when the size is chosen by default). A corresponding limitation may be imposed for modular integer types, fixed point types, enumeration types, record types, and array types. 56.2/5
  - A nonconfirming size clause for the first subtype of a derived untagged by-reference type is not required to be supported. 56.3/5

NOTE 5 Size is a subtype-specific attribute. 57

NOTE 6 A component\_clause or Component\_Size clause can override a specified Size. Aspect Pack cannot. 58/3

*Static Semantics*

For every subtype S: 58.1/5

S'Object\_Size 58.2/5

If S is definite, denotes the size (in bits) of a stand-alone aliased object, or a component of subtype S in the absence of an aspect\_specification or representation item that specifies the size of the object or component. If S is indefinite, the meaning is implementation-defined. The value of this attribute is of the type *universal\_integer*. If not specified otherwise, the Object\_Size of a subtype is at least as large as the Size of the subtype. Object\_Size may be specified via an attribute\_definition\_clause; the expression of such a clause shall be static

and its value nonnegative. All aliased objects with nominal subtype *S* have the size *S'Object\_Size*. In the absence of an explicit specification, the *Object\_Size* of a subtype *S* defined by a *subtype\_indication* without a constraint, is that of the value of the *Object\_Size* of the subtype denoted by the *subtype\_mark* of the *subtype\_indication*, at the point of this definition.

*Implementation Advice*

- 58.3/5 If *S* is a definite first subtype and *S'Object\_Size* is not specified, *S'Object\_Size* should be the smallest multiple of the storage element size larger than or equal to *S'Size* that is consistent with the alignment of *S*.
- 58.4/5 If *X* denotes an object (including a component) of subtype *S*, *X'Size* should equal *S'Object\_Size*, unless:
- 58.5/5 • *X'Size* is specified; or
  - 58.6/5 • *X* is a nonaliased stand-alone object; or
  - 58.7/5 • The size of *X* is determined by a *component\_clause* or *Component\_Size* clause; or
  - 58.8/5 • The type containing component *X* is packed.
- 58.9/5 An *Object\_Size* clause on a composite type should not affect the internal layout of components.
- 58.10/5 The recommended level of support for the *Object\_Size* attribute of subtypes is:
- 58.11/5 • If *S* is a static signed integer subtype, the implementation should support the specification of *S'Object\_Size* to match the size of any signed integer base subtype provided by the implementation that is no smaller than *S'Size*. Corresponding support is expected for modular integer subtypes, fixed point subtypes, and enumeration subtypes.
  - 58.12/5 • If *S* is an array or record subtype with static constraints and *S* is not a first subtype of a derived untagged by-reference type, the implementation should support the specification of *S'Object\_Size* to be any multiple of the storage element size that is consistent with the alignment of *S*, that is no smaller than *S'Size*, and that is no larger than that of the largest composite subtype supported by the implementation.
  - 58.13/5 • If *S* is some other subtype, only confirming specifications of *Object\_Size* are required to be supported.

*Static Semantics*

- 59/1 For a prefix *T* that denotes a task object (after any implicit dereference):
- 60/3 *T'Storage\_Size*  
Denotes the number of storage elements reserved for the task. The value of this attribute is of the type *universal\_integer*. The *Storage\_Size* includes the size of the task's stack, if any. The language does not specify whether or not it includes other storage associated with the task (such as the “task control block” used by some implementations.) If the aspect *Storage\_Size* is specified for the type of the object, the value of the *Storage\_Size* attribute is at least the value determined by the aspect.
- 61/3 Aspect *Storage\_Size* specifies the amount of storage to be reserved for the execution of a task.

*Paragraphs 62 through 65 were moved to Annex J, “Obsolescent Features”.*

*Static Semantics*

- 65.1/3 For a task type (including the anonymous type of a *single\_task\_declaration*), the following language-defined representation aspect may be specified:
- 65.2/3 *Storage\_Size* The *Storage\_Size* aspect is an *expression*, which shall be of any integer type.

*Legality Rules*

The `Storage_Size` aspect shall not be specified for a task interface type. 65.3/3

*Dynamic Semantics*

When a task object is created, the `expression` (if any) associated with the `Storage_Size` aspect of its type is evaluated; the `Storage_Size` attribute of the newly created task object is at least the value of the `expression`. 66/3

At the point of task object creation, or upon task activation, `Storage_Error` is raised if there is insufficient free storage to accommodate the requested `Storage_Size`. 67

*Static Semantics*

For a prefix `X` that denotes an array subtype or array object (after any implicit dereference): 68/1

`X'Component_Size` 69

Denotes the size in bits of components of the type of `X`. The value of this attribute is of type *universal\_integer*.

`Component_Size` may be specified for array types via an `attribute_definition_clause`; the expression of such a clause shall be static, and its value nonnegative. 70

*Implementation Advice*

The recommended level of support for the `Component_Size` attribute is: 71

- An implementation is not required to support specified `Component_Sizes` that are less than the Size of the component subtype. 72/5
- An implementation should support specified `Component_Sizes` that are factors and multiples of the word size. For such `Component_Sizes`, the array should contain no gaps between components. For other `Component_Sizes` (if supported), the array should contain no gaps between components when `Pack` is also specified; the implementation should forbid this combination in cases where it cannot support a no-gaps representation. 73/3

*Static Semantics*

For a prefix `X` that denotes an object: 73.1/3

`X'Has_Same_Storage` 73.2/4

`X'Has_Same_Storage` denotes a function with the following specification:

```
function X'Has_Same_Storage (Arg : any_type)
return Boolean
```

 73.3/3

The actual parameter shall be a name that denotes an object. The object denoted by the actual parameter can be of any type. This function evaluates the names of the objects involved. It returns `True` if the representation of the object denoted by the actual parameter occupies exactly the same bits as the representation of the object denoted by `X` and the objects occupy at least one bit; otherwise, it returns `False`. 73.4/4

For a prefix `X` that denotes an object: 73.5/3

`X'Overlaps_Storage` 73.6/3

`X'Overlaps_Storage` denotes a function with the following specification:

```
function X'Overlaps_Storage (Arg : any_type)
return Boolean
```

 73.7/3

The actual parameter shall be a name that denotes an object. The object denoted by the actual parameter can be of any type. This function evaluates the names of the objects involved and returns `True` if the representation of the object denoted by the actual

parameter shares at least one bit with the representation of the object denoted by X; otherwise, it returns False.

73.9/3 NOTE 7 X'Has\_Same\_Storage(Y) implies X'Overlaps\_Storage(Y).

73.10/3 NOTE 8 X'Has\_Same\_Storage(Y) and X'Overlaps\_Storage(Y) are not considered to be reads of X and Y.

#### *Static Semantics*

73.11/3 The following type-related operational attribute is defined: External\_Tag.

74/1 For every subtype S of a tagged type T (specific or class-wide):

75/3 S'External\_Tag

S'External\_Tag denotes an external string representation for S'Tag; it is of the predefined type String. External\_Tag may be specified for a specific tagged type via an attribute\_definition\_clause; the expression of such a clause shall be static. The default external tag representation is implementation defined. See 13.13.2. The value of External\_Tag is never inherited; the default value is always used unless a new value is directly specified for a type.

#### *Dynamic Semantics*

75.1/3 If a user-specified external tag S'External\_Tag is the same as T'External\_Tag for some other tagged type declared by a different declaration in the partition, Program\_Error is raised by the elaboration of the attribute\_definition\_clause.

#### *Implementation Requirements*

76 In an implementation, the default external tag for each specific tagged type declared in a partition shall be distinct, so long as the type is declared outside an instance of a generic body. If the compilation unit in which a given tagged type is declared, and all compilation units on which it semantically depends, are the same in two different partitions, then the external tag for the type shall be the same in the two partitions. What it means for a compilation unit to be the same in two different partitions is implementation defined. At a minimum, if the compilation unit is not recompiled between building the two different partitions that include it, the compilation unit is considered the same in the two partitions.

#### *Implementation Permissions*

76.1/3 If a user-specified external tag S'External\_Tag is the same as T'External\_Tag for some other tagged type declared by a different declaration in the partition, the partition may be rejected.

77/2 NOTE 9 The following language-defined attributes are specifiable, at least for some of the kinds of entities to which they apply: Address, Alignment, Bit\_Order, Component\_Size, External\_Tag, Input, Machine\_Radix, Output, Read, Size, Small, Storage\_Pool, Storage\_Size, Stream\_Size, and Write.

78 NOTE 10 It follows from the general rules in 13.1 that if one writes “**for** X'Size **use** Y;” then the X'Size attribute\_reference will return Y (assuming the implementation allows the Size clause). The same is true for all of the specifiable attributes except Storage\_Size.

#### *Examples*

79 *Examples of attribute definition clauses:*

```
80     Byte : constant := 8;
      Page : constant := 2**12;
```

```

type Medium is range 0 .. 65_000;
for Medium'Size use 2*Byte;
for Medium'Alignment use 2;
Device_Register : Medium;
for Device_Register'Size use Medium'Size;
for Device_Register'Address use
    System.Storage_Elements.To_Address(16#FFFF_0020#);

type Short is delta 0.01 range -100.0 .. 100.0;
for Short'Size use 15;

for Car_Name'Storage_Size use -- specify access type's storage pool size
    2000*((Car'Size/System.Storage_Unit) +1); -- approximately 2000 cars

function My_Input(Stream : not null access
    Ada.Streams.Root_Stream_Type'Class)
    return T;
for T'Input use My_Input; -- see 13.13.2

```

In the Size clause for Short, fifteen bits is the minimum necessary, since the type definition requires Short'Small <= 2\*\*(-7). 85/5

NOTE 11 86/5

## 13.4 Enumeration Representation Clauses

An enumeration\_representation\_clause specifies the internal codes for enumeration literals. 1

### Syntax

```

enumeration_representation_clause ::=
    for first_subtype_local_name use enumeration_aggregate;
enumeration_aggregate ::= array_aggregate

```

### Name Resolution Rules

The enumeration\_aggregate shall be written as a one-dimensional array\_aggregate, for which the index subtype is the unconstrained subtype of the enumeration type, and each component expression is expected to be of any integer type. 4

### Legality Rules

The first\_subtype\_local\_name of an enumeration\_representation\_clause shall denote an enumeration subtype. 5

Each component of the array\_aggregate shall be given by an expression rather than a <>. The expressions given in the array\_aggregate shall be static, and shall specify distinct integer codes for each value of the enumeration type; the associated integer codes shall satisfy the predefined ordering relation of the type. 6/2

### Static Semantics

An enumeration\_representation\_clause specifies the coding aspect of representation. The coding consists of the internal code for each enumeration literal, that is, the integral value used internally to represent each literal. 7

### Implementation Requirements

For nonboolean enumeration types, if the coding is not specified for the type, then for each value of the type, the internal code shall be equal to its position number. 8

*Implementation Advice*

9 The recommended level of support for `enumeration_representation_clauses` is:

- 10/5 • An implementation should support at least the internal codes in the range `System.Min_Int .. System.Max_Int`. An implementation is not required to support `enumeration_representation_clauses` for boolean types.

*Static Semantics*

10.1/5 For every discrete subtype `S`, the following attributes are defined:

10.2/5 `S'Enum_Rep`

`S'Enum_Rep` denotes a function with the following specification:

```
10.3/5      function S'Enum_Rep (Arg : S'Base) return universal_integer
```

10.4/5 This function returns the representation value of the value of `Arg`, as a value of type `universal_integer`. The *representation value* is the internal code specified in an enumeration representation clause, if any, for the type corresponding to the value of `Arg`, and otherwise is the position number of the value.

10.5/5 `S'Enum_Val`

`S'Enum_Val` denotes a function with the following specification:

```
10.6/5      function S'Enum_Val (Arg : universal_integer) return S'Base
```

10.7/5 This function returns a value of the type of `S` whose representation value equals the value of `Arg`. For the evaluation of a call on `S'Enum_Val`, if there is no value in the base range of its type with the given representation value, `Constraint_Error` is raised.

11/5 NOTE Attribute `Enum_Rep` can be used to query the internal codes used for an enumeration type; attribute `Enum_Val` can be used to convert from an internal code to an enumeration value. The other attributes of the type, such as `Succ`, `Pred`, and `Pos`, are unaffected by an `enumeration_representation_clause`. For example, `Pos` always returns the position number, *not* an internal integer code that was specified in an `enumeration_representation_clause`.

*Examples*

12/5 *Examples of enumeration representation clauses:*

```
13      type Mix_Code is (ADD, SUB, MUL, LDA, STA, STZ);
14      for Mix_Code use
      (ADD => 1, SUB => 2, MUL => 3, LDA => 8, STA => 24, STZ =>33);
15/5      -- See 3.5.2.
      for Roman_Digit use ('I' => 1,
                          'V' => 5,
                          'X' => 10,
                          'L' => 50,
                          'C' => 100,
                          'D' => 500,
                          'M' => 1000);
```

16/5 -- For an example of the use of attribute `Enum_Rep`, see 4.2.1.

## 13.5 Record Layout

1 The (*record*) *layout* aspect of representation consists of the *storage places* for some or all components, that is, storage place attributes of the components. The layout can be specified with a `record_representation_clause`.



### 13.5.1 Record Representation Clauses

A `record_representation_clause` specifies the storage representation of records and record extensions, that is, the order, position, and size of components (including discriminants, if any). 1

#### Syntax

```
record_representation_clause ::= 2/5
  for first_subtype_local_name use
    record [mod_clause]
      {component_clause}
    end record [local_name];
```

```
component_clause ::= 3
  component_local_name at position range first_bit .. last_bit;
```

```
position ::= static_expression 4
```

```
first_bit ::= static_simple_expression 5
```

```
last_bit ::= static_simple_expression 6
```

If a `local_name` appears at the end of the `record_representation_clause`, it shall repeat the `first_subtype_local_name`. 6.1/5

#### Name Resolution Rules

Each `position`, `first_bit`, and `last_bit` is expected to be of any integer type. 7

#### Legality Rules

The `first_subtype_local_name` of a `record_representation_clause` shall denote a specific record or record extension subtype. 8/2

If the `component_local_name` is a `direct_name`, the `local_name` shall denote a component of the type. For a record extension, the component shall not be inherited, and shall not be a discriminant that corresponds to a discriminant of the parent type. If the `component_local_name` has an `attribute_designator`, the `direct_name` of the `local_name` shall denote either the declaration of the type or a component of the type, and the `attribute_designator` shall denote an implementation-defined implicit component of the type. 9

The `position`, `first_bit`, and `last_bit` shall be static expressions. The value of `position` and `first_bit` shall be nonnegative. The value of `last_bit` shall be no less than `first_bit` – 1. 10

If the nondefault bit ordering applies to the type, then either: 10.1/2

- the value of `last_bit` shall be less than the size of the largest machine scalar; or 10.2/2
- the value of `first_bit` shall be zero and the value of `last_bit` + 1 shall be a multiple of `System.Storage_Unit`. 10.3/2

At most one `component_clause` is allowed for each component of the type, including for each discriminant (`component_clauses` may be given for some, all, or none of the components). Storage places within a `component_list` shall not overlap, unless they are for components in distinct variants of the same `variant_part`. 11

A name that denotes a component of a type is not allowed within a `record_representation_clause` for the type, except as the `component_local_name` of a `component_clause`. 12

*Static Semantics*

- 13/2 A `record_representation_clause` (without the `mod_clause`) specifies the layout.
- 13.1/2 If the default bit ordering applies to the type, the `position`, `first_bit`, and `last_bit` of each `component_clause` directly specify the position and size of the corresponding component.
- 13.2/3 If the nondefault bit ordering applies to the type, then the layout is determined as follows:
- 13.3/2
- the `component_clauses` for which the value of `last_bit` is greater than or equal to the size of the largest machine scalar directly specify the position and size of the corresponding component;
- 13.4/2
- for other `component_clauses`, all of the components having the same value of `position` are considered to be part of a single machine scalar, located at that `position`; this machine scalar has a size which is the smallest machine scalar size larger than the largest `last_bit` for all `component_clauses` at that `position`; the `first_bit` and `last_bit` of each `component_clause` are then interpreted as bit offsets in this machine scalar.
- 14 A `record_representation_clause` for a record extension does not override the layout of the parent part; if the layout was specified for the parent type, it is inherited by the record extension.

*Implementation Permissions*

- 15 An implementation may generate implementation-defined components (for example, one containing the offset of another component). An implementation may generate names that denote such implementation-defined components; such names shall be implementation-defined `attribute_references`. An implementation may allow such implementation-defined names to be used in `record_representation_clauses`. An implementation can restrict such `component_clauses` in any manner it sees fit.
- 16 If a `record_representation_clause` is given for an untagged derived type, the storage place attributes for all of the components of the derived type may differ from those of the corresponding components of the parent type, even for components whose storage place is not specified explicitly in the `record_representation_clause`.

*Implementation Advice*

- 17 The recommended level of support for `record_representation_clauses` is:
- 17.1/2
- An implementation should support machine scalars that correspond to all of the integer, floating point, and address formats supported by the machine.
- 18
- An implementation should support storage places that can be extracted with a load, mask, shift sequence of machine code, and set with a load, shift, mask, store sequence, given the available machine instructions and run-time model.
- 19
- A storage place should be supported if its size is equal to the Size of the component subtype, and it starts and ends on a boundary that obeys the Alignment of the component subtype.
- 20/2
- For a component with a subtype whose Size is less than the word size, any storage place that does not cross an aligned word boundary should be supported.
- 21
- An implementation may reserve a storage place for the tag field of a tagged type, and disallow other components from overlapping that place.
- 22/5
- An implementation is not required to support a `component_clause` for a component of an extension part if the storage place is not after the storage places of all components of the parent type, whether or not those storage places had been specified.
- 23
- NOTE If no `component_clause` is given for a component, then the choice of the storage place for the component is left to the implementation. If `component_clauses` are given for all components, the `record_representation_clause` completely specifies the representation of the type and will be obeyed exactly by the implementation.

## Examples

Example of specifying the layout of a record type:

```

Word : constant := 4; -- storage element is byte, 4 bytes per word
type State      is (A,M,W,P);
type Mode       is (Fix, Dec, Exp, Signif);

type Byte_Mask  is array (0..7) of Boolean with Component_Size => 1;
type State_Mask is array (State) of Boolean with Component_Size => 1;
type Mode_Mask  is array (Mode) of Boolean with Component_Size => 1;

type Program_Status_Word is
  record
    System_Mask      : Byte_Mask;
    Protection_Key   : Integer range 0 .. 3;
    Machine_State    : State_Mask;
    Interrupt_Cause  : Interruption_Code;
    Ilc              : Integer range 0 .. 3;
    Cc               : Integer range 0 .. 3;
    Program_Mask     : Mode_Mask;
    Inst_Address     : Address;
  end record;

for Program_Status_Word use
  record
    System_Mask      at 0*Word range 0 .. 7;
    Protection_Key   at 0*Word range 10 .. 11; -- bits 8,9 unused
    Machine_State    at 0*Word range 12 .. 15;
    Interrupt_Cause  at 0*Word range 16 .. 31;
    Ilc              at 1*Word range 0 .. 1; -- second word
    Cc               at 1*Word range 2 .. 3;
    Program_Mask     at 1*Word range 4 .. 7;
    Inst_Address     at 1*Word range 8 .. 31;
  end record;

for Program_Status_Word'Size use 8*System.Storage_Unit;
for Program_Status_Word'Alignment use 8;

```

The `record_representation_clause` defines the record layout. The `Size` clause guarantees that (at least) eight storage elements are used for objects of the type. The `Alignment` clause guarantees that aliased, imported, or exported objects of the type will have addresses divisible by eight.

NOTE 2

## 13.5.2 Storage Place Attributes

### Static Semantics

For a component *C* of a composite, non-array object *R*, the *storage place attributes* are defined:

**R.C'Position** If the nondefault bit ordering applies to the composite type, and if a `component_clause` specifies the placement of *C*, denotes the value given for the position of the `component_clause`; otherwise, denotes the same value as `R.C'Address - R'Address`. The value of this attribute is of the type *universal\_integer*.

**R.C'First\_Bit** If the nondefault bit ordering applies to the composite type, and if a `component_clause` specifies the placement of *C*, denotes the value given for the `first_bit` of the `component_clause`; otherwise, denotes the offset, from the start of the first of the storage elements occupied by *C*, of the first bit occupied by *C*. This offset is measured in bits. The first bit of a storage element is numbered zero. The value of this attribute is of the type *universal\_integer*.

## 4/2 R.C'Last\_Bit

If the nondefault bit ordering applies to the composite type, and if a `component_clause` specifies the placement of `C`, denotes the value given for the `last_bit` of the `component_clause`; otherwise, denotes the offset, from the start of the first of the storage elements occupied by `C`, of the last bit occupied by `C`. This offset is measured in bits. The value of this attribute is of the type *universal\_integer*.

*Implementation Advice*

- 5 If a component is represented using some form of pointer (such as an offset) to the actual data of the component, and this data is contiguous with the rest of the object, then the storage place attributes should reflect the place of the actual data, not the pointer. If a component is allocated discontinuously from the rest of the object, then a warning should be generated upon reference to one of its storage place attributes.

**13.5.3 Bit Ordering**

- 1 The `Bit_Order` attribute specifies the interpretation of the storage place attributes.

*Static Semantics*

- 2 A bit ordering is a method of interpreting the meaning of the storage place attributes. `High_Order_First` (known in the vernacular as “big endian”) means that the first bit of a storage element (bit 0) is the most significant bit (interpreting the sequence of bits that represent a component as an unsigned integer value). `Low_Order_First` (known in the vernacular as “little endian”) means the opposite: the first bit is the least significant.

- 3/5 For every specific record subtype `S`, the following representation attribute is defined:

- 4 `S'Bit_Order` Denotes the bit ordering for the type of `S`. The value of this attribute is of type `System.Bit_Order`. `Bit_Order` may be specified for specific record types via an `attribute_definition_clause`; the expression of such a clause shall be static.

- 5 If `Word_Size = Storage_Unit`, the default bit ordering is implementation defined. If `Word_Size > Storage_Unit`, the default bit ordering is the same as the ordering of storage elements in a word, when interpreted as an integer.

- 6 The storage place attributes of a component of a type are interpreted according to the bit ordering of the type.

*Implementation Advice*

- 7 The recommended level of support for the nondefault bit ordering is:
- 8/2 • The implementation should support the nondefault bit ordering in addition to the default bit ordering.
- 9/2 NOTE `Bit_Order` clauses make it possible to write `record_representation_clauses` that can be ported between machines having different bit ordering. They do not guarantee transparent exchange of data between such machines.

**13.6 Change of Representation**

- 1/5 A `type_conversion` (see 4.6) can be used to convert between two different representations of the same array or record. To convert an array from one representation to another, two array types with matching component subtypes and convertible index types are required. If one type has `Pack` specified and the other does not, then explicit conversion can be used to pack or unpack an array.

To convert an untagged record from one representation to another, two record types with a common ancestor type are required. Distinct representations can then be specified for the record types, and explicit conversion between the types can be used to effect a change in representation. 2/5

#### Examples

*Example of change of representation:*

```

-- Packed_Descriptor and Descriptor are two different types
-- with identical characteristics, apart from their
-- representation
type Descriptor is
  record
    -- components of a descriptor
  end record;
type Packed_Descriptor is new Descriptor;
for Packed_Descriptor use
  record
    -- component clauses for some or for all components
  end record;

-- Change of representation can now be accomplished by explicit type conversions:
D : Descriptor;
P : Packed_Descriptor;

P := Packed_Descriptor(D); -- pack D
D := Descriptor(P);       -- unpack P

```

## 13.7 The Package System

For each implementation there is a library package called System which includes the definitions of certain configuration-dependent characteristics. 1

#### Static Semantics

The following language-defined library package exists: 2

```

package System
  with Pure is
    type Name is implementation-defined-enumeration-type;
    System_Name : constant Name := implementation-defined;
    -- System-Dependent Named Numbers:
    Min_Int      : constant := root_integer'First;
    Max_Int      : constant := root_integer'Last;
    Max_Binary_Modulus : constant := implementation-defined;
    Max_Nonbinary_Modulus : constant := implementation-defined;
    Max_Base_Digits : constant := root_real'Digits;
    Max_Digits     : constant := implementation-defined;
    Max_Mantissa   : constant := implementation-defined;
    Finē_Delta     : constant := implementation-defined;
    Tick           : constant := implementation-defined;
    -- Storage-related Declarations:
    type Address is implementation-defined;
    Null_Address : constant Address;
    Storage_Unit : constant := implementation-defined;
    Word_Size    : constant := implementation-defined * Storage_Unit;
    Memory_Size  : constant := implementation-defined;

```

```

14/3      -- Address Comparison:
          function "<" (Left, Right : Address) return Boolean
            with Convention => Intrinsic;
          function "<=" (Left, Right : Address) return Boolean
            with Convention => Intrinsic;
          function ">" (Left, Right : Address) return Boolean
            with Convention => Intrinsic;
          function ">=" (Left, Right : Address) return Boolean
            with Convention => Intrinsic;
          function "=" (Left, Right : Address) return Boolean
            with Convention => Intrinsic;
-- function "/=" (Left, Right : Address) return Boolean;
-- "/=" is implicitly defined

15/2      -- Other System-Dependent Declarations:
          type Bit_Order is (High_Order_First, Low_Order_First);
          Default_Bit_Order : constant Bit_Order := implementation-defined;

16        -- Priority-related declarations (see D.1):
          subtype Any_Priority is Integer range implementation-defined;
          subtype Priority is Any_Priority range Any_Priority'First ..
            implementation-defined;
          subtype Interrupt_Priority is Any_Priority range Priority'Last+1 ..
            Any_Priority'Last;

17        Default_Priority : constant Priority :=
            (Priority'First + Priority'Last)/2;

18        private
          ... -- not specified by the language
        end System;

```

19 Name is an enumeration subtype. Values of type Name are the names of alternative machine configurations handled by the implementation. System\_Name represents the current machine configuration.

20 The named numbers Fine\_Delta and Tick are of the type *universal\_real*; the others are of the type *universal\_integer*.

21 The meanings of the named numbers are:

22 Min\_Int        The smallest (most negative) value allowed for the expressions of a *signed\_integer\_type\_definition*.

23 Max\_Int        The largest (most positive) value allowed for the expressions of a *signed\_integer\_type\_definition*.

24 Max\_Binary\_Modulus  
                 A power of two such that it, and all lesser positive powers of two, are allowed as the modulus of a *modular\_type\_definition*.

25 Max\_Nonbinary\_Modulus  
                 A value such that it, and all lesser positive integers, are allowed as the modulus of a *modular\_type\_definition*.

26 Max\_Base\_Digits  
                 The largest value allowed for the requested decimal precision in a *floating\_point\_definition*.

27 Max\_Digits    The largest value allowed for the requested decimal precision in a *floating\_point\_definition* that has no *real\_range\_specification*. Max\_Digits is less than or equal to Max\_Base\_Digits.

28 Max\_Mantissa  
                 The largest possible number of binary digits in the mantissa of machine numbers of a user-defined ordinary fixed point type. (The mantissa is defined in Annex G.)

|                   |                                                                                                                                                                                                                                                                   |      |
|-------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|
| Fine_Delta        | The smallest delta allowed in an ordinary_fixed_point_definition that has the real_range_- specification <b>range</b> -1.0 .. 1.0.                                                                                                                                | 29   |
| Tick              | A period in seconds approximating the real time interval during which the value of Calendar.Clock remains constant.                                                                                                                                               | 30   |
| Storage_Unit      | The number of bits per storage element.                                                                                                                                                                                                                           | 31   |
| Word_Size         | The number of bits per word.                                                                                                                                                                                                                                      | 32   |
| Memory_Size       | An implementation-defined value that is intended to reflect the memory size of the configuration in storage elements.                                                                                                                                             | 33   |
| Address           | is a definite, nonlimited type with prelaborable initialization (see 10.2.1). Address represents machine addresses capable of addressing individual storage elements. Null_Address is an address that is distinct from the address of any object or program unit. | 34/2 |
| Default_Bit_Order | shall be a static constant. See 13.5.3 for an explanation of Bit_Order and Default_Bit_Order.                                                                                                                                                                     | 35/2 |

*Implementation Permissions*

|                                                                                                                                                                                                                                                      |      |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|
| An implementation may add additional implementation-defined declarations to package System and its children. However, it is usually better for the implementation to provide additional functionality via implementation-defined children of System. | 36/2 |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|

*Implementation Advice*

|                                   |    |
|-----------------------------------|----|
| Address should be a private type. | 37 |
|-----------------------------------|----|

NOTE There are also some language-defined child packages of System defined elsewhere. 38

## 13.7.1 The Package System.Storage\_Elements

*Static Semantics*

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                                |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------|
| The following language-defined library package exists:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 1                              |
| <pre>package System.Storage_Elements with Pure is   type Storage_Offset is range implementation-defined;   subtype Storage_Count is Storage_Offset range 0..Storage_Offset'Last;   type Storage_Element is mod implementation-defined;   for Storage_Element'Size use Storage_Unit;   type Storage_Array is array     (Storage_Offset range &lt;&gt;) of aliased Storage_Element;   for Storage_Array'Component_Size use Storage_Unit;   -- Address Arithmetic:   function "+"(Left : Address; Right : Storage_Offset) return Address   with Convention =&gt; Intrinsic;   function "+"(Left : Storage_Offset; Right : Address) return Address   with Convention =&gt; Intrinsic;   function "-"(Left : Address; Right : Storage_Offset) return Address   with Convention =&gt; Intrinsic;   function "-"(Left, Right : Address) return Storage_Offset   with Convention =&gt; Intrinsic;</pre> | 2/5<br>3<br>4<br>5<br>6<br>7/3 |

```

8/3      function "mod"(Left : Address; Right : Storage_Offset)
          return Storage_Offset
          with Convention => Intrinsic;
9
          -- Conversion to/from integers:
10/3     type Integer_Address is implementation-defined;
          function To_Address(Value : Integer_Address) return Address
          with Convention => Intrinsic;
          function To_Integer(Value : Address) return Integer_Address
          with Convention => Intrinsic;
11/3     end System.Storage_Elements;

```

Storage\_Element represents a storage element. Storage\_Offset represents an offset in storage elements. Storage\_Count represents a number of storage elements. Storage\_Array represents a contiguous sequence of storage elements.

Integer\_Address is a (signed or modular) integer subtype. To\_Address and To\_Integer convert back and forth between this type and Address.

#### *Implementation Requirements*

14 Storage\_Offset'Last shall be greater than or equal to Integer'Last or the largest possible storage offset, whichever is smaller. Storage\_Offset'First shall be  $\leq$  ( $-\text{Storage\_Offset'Last}$ ).

*Paragraph 15 was deleted.*

#### *Implementation Advice*

16 Operations in System and its children should reflect the target environment semantics as closely as is reasonable. For example, on most machines, it makes sense for address arithmetic to “wrap around”. Operations that do not make sense should raise Program\_Error.

## 13.7.2 The Package System.Address\_To\_Access\_Conversions

### *Static Semantics*

1 The following language-defined generic library package exists:

```

2/5     generic
          type Object(<>) is limited private;
          package System.Address_To_Access_Conversions
            with Preelaborate, Nonblocking, Global => in out synchronized is
3/3         type Object_Pointer is access all Object;
          function To_Pointer(Value : Address) return Object_Pointer
            with Convention => Intrinsic;
          function To_Address(Value : Object_Pointer) return Address
            with Convention => Intrinsic;
4/3     end System.Address_To_Access_Conversions;

```

5/2 The To\_Pointer and To\_Address subprograms convert back and forth between values of types Object\_Pointer and Address. To\_Pointer(X'Address) is equal to X'Unchecked\_Access for any X that allows Unchecked\_Access. To\_Pointer(Null\_Address) returns **null**. For other addresses, the behavior is unspecified. To\_Address(**null**) returns Null\_Address. To\_Address(Y), where  $Y \neq \text{null}$ , returns Y.all'Address.

### *Implementation Permissions*

6 An implementation may place restrictions on instantiations of Address\_To\_Access\_Conversions.



## 13.8 Machine Code Insertions

A machine code insertion can be achieved by a call to a subprogram whose `sequence_of_statements` contains `code_statements`. 1

### *Syntax*

```
code_statement ::= qualified_expression; 2
```

A `code_statement` is only allowed in the `handled_sequence_of_statements` of a `subprogram_body`. If a `subprogram_body` contains any `code_statements`, then within this `subprogram_body` the only allowed form of `statement` is a `code_statement` (labeled or not), the only allowed `declarative_items` are `use_clauses`, and no `exception_handler` is allowed (comments and pragmas are allowed as usual). 3

### *Name Resolution Rules*

The `qualified_expression` is expected to be of any type. 4

### *Legality Rules*

The `qualified_expression` shall be of a type declared in package `System.Machine_Code`. 5

A `code_statement` shall appear only within the scope of a `with_clause` that mentions package `System.Machine_Code`. 6

### *Static Semantics*

The contents of the library package `System.Machine_Code` (if provided) are implementation defined. The meaning of `code_statements` is implementation defined. Typically, each `qualified_expression` represents a machine instruction or assembly directive. 7

### *Implementation Permissions*

An implementation may place restrictions on `code_statements`. An implementation is not required to provide package `System.Machine_Code`. 8

NOTE 1 An implementation can provide implementation-defined pragmas specifying register conventions and calling conventions. 9/5

NOTE 2 Machine code functions are exempt from the rule that a return statement is required. In fact, return statements are forbidden, since only `code_statements` are allowed. 10/2

NOTE 3 Intrinsic subprograms (see 6.3.1, “Conformance Rules”) can also be used to achieve machine code insertions. Interface to assembly language can be achieved using the features in Annex B, “Interface to Other Languages”. 11

### *Examples*

*Example of a code statement:* 12

```
M : Mask; 13/3
procedure Set_Mask
  with Inline;

procedure Set_Mask is 14
  use System.Machine_Code; -- assume “with System.Machine_Code;” appears somewhere above
begin
  SI_Format'(Code => SSM, B => M'Base_Reg, D => M'Disp);
  -- Base_Reg and Disp are implementation-defined attributes
end Set_Mask;
```

## 13.9 Unchecked Type Conversions

- 1 An unchecked type conversion can be achieved by a call to an instance of the generic function `Unchecked_Conversion`.

### *Static Semantics*

- 2 The following language-defined generic library function exists:

```
3/5  generic
      type Source(<>) is limited private;
      type Target(<>) is limited private;
      function Ada.Unchecked_Conversion(S : Source) return Target
      with Pure, Nonblocking, Convention => Intrinsic;
```

### *Dynamic Semantics*

- 4 The size of the formal parameter `S` in an instance of `Unchecked_Conversion` is that of its subtype. This is the actual subtype passed to `Source`, except when the actual is an unconstrained composite subtype, in which case the subtype is constrained by the bounds or discriminants of the value of the actual expression passed to `S`.
- 5 If all of the following are true, the effect of an unchecked conversion is to return the value of an object of the target subtype whose representation is the same as that of the source object `S`:
- 6 • `S'Size = Target'Size`.
  - 7/3 • `S'Alignment` is a multiple of `Target'Alignment` or `Target'Alignment` is zero.
  - 8 • The target subtype is not an unconstrained composite subtype.
  - 9 • `S` and the target subtype both have a contiguous representation.
  - 10 • The representation of `S` is a representation of an object of the target subtype.
- 11/2 Otherwise, if the result type is scalar, the result of the function is implementation defined, and can have an invalid representation (see 13.9.1). If the result type is nonscalar, the effect is implementation defined; in particular, the result can be abnormal (see 13.9.1).

### *Implementation Permissions*

- 12 An implementation may return the result of an unchecked conversion by reference, if the `Source` type is not a by-copy type. In this case, the result of the unchecked conversion represents simply a different (read-only) view of the operand of the conversion.
- 13 An implementation may place restrictions on `Unchecked_Conversion`.

### *Implementation Advice*

- 14/2 Since the `Size` of an array object generally does not include its bounds, the bounds should not be part of the converted data.
- 15 The implementation should not generate unnecessary runtime checks to ensure that the representation of `S` is a representation of the target type. It should take advantage of the permission to return by reference when possible. Restrictions on unchecked conversions should be avoided unless required by the target environment.
- 16 The recommended level of support for unchecked conversions is:

- Unchecked conversions should be supported and should be reversible in the cases where this subclause defines the result. To enable meaningful use of unchecked conversion, a contiguous representation should be used for elementary subtypes, for statically constrained array subtypes whose component subtype is one of the subtypes described in this paragraph, and for record subtypes without discriminants whose component subtypes are described in this paragraph.

17/3

## 13.9.1 Data Validity

- 1 Certain actions that can potentially lead to erroneous execution are not directly erroneous, but instead can cause objects to become *abnormal*. Subsequent uses of abnormal objects can be erroneous.
- 2 A scalar object can have an *invalid representation*, which means that the object's representation does not represent any value of the object's subtype. The primary cause of invalid representations is uninitialized variables.
- 3 Abnormal objects and invalid representations are explained in this subclause.

### *Dynamic Semantics*

- 4 When an object is first created, and any explicit or default initializations have been performed, the object and all of its parts are in the *normal* state. Subsequent operations generally leave them normal. However, an object or part of an object can become *abnormal* in the following ways:
  - 5 • An assignment to the object is disrupted due to an abort (see 9.8) or due to the failure of a language-defined check (see 11.6).
  - 6/2 • The object is not scalar, and is passed to an **in out** or **out** parameter of an imported procedure, the Read procedure of an instance of `Sequential_IO`, `Direct_IO`, or `Storage_IO`, or the stream attribute `TRead`, if after return from the procedure the representation of the parameter does not represent a value of the parameter's subtype.
  - 6.1/2 • The object is the return object of a function call of a nonscalar type, and the function is an imported function, an instance of `Unchecked_Conversion`, or the stream attribute `TInput`, if after return from the function the representation of the return object does not represent a value of the function's subtype.
- 6.2/2 For an imported object, it is the programmer's responsibility to ensure that the object remains in a normal state.
- 7 Whether or not an object actually becomes abnormal in these cases is not specified. An abnormal object becomes normal again upon successful completion of an assignment to the object as a whole.

### *Erroneous Execution*

- 8 It is erroneous to evaluate a **primary** that is a **name** denoting an abnormal object, or to evaluate a **prefix** that denotes an abnormal object.

### *Bounded (Run-Time) Errors*

- 9 If the representation of a scalar object does not represent a value of the object's subtype (perhaps because the object was not initialized), the object is said to have an *invalid representation*. It is a bounded error to evaluate the value of such an object. If the error is detected, either `Constraint_Error` or `Program_Error` is raised. Otherwise, execution continues using the invalid representation. The rules of the language outside this subclause assume that all objects have valid representations. The semantics of operations on invalid representations are as follows:
  - 10 • If the representation of the object represents a value of the object's type, the value of the type is used.
  - 11 • If the representation of the object does not represent a value of the object's type, the semantics of operations on such representations is implementation-defined, but does not by itself lead to erroneous or unpredictable execution, or to other objects becoming abnormal.

*Erroneous Execution*

A call to an imported function or an instance of `Unchecked_Conversion` is erroneous if the result is scalar, the result object has an invalid representation, and the result is used other than as the expression of an `assignment_statement` or an `object_declaration`, as the *object\_name* of an `object_renaming_declaration`, or as the prefix of a Valid attribute. If such a result object is used as the source of an assignment, and the assigned value is an invalid representation for the target of the assignment, then any use of the target object prior to a further assignment to the target object, other than as the prefix of a Valid attribute reference, is erroneous. 12/3

The dereference of an access value is erroneous if it does not designate an object of an appropriate type or a subprogram with an appropriate profile, if it designates a nonexistent object, or if it is an access-to-variable value that designates a constant object and it did not originate from an `attribute_reference` applied to an aliased variable view of a controlled or immutably limited object. An access value whose dereference is erroneous can exist, for example, because of `Unchecked_Deallocation`, `Unchecked_Access`, or `Unchecked_Conversion`. 13/3

NOTE Objects can become abnormal due to other kinds of actions that directly update the object's representation; such actions are generally considered directly erroneous, however. 14

## 13.9.2 The Valid Attribute

The Valid attribute can be used to check the validity of data produced by unchecked conversion, input, interface to foreign languages, and the like. 1

*Static Semantics*

For a prefix `X` that denotes a scalar object (after any implicit dereference), the following attribute is defined: 2

`X'Valid` Yields True if and only if the object denoted by `X` is normal, has a valid representation, and then, if the preceding conditions hold, the value of `X` also satisfies the predicates of the nominal subtype of `X`. The value of this attribute is of the predefined type Boolean. 3/4

NOTE 1 Invalid data can be created in the following cases (not counting erroneous or unpredictable execution): 4

- an uninitialized scalar object, 5
- the result of an unchecked conversion, 6
- input, 7
- interface to another language (including machine code), 8
- aborting an assignment, 9
- disrupting an assignment due to the failure of a language-defined check (see 11.6), and 10
- use of an object whose `Address` has been specified. 11

NOTE 2 Determining whether `X` is normal and has a valid representation as part of the evaluation of `X'Valid` is not considered to include an evaluation of `X`; hence, it is not an error to check the validity of an object that is invalid or abnormal. Determining whether `X` satisfies the predicates of its nominal subtype can include an evaluation of `X`, but only after it has been determined that `X` has a valid representation. 12/5

If `X` is volatile, the evaluation of `X'Valid` is considered a read of `X`. 13/4

NOTE 3 The Valid attribute can be used to check the result of calling an instance of `Unchecked_Conversion` (or any other operation that can return invalid values). However, an exception handler is still useful because implementations are permitted to raise `Constraint_Error` or `Program_Error` if they detect the use of an invalid representation (see 13.9.1). 14/5

## 13.10 Unchecked Access Value Creation

- 1 The attribute `Unchecked_Access` is used to create access values in an unsafe manner — the programmer is responsible for preventing “dangling references”.

### *Static Semantics*

- 2 The following attribute is defined for a prefix `X` that denotes an aliased view of an object:

3 `X'Unchecked_Access`

All rules and semantics that apply to `X'Access` (see 3.10.2) apply also to `X'Unchecked_Access`, except that, for the purposes of accessibility rules and checks, it is as if `X` were declared immediately within a library package.

4/5 NOTE 1 This attribute is provided to support the situation where a local object is to be inserted into a global linked data structure, when the programmer knows that it will always be removed from the data structure prior to exiting the object's scope. The `Access` attribute would be illegal in this case (see 3.10.2).

5 NOTE 2 There is no `Unchecked_Access` attribute for subprograms.

## 13.11 Storage Management

- 1 Each access-to-object type has an associated storage pool. The storage allocated by an allocator comes from the pool; instances of `Unchecked_Deallocation` return storage to the pool. Several access types can share the same pool.

2/2 A storage pool is a variable of a type in the class rooted at `Root_Storage_Pool`, which is an abstract limited controlled type. By default, the implementation chooses a *standard storage pool* for each access-to-object type. The user may define new pool types, and may override the choice of pool for an access-to-object type by specifying `Storage_Pool` for the type.

### *Legality Rules*

- 3 If `Storage_Pool` is specified for a given access type, `Storage_Size` shall not be specified for it.

### *Static Semantics*

- 4 The following language-defined library package exists:

```
5/5 with Ada.Finalization;
with System.Storage_Elements;
package System.Storage_Pools
with Pure, Nonblocking => False is
6/5   type Root_Storage_Pool is
      abstract new Ada.Finalization.Limited_Controlled with private
      with Preelaborable_Initialization;
7     procedure Allocate(
      Pool : in out Root_Storage_Pool;
      Storage_Address : out Address;
      Size_In_Storage_Elements : in Storage_Elements.Storage_Count;
      Alignment : in Storage_Elements.Storage_Count) is abstract;
8     procedure Deallocate(
      Pool : in out Root_Storage_Pool;
      Storage_Address : in Address;
      Size_In_Storage_Elements : in Storage_Elements.Storage_Count;
      Alignment : in Storage_Elements.Storage_Count) is abstract;
9     function Storage_Size(Pool : Root_Storage_Pool)
      return Storage_Elements.Storage_Count is abstract;
```

```

private
    ... -- not specified by the language
end System.Storage_Pools;

```

A *storage pool type* (or *pool type*) is a descendant of `Root_Storage_Pool`. The *elements* of a storage pool are the objects allocated in the pool by *allocators*.

For every access-to-object subtype *S*, the following representation attributes are defined:

`S'Storage_Pool`  
Denotes the storage pool of the type of *S*. The type of this attribute is `Root_Storage_Pool'Class`.

`S'Storage_Size`  
Yields the result of calling `Storage_Size(S'Storage_Pool)`, which is intended to be a measure of the number of storage elements reserved for the pool. The type of this attribute is *universal\_integer*.

`Storage_Size` or `Storage_Pool` may be specified for a nonderived access-to-object type via an `attribute_definition_clause`; the *name* in a `Storage_Pool` clause shall denote a variable. If the nominal subtype of the *name* specified for `Storage_Pool` is nonblocking (see 9.5), then the primitive `Allocate`, `Deallocate`, and `Storage_Size` subprograms of that type shall be nonblocking. Additionally, if the pool is one that supports subpools (see 13.11.4), the primitive `Default_Subpool_for_Pool`, `Allocate_From_Subpool`, and `Deallocate_Subpool` subprograms shall be nonblocking.

An *allocator* of a type *T* that does not support subpools allocates storage from *T*'s storage pool. If the storage pool is a user-defined object, then the storage is allocated by calling `Allocate` as described below. *Allocators* for types that support subpools are described in 13.11.4.

If `Storage_Pool` is not specified for a type defined by an `access_to_object_definition`, then the implementation chooses a standard storage pool for it in an implementation-defined manner. In this case, the exception `Storage_Error` is raised by an *allocator* if there is not enough storage. It is implementation defined whether or not the implementation provides user-accessible names for the standard pool type(s).

The type(s) of the standard pool(s), and the primitive `Allocate`, `Deallocate`, and `Storage_Size` subprograms for the standard pool(s) are nonblocking. Concurrent invocations of these subprograms do not conflict with one another (see 9.10) when applied to standard storage pools.

If `Storage_Size` is specified for an access type *T*, an implementation-defined pool *P* is used for the type. The `Storage_Size` of *P* is at least that requested, and the storage for *P* is reclaimed when the master containing the declaration of the access type is left. If the implementation cannot satisfy the request, `Storage_Error` is raised at the freezing point of type *T*. The storage pool *P* is used only for *allocators* returning type *T* or other access types specified to use `T'Storage_Pool`. `Storage_Error` is raised by an *allocator* returning such a type if the storage space of *P* is exhausted (additional memory is not allocated). The type of *P*, and the primitive `Allocate`, `Deallocate`, and `Storage_Size` subprograms of *P* are nonblocking.

If neither `Storage_Pool` nor `Storage_Size` are specified, then the meaning of `Storage_Size` is implementation defined.

If `Storage_Pool` is specified for an access type, then the specified pool is used.

The effect of calling `Allocate` and `Deallocate` for a standard storage pool directly (rather than implicitly via an *allocator* or an instance of `Unchecked_Deallocation`) is unspecified.

*Erroneous Execution*

- 21 If `Storage_Pool` is specified for an access type, then if `Allocate` can satisfy the request, it should allocate a contiguous block of memory, and return the address of the first storage element in `Storage_Address`. The block should contain `Size_In_Storage_Elements` storage elements, and should be aligned according to `Alignment`. The allocated storage should not be used for any other purpose while the pool element remains in existence. If the request cannot be satisfied, then `Allocate` should propagate an exception (such as `Storage_Error`). If `Allocate` behaves in any other manner, then the program execution is erroneous.

*Implementation Requirements*

- 21.1/3 The `Allocate` procedure of a user-defined storage pool object  $P$  may be called by the implementation only to allocate storage for a type  $T$  whose pool is  $P$ , only at the following points:
- 21.2/3 • During the execution of an allocator of type  $T$ ;
  - 21.3/3 • During the execution of a return statement for a function whose result is built-in-place in the result of an allocator of type  $T$ ;
  - 21.4/3 • During the execution of an assignment operation with a target of an allocated object of type  $T$  with a part that has an unconstrained discriminated subtype with defaults.
- 21.5/3 For each of the calls of `Allocate` described above,  $P$  (equivalent to  $T$ '`Storage_Pool`) is passed as the `Pool` parameter. The `Size_In_Storage_Elements` parameter indicates the number of storage elements to be allocated, and is no more than  $D$ '`Max_Size_In_Storage_Elements`, where  $D$  is the designated subtype of  $T$ . The `Alignment` parameter is a nonzero integral multiple of  $D$ '`Alignment` if  $D$  is a specific type, and otherwise is a nonzero integral multiple of the alignment of the specific type identified by the tag of the object being created; it is unspecified if there is no such value. The `Alignment` parameter is no more than  $D$ '`Max_Alignment_For_Allocation`. The result returned in the `Storage_Address` parameter is used as the address of the allocated storage, which is a contiguous block of memory of `Size_In_Storage_Elements` storage elements. Any exception propagated by `Allocate` is propagated by the construct that contained the call.
- 21.6/5 The number of calls to `Allocate` that will be used to implement an allocator for any particular type is unspecified. The number of calls to `Deallocate` that will be used to implement an instance of `Unchecked_Deallocation` (see 13.11.2) for any particular object is the same as the number of `Allocate` calls for that object.
- 21.7/3 The `Deallocate` procedure of a user-defined storage pool object  $P$  may be called by the implementation to deallocate storage for a type  $T$  whose pool is  $P$  only at the places when an `Allocate` call is allowed for  $P$ , during the execution of an instance of `Unchecked_Deallocation` for  $T$ , or as part of the finalization of the collection of  $T$ . For such a call of `Deallocate`,  $P$  (equivalent to  $T$ '`Storage_Pool`) is passed as the `Pool` parameter. The value of the `Storage_Address` parameter for a call to `Deallocate` is the value returned in the `Storage_Address` parameter of the corresponding successful call to `Allocate`. The values of the `Size_In_Storage_Elements` and `Alignment` parameters are the same values passed to the corresponding `Allocate` call. Any exception propagated by `Deallocate` is propagated by the construct that contained the call.

*Documentation Requirements*

- 22/5 An implementation shall document the set of values that a user-defined `Allocate` procedure has to accept for the `Alignment` parameter. An implementation shall document how the standard storage pool is chosen, and how storage is allocated by standard storage pools.



*Implementation Advice*

- An implementation should document any cases in which it dynamically allocates heap storage for a purpose other than the evaluation of an allocator. 23
- A default (implementation-provided) storage pool for an access-to-constant type should not have overhead to support deallocation of individual objects. 24
- The storage pool used for an allocator of an anonymous access type should be determined as follows: 25/2
- If the allocator is defining a coextension (see 3.10.2) of an object being created by an outer allocator, then the storage pool used for the outer allocator should also be used for the coextension; 25.1/2
  - For other access discriminants and access parameters, the storage pool should be created at the point of the allocator, and be reclaimed when the allocated object becomes inaccessible; 25.2/2
  - If the allocator defines the result of a function with an access result, the storage pool is determined as though the allocator were in place of the call of the function. If the call is the operand of a type conversion, the storage pool is that of the target access type of the conversion. If the call is itself defining the result of a function with an access result, this rule is applied recursively; 25.3/3
  - Otherwise, a default storage pool should be created at the point where the anonymous access type is elaborated; such a storage pool may have no mechanism for the deallocation of individual objects. 25.4/5
- NOTE 1 A user-defined storage pool type can be obtained by extending the `Root_Storage_Pool` type, and overriding the primitive subprograms `Allocate`, `Deallocate`, and `Storage_Size`. A user-defined storage pool can then be obtained by declaring an object of the type extension. The user can override `Initialize` and `Finalize` if there is any desire for nontrivial initialization and finalization for a user-defined pool type. For example, `Finalize` can reclaim blocks of storage that are allocated separately from the pool object itself. 26/5
- NOTE 2 The writer of the user-defined allocation and deallocation procedures, and users of allocators for the associated access type, are responsible for dealing with any interactions with tasking. In particular: 27
- If the allocators are used in different tasks, they require mutual exclusion. 28
  - If they are used inside protected objects, they cannot block. 29
  - If they are used by interrupt handlers (see C.3, “Interrupt Support”), the mutual exclusion mechanism has to work properly in that context. 30
- NOTE 3 The primitives `Allocate`, `Deallocate`, and `Storage_Size` are declared as abstract (see 3.9.3), and therefore they have to be overridden when a new (nonabstract) storage pool type is declared. 31

*Examples*

To associate an access type with a storage pool object, the user first declares a pool object of some type derived from `Root_Storage_Pool`. Then, the user defines its `Storage_Pool` attribute, as follows: 32

```
Pool_Object : Some_Storage_Pool_Type; 33
type T is access Designated; 34
for T'Storage_Pool use Pool_Object;
```

Another access type can be added to an existing storage pool, via: 35/5

```
for T2'Storage_Pool use T'Storage_Pool; 36
```

The semantics of this is implementation defined for a standard storage pool. 37

As usual, a derivative of `Root_Storage_Pool` can define additional operations. For example, consider the `Mark_Release_Pool_Type` defined in 13.11.6, that has two additional operations, `Mark` and `Release`, the following is a possible use: 38/5

```

39/3   type Mark_Release_Pool_Type
      (Pool_Size : Storage_Elements.Storage_Count)
      is new Subpools.Root_Storage_Pool_With_Subpools with private;
      -- As defined in package MR_Pool, see 13.T1.6

40     ...

41/5   Our_Pool : Mark_Release_Pool_Type (Pool_Size => 2000);
      My_Mark : Subpool_Handle; -- As declared in T3.11.6

42/3   type Acc is access ...;
      for Acc'Storage_Pool use Our_Pool;
      ...

43/3   My_Mark := Mark(Our_Pool);
      ... -- Allocate objects using "new (My_Mark) Designated(...)".
      Release(My_Mark); -- Finalize objects and reclaim storage.

```

### 13.11.1 Storage Allocation Attributes

1/3 The `Max_Size_In_Storage_Elements` and `Max_Alignment_For_Allocation` attributes may be useful in writing user-defined pool types.

#### *Static Semantics*

2/3 For every subtype S, the following attributes are defined:

3/5 `S'Max_Size_In_Storage_Elements`

Denotes the maximum value for `Size_In_Storage_Elements` that can be requested by the implementation via `Allocate` for an access type whose designated subtype is S. The value of this attribute is of type *universal\_integer*.

4/5 `S'Max_Alignment_For_Allocation`

Denotes the maximum value for `Alignment` that can be requested by the implementation via `Allocate` for an access type whose designated subtype is S. The value of this attribute is of type *universal\_integer*.

5/5 For a type with access discriminants, if the implementation allocates space for a coextension in the same pool as that of the object having the access discriminant, then these attributes account for any calls on `Allocate` that can be performed to provide space for such coextensions.

### 13.11.2 Unchecked Storage Deallocation

1 Unchecked storage deallocation of an object designated by a value of an access type is achieved by a call to an instance of the generic procedure `Unchecked_Deallocation`.

#### *Static Semantics*

2 The following language-defined generic library procedure exists:

```

3/5   generic
      type Object(<>) is limited private;
      type Name is access Object;
      procedure Ada.Unchecked_Deallocation(X : in out Name)
      with Preelaborate, Nonblocking,
           Global => in out Name'Storage_Pool,
           Convention => Intrinsic;

```

#### *Legality Rules*

3.1/3 A call on an instance of `Unchecked_Deallocation` is illegal if the actual access type of the instance is a type for which the `Storage_Size` has been specified by a static expression with value zero or is defined by

the language to be zero. In addition to the places where Legality Rules normally apply (see 12.3), this rule applies also in the private part of an instance of a generic unit.

*Dynamic Semantics*

Given an instance of `Unchecked_Deallocation` declared as follows:

```

procedure Free is
  new Ada.Unchecked_Deallocation(
    object_subtype_name, access_to_variable_subtype_name);

```

Procedure `Free` has the following effect:

1. After executing `Free(X)`, the value of `X` is **null**.
2. `Free(X)`, when `X` is already equal to **null**, has no effect.
3. `Free(X)`, when `X` is not equal to **null** first performs finalization of the object designated by `X` (and any coextensions of the object — see 3.10.2), as described in 7.6.1. It then deallocates the storage occupied by the object designated by `X` (and any coextensions). If the storage pool is a user-defined object, then the storage is deallocated by calling `Deallocate` as described in 13.11. There is one exception: if the object being freed contains tasks, it is unspecified whether the object is deallocated.

After the finalization step of `Free(X)`, the object designated by `X`, and any subcomponents (and coextensions) thereof, no longer exist; their storage can be reused for other purposes.

*Bounded (Run-Time) Errors*

It is a bounded error to free a discriminated, unterminated task object. The possible consequences are:

- No exception is raised.
- `Program_Error` or `Tasking_Error` is raised at the point of the deallocation.
- `Program_Error` or `Tasking_Error` is raised in the task the next time it references any of the discriminants.

In the first two cases, the storage for the discriminants (and for any enclosing object if it is designated by an access discriminant of the task) is not reclaimed prior to task termination.

An access value that designates a nonexistent object is called a *dangling reference*.

If a dangling reference is dereferenced (implicitly or explicitly), execution is erroneous (see below). If there is no explicit or implicit dereference, then it is a bounded error to evaluate an expression whose result is a dangling reference. If the error is detected, either `Constraint_Error` or `Program_Error` is raised. Otherwise, execution proceeds normally, but with the possibility that the access value designates some other existing object.

*Erroneous Execution*

Evaluating a name that denotes a nonexistent object, or a protected subprogram or subprogram renaming whose associated object (if any) is nonexistent, is erroneous. The execution of a call to an instance of `Unchecked_Deallocation` is erroneous if the object was created other than by an allocator for an access type whose pool is `Name'Storage_Pool`.

*Implementation Advice*

For a standard storage pool, `Free` should actually reclaim the storage.

17.1/3 A call on an instance of `Unchecked_Deallocation` with a nonnull access value should raise `Program_Error` if the actual access type of the instance is a type for which the `Storage_Size` has been specified to be zero or is defined by the language to be zero.

18 NOTE 1 The rules here that refer to `Free` apply to any instance of `Unchecked_Deallocation`.

19 NOTE 2 `Unchecked_Deallocation` cannot be instantiated for an access-to-constant type. This is implied by the rules of 12.5.4.

### 13.11.3 Default Storage Pools

1/4 Pragma and aspect `Default_Storage_Pool` specify the storage pool that will be used in the absence of an explicit specification of a storage pool or storage size for an access type.

#### *Syntax*

2/3 The form of a pragma `Default_Storage_Pool` is as follows:

3/3 **pragma** `Default_Storage_Pool` (`storage_pool_indicator`);

3.1/4 `storage_pool_indicator` ::= *storage\_pool\_name* | **null** | `Standard`

3.2/3 A pragma `Default_Storage_Pool` is allowed immediately within the visible part of a package specification, immediately within a declarative part, or as a configuration pragma.

#### *Name Resolution Rules*

3.3/3 The *storage\_pool\_name* is expected to be of type `Root_Storage_Pool`'Class.

#### *Legality Rules*

4/3 The *storage\_pool\_name* shall denote a variable.

4.1/4 The Standard `storage_pool_indicator` is an identifier specific to a pragma (see 2.8) and does not denote any declaration. If the `storage_pool_indicator` is `Standard`, then there shall not be a declaration with `defining_identifier` `Standard` that is immediately visible at the point of the pragma, other than package `Standard` itself.

4.2/4 If the pragma is used as a configuration pragma, the `storage_pool_indicator` shall be either **null** or `Standard`, and it defines the *default pool* to be the given `storage_pool_indicator` within all applicable compilation units (see 10.1.5), except within the immediate scope of another pragma `Default_Storage_Pool`. Otherwise, the pragma occurs immediately within a sequence of declarations, and it defines the default pool within the immediate scope of the pragma to be the given `storage_pool_indicator`, except within the immediate scope of a later pragma `Default_Storage_Pool`. Thus, an inner pragma overrides an outer one.

4.3/4 A pragma `Default_Storage_Pool` shall not be used as a configuration pragma that applies to a compilation unit that is within the immediate scope of another pragma `Default_Storage_Pool`.

#### *Static Semantics*

5/4 The language-defined aspect `Default_Storage_Pool` may be specified for a generic instance; it defines the default pool for access types within an instance. .

5.1/4 The `Default_Storage_Pool` aspect may be specified as `Standard`, which is an identifier specific to an aspect (see 13.1.1) and defines the default pool to be `Standard`. In this case, there shall not be a declaration with `defining_identifier` `Standard` that is immediately visible at the point of the aspect specification, other than package `Standard` itself.

Otherwise, the expected type for the `Default_Storage_Pool` aspect is `Root_Storage_Pool'Class` and the `aspect_definition` shall be a name that denotes a variable. This aspect overrides any `Default_Storage_Pool` pragma that applies to the generic unit; if the aspect is not specified, the default pool of the instance is that defined for the generic unit. 5.2/5

The effect of specifying the aspect `Default_Storage_Pool` on an instance of a language-defined generic unit is implementation-defined. 5.3/4

For nonderived access types declared in places where the default pool is defined by the pragma or aspect, their `Storage_Pool` or `Storage_Size` attribute is determined as follows, unless `Storage_Pool` or `Storage_Size` is specified for the type: 6/3

- If the default pool is **null**, the `Storage_Size` attribute is defined by the language to be zero. Therefore, an allocator for such a type is illegal. 6.1/3
- If the default pool is neither **null** nor `Standard`, the `Storage_Pool` attribute is that pool. 6.2/4

Otherwise (including when the default pool is specified as `Standard`), the standard storage pool is used for the type as described in 13.11. 6.3/4

*This paragraph was deleted.* 7/3

#### *Implementation Permissions*

An object created by an allocator that is passed as the actual parameter to an access parameter may be allocated on the stack, and automatically reclaimed, regardless of the default pool. 8/3

NOTE `Default_Storage_Pool` can be used with restrictions `No_Coextensions` and `No_Access_Parameter Allocators` (see H.4) to ensure that all allocators use the default pool. 9/5

## 13.11.4 Storage Subpools

This subclause defines a package to support the partitioning of a storage pool into subpools. A subpool may be specified as the default to be used for allocation from the associated storage pool, or a particular subpool may be specified as part of an allocator (see 4.8). 1/3

#### *Static Semantics*

The following language-defined library package exists: 2/3

```

package System.Storage_Pools.Subpools
  with Preelaborate, Global => in out synchronized is
  type Root_Storage_Pool_With_Subpools is
    abstract new Root_Storage_Pool with private
    with Preelaborable_Initialization;
  type Root_Subpool is abstract tagged limited private
    with Preelaborable_Initialization;
  type Subpool_Handle is access all Root_Subpool'Class;
  for Subpool_Handle'Storage_Size use 0;
  function Create_Subpool (Pool : in out Root_Storage_Pool_With_Subpools)
    return not null Subpool_Handle is abstract;
  -- The following operations are intended for pool implementers:
  function Pool_of_Subpool (Subpool : not null Subpool_Handle)
    return access Root_Storage_Pool_With_Subpools'Class;
  procedure Set_Pool_of_Subpool (
    Subpool : in not null Subpool_Handle;
    To : in out Root_Storage_Pool_With_Subpools'Class)
    with Global => overriding in out Subpool;

```

```

11/5     procedure Allocate_From_Subpool (
           Pool : in out Root_Storage_Pool_With_Subpools;
           Storage_Address : out Address;
           Size_In_Storage_Elements : in Storage_Elements.Storage_Count;
           Alignment : in Storage_Elements.Storage_Count;
           Subpool : in not null Subpool_Handle) is abstract
           with Pre'Class => Pool_of_Subpool(Subpool) = Pool'Access,
              Global => overriding in out Subpool;

12/3     procedure Deallocate_Subpool (
           Pool : in out Root_Storage_Pool_With_Subpools;
           Subpool : in out Subpool_Handle) is abstract
           with Pre'Class => Pool_of_Subpool(Subpool) = Pool'Access;

13/3     function Default_Subpool_for_Pool (
           Pool : in out Root_Storage_Pool_With_Subpools)
           return not null Subpool_Handle;

14/3     overriding
     procedure Allocate (
           Pool : in out Root_Storage_Pool_With_Subpools;
           Storage_Address : out Address;
           Size_In_Storage_Elements : in Storage_Elements.Storage_Count;
           Alignment : in Storage_Elements.Storage_Count);

15/3     overriding
     procedure Deallocate (
           Pool : in out Root_Storage_Pool_With_Subpools;
           Storage_Address : in Address;
           Size_In_Storage_Elements : in Storage_Elements.Storage_Count;
           Alignment : in Storage_Elements.Storage_Count) is null;

16/3     overriding
     function Storage_Size (Pool : Root_Storage_Pool_With_Subpools)
           return Storage_Elements.Storage_Count
           is (Storage_Elements.Storage_Count'Last);

17/3     private
           ... -- not specified by the language
     end System.Storage_Pools.Subpools;

```

18/3 A *subpool* is a separately reclaimable portion of a storage pool, identified by an object of type `Subpool_Handle` (a *subpool handle*). A subpool handle also identifies the enclosing storage pool, a *storage pool that supports subpools*, which is a storage pool whose type is descended from `Root_Storage_Pool_With_Subpools`. A subpool is created by calling `Create_Subpool` or a similar constructor; the constructor returns the subpool handle.

19/5 A *subpool object* is an object of a type descended from `Root_Subpool`. Typically, subpool objects are managed by the containing storage pool; only the handles have to be exposed to clients of the storage pool. Subpool objects are designated by subpool handles, and are the run-time representation of a subpool.

20/4 Each subpool *belongs* to a single storage pool (which will always be a pool that supports subpools). An access to the pool that a subpool belongs to can be obtained by calling `Pool_of_Subpool` with the subpool handle. `Set_Pool_of_Subpool` causes the subpool of the subpool handle to belong to the given pool; this is intended to be called from subpool constructors like `Create_Subpool`. `Set_Pool_of_Subpool` propagates `Program_Error` if the subpool already belongs to a pool. If `Set_Pool_of_Subpool` has not yet been called for a subpool, `Pool_of_Subpool` returns **null**.

21/3 When an allocator for a type whose storage pool supports subpools is evaluated, a call is made on `Allocate_From_Subpool` passing in a `Subpool_Handle`, in addition to the parameters as defined for calls on `Allocate` (see 13.11). The subpool designated by the *subpool handle name* is used, if specified in an allocator. Otherwise, `Default_Subpool_for_Pool` of the `Pool` is used to provide a subpool handle. All requirements on the `Allocate` procedure also apply to `Allocate_from_Subpool`.

*Legality Rules*

If a storage pool that supports subpools is specified as the `Storage_Pool` for an access type, the access type is called a *subpool access type*. A subpool access type shall be a pool-specific access type. 22/3

The accessibility level of a subpool access type shall not be statically deeper than that of the storage pool object. If the specified storage pool object is a storage pool that supports subpools, then the name that denotes the object shall not denote part of a formal parameter, nor shall it denote part of a dereference of a value of a non-library-level general access type. In addition to the places where Legality Rules normally apply (see 12.3), these rules also apply in the private part of an instance of a generic unit. 23/3

*Dynamic Semantics*

When an access type with a specified storage pool is frozen (see 13.14), if the tag of the storage pool object identifies a storage pool that supports subpools, the following checks are made: 24/3

- the name used to specify the storage pool object does not denote part of a formal parameter nor part of a dereference of a value of a non-library-level general access type; and 25/3
- the accessibility level of the access type is not deeper than that of the storage pool object. 26/3

`Program_Error` is raised if either of these checks fail. 27/3

A call to `Subpools.Allocate(P, Addr, Size, Align)` does the following: 28/3

```
Allocate_From_Subpool
  (Root_Storage_Pool_With_Subpools'Class(P) ,
   Addr, Size, Align,
   Subpool => Default_Subpool_for_Pool
             (Root_Storage_Pool_With_Subpools'Class(P)) ); 29/3
```

An allocator that allocates in a subpool raises `Program_Error` if the allocated object has task parts. 30/3

Unless overridden, `Default_Subpool_for_Pool` propagates `Program_Error`. 31/3

*Erroneous Execution*

If `Allocate_From_Subpool` does not meet one or more of the requirements on the `Allocate` procedure as given in the Erroneous Execution rules of 13.11, then the program execution is erroneous. 31.1/4

*Implementation Permissions*

When an allocator for a type whose storage pool is of type `Root_Storage_Pool'Class` is evaluated, but supports subpools, the implementation may call `Allocate` rather than `Allocate_From_Subpool`. This will have the same effect, so long as `Allocate` has not been overridden. 32/3

NOTE 1 A user-defined storage pool type that supports subpools can be implemented by extending the `Root_Storage_Pool_With_Subpools` type, and overriding the primitive subprograms `Create_Subpool`, `Allocate_From_Subpool`, and `Deallocate_Subpool`. `Create_Subpool` is expected to call `Set_Pool_Of_Subpool` before returning the subpool handle. To make use of such a pool, a user can declare an object of the type extension, can use it to define the `Storage_Pool` attribute of one or more access types, and then can invoke `Create_Subpool` to obtain subpool handles associated with the pool. 33/5

NOTE 2 A user-defined storage pool type that supports subpools can define additional subpool constructors similar to `Create_Subpool` (these typically will have additional parameters). 34/5

NOTE 3 The pool implementor can override `Default_Subpool_For_Pool` if they want the pool to support a default subpool for the pool. The implementor can override `Deallocate` if individual object reclamation is to be supported, and can override `Storage_Size` if there is some limit on the total size of the storage pool. The implementor can override `Initialize` and `Finalize` if there is any desire for nontrivial initialization and finalization for the pool as a whole. For example, `Finalize` can reclaim blocks of storage that are allocated over and above the space occupied by the pool object itself. The pool implementor can extend the `Root_Subpool` type as necessary to carry additional information with each subpool provided by `Create_Subpool`. 35/5

### 13.11.5 Subpool Reclamation

1/3 A subpool may be explicitly deallocated using `Unchecked_Deallocate_Subpool`.

#### *Static Semantics*

2/3 The following language-defined library procedure exists:

```
3/5   with System.Storage_Pools.Subpools;
      procedure Ada.Unchecked_Deallocate_Subpool
        (Subpool : in out System.Storage_Pools.Subpools.Subpool_Handle)
        with Global => in out all;
```

4/3 If Subpool is **null**, a call on `Unchecked_Deallocate_Subpool` has no effect. Otherwise, the subpool is finalized, and Subpool is set to **null**.

5/5 Finalization of a subpool has the following effects in the given order:

6/5 *This paragraph was deleted.1.*

7/3 2. Any of the objects allocated from the subpool that still exist are finalized in an arbitrary order;

7/14 3. All of the objects allocated from the subpool cease to exist;

8/3 4. The following dispatching call is then made:

```
9/3   Deallocate_Subpool (Pool_of_Subpool (Subpool) .all, Subpool);
```

9/15 5. The subpool ceases to belong to any pool.

10/3 Finalization of a `Root_Storage_Pool_With_Subpools` object finalizes all subpools that belong to that pool that have not yet been finalized.

### 13.11.6 Storage Subpool Example

#### *Examples*

1/3 The following example is a simple but complete implementation of the classic Mark/Release pool using subpools:

```
2/3   with System.Storage_Pools.Subpools;
      with System.Storage_Elements;
      with Ada.Unchecked_Deallocate_Subpool;
      package MR_Pool is
3/3       use System.Storage_Pools;
          -- For uses of Subpools.
          use System.Storage_Elements;
          -- For uses of Storage_Count and Storage_Array.
4/3       -- Mark and Release work in a stack fashion, and allocations are not allowed
          -- from a subpool other than the one at the top of the stack. This is also
          -- the default pool.
5/3       subtype Subpool_Handle is Subpools.Subpool_Handle;
6/3       type Mark_Release_Pool_Type (Pool_Size : Storage_Count) is new
          Subpools.Root_Storage_Pool_With_Subpools with private;
7/3       function Mark (Pool : in out Mark_Release_Pool_Type)
          return not null Subpool_Handle;
8/3       procedure Release (Subpool : in out Subpool_Handle) renames
          Ada.Unchecked_Deallocate_Subpool;
```



```

private
    type MR_Subpool is new Subpools.Root_Subpool with record
        Start : Storage_Count;
    end record;
    subtype Subpool_Indexes is Positive range 1 .. 10;
    type Subpool_Array is array (Subpool_Indexes) of aliased MR_Subpool;
    type Mark_Release_Pool_Type (Pool_Size : Storage_Count) is new
        Subpools.Root_Storage_Pool_With_Subpools with record
            Storage : Storage_Array (0 .. Pool_Size);
            Next_Allocation : Storage_Count := 0;
            Markers : Subpool_Array;
            Current_Pool : Subpool_Indexes := 1;
        end record;
    overriding
    function Create_Subpool (Pool : in out Mark_Release_Pool_Type)
        return not null Subpool_Handle;
    function Mark (Pool : in out Mark_Release_Pool_Type)
        return not null Subpool_Handle renames Create_Subpool;
    overriding
    procedure Allocate_From_Subpool (
        Pool : in out Mark_Release_Pool_Type;
        Storage_Address : out System.Address;
        Size_In_Storage_Elements : in Storage_Count;
        Alignment : in Storage_Count;
        Subpool : not null Subpool_Handle);
    overriding
    procedure Deallocate_Subpool (
        Pool : in out Mark_Release_Pool_Type;
        Subpool : in out Subpool_Handle);
    overriding
    function Default_Subpool_for_Pool (Pool : in out Mark_Release_Pool_Type)
        return not null Subpool_Handle;
    overriding
    procedure Initialize (Pool : in out Mark_Release_Pool_Type);
    -- We don't need Finalize.
end MR_Pool;
package body MR_Pool is
    use type Subpool_Handle;
    procedure Initialize (Pool : in out Mark_Release_Pool_Type) is
        -- Initialize the first default subpool.
    begin
        Pool.Markers(1).Start := 1;
        Subpools.Set_Pool_of_Subpool
            (Pool.Markers(1)'Unchecked_Access, Pool);
    end Initialize;
    function Create_Subpool (Pool : in out Mark_Release_Pool_Type)
        return not null Subpool_Handle is
        -- Mark the current allocation location.
    begin
        if Pool.Current_Pool = Subpool_Indexes'Last then
            raise Storage_Error; -- No more subpools.
        end if;
        Pool.Current_Pool := Pool.Current_Pool + 1; -- Move to the next subpool
        return Result : constant not null Subpool_Handle :=
            Pool.Markers(Pool.Current_Pool)'Unchecked_Access
        do
            Pool.Markers(Pool.Current_Pool).Start := Pool.Next_Allocation;
            Subpools.Set_Pool_of_Subpool (Result, Pool);
        end return;
    end Create_Subpool;

```

```

25/3   procedure Deallocate_Subpool (
        Pool : in out Mark_Release_Pool_Type;
        Subpool : in out Subpool_Handle) is
    begin
        if Subpool /= Pool.Markers(Pool.Current_Pool)'Unchecked_Access then
            raise Program_Error; -- Only the last marked subpool can be released.
        end if;
        if Pool.Current_Pool /= 1 then
            Pool.Next_Allocation := Pool.Markers(Pool.Current_Pool).Start;
            Pool.Current_Pool := Pool.Current_Pool - 1; -- Move to the previous subpool
        else -- Reinitialize the default subpool:
            Pool.Next_Allocation := 1;
            Subpools.Set_Pool_of_Subpool
                (Pool.Markers(1)'Unchecked_Access, Pool);
        end if;
    end Deallocate_Subpool;
26/3   function Default_Subpool_for_Pool (Pool : in out Mark_Release_Pool_Type)
        return not null Subpool_Handle is
    begin
        return Pool.Markers(Pool.Current_Pool)'Unchecked_Access;
    end Default_Subpool_for_Pool;
27/3   procedure Allocate_From_Subpool (
        Pool : in out Mark_Release_Pool_Type;
        Storage_Address : out System.Address;
        Size_In_Storage_Elements : in Storage_Count;
        Alignment : in Storage_Count;
        Subpool : not null Subpool_Handle) is
    begin
        if Subpool /= Pool.Markers(Pool.Current_Pool)'Unchecked_Access then
            raise Program_Error; -- Only the last marked subpool can be used for allocations.
        end if;
28/4   -- Check for the maximum supported alignment, which is the alignment of the storage area:
        if Alignment > Pool.Storage'Alignment then
            raise Program_Error;
        end if;
        -- Correct the alignment if necessary:
        Pool.Next_Allocation := Pool.Next_Allocation +
            ((-Pool.Next_Allocation) mod Alignment);
        if Pool.Next_Allocation + Size_In_Storage_Elements >
            Pool.Pool_Size then
            raise Storage_Error; -- Out of space.
        end if;
        Storage_Address := Pool.Storage (Pool.Next_Allocation)'Address;
        Pool.Next_Allocation :=
            Pool.Next_Allocation + Size_In_Storage_Elements;
    end Allocate_From_Subpool;
29/3   end MR_Pool;

```

## 13.12 Pragma Restrictions and Pragma Profile

1/3 A `pragma Restrictions` expresses the user's intent to abide by certain restrictions. A `pragma Profile` expresses the user's intent to abide by a set of Restrictions or other specified run-time policies. These may facilitate the construction of simpler run-time environments.

*Syntax*

```

2   The form of a pragma Restrictions is as follows:
3   pragma Restrictions(restriction{, restriction});
4/2  restriction ::= restriction_identifier
        | restriction_parameter_identifier => restriction_parameter_argument

```

`restriction_parameter_argument ::= name | expression` 4.1/2

*Name Resolution Rules*

Unless otherwise specified for a particular restriction, the **expression** is expected to be of any integer type. 5

*Legality Rules*

Unless otherwise specified for a particular restriction, the **expression** shall be static, and its value shall be nonnegative. 6

*Paragraph 7 was deleted.*

*Post-Compilation Rules*

A **pragma Restrictions** is a configuration pragma. If a **pragma Restrictions** applies to any compilation unit included in the partition, this may impose either (or both) of two kinds of requirements, as specified for the particular restriction: 8/3

- A restriction may impose requirements on some or all of the units comprising the partition. Unless otherwise specified for a particular restriction, such a requirement applies to all of the units comprising the partition and is enforced via a post-compilation check. 8.1/3
- A restriction may impose requirements on the run-time behavior of the program, as indicated by the specification of run-time behavior associated with a violation of the requirement. 8.2/3

For the purpose of checking whether a partition contains constructs that violate any restriction (unless specified otherwise for a particular restriction): 8.3/1

- Generic instances are logically expanded at the point of instantiation; 8.4/1
- If an object of a type is declared or allocated and not explicitly initialized, then all expressions appearing in the definition for the type and any of its ancestors are presumed to be used; 8.5/1
- A **default\_expression** for a formal parameter or a generic formal object is considered to be used if and only if the corresponding actual parameter is not provided in a given call or instantiation. 8.6/1

*Implementation Permissions*

An implementation may provide implementation-defined restrictions; the identifier for an implementation-defined restriction shall differ from those of the language-defined restrictions. 8.7/3

An implementation may place limitations on the values of the **expression** that are supported, and limitations on the supported combinations of restrictions. The consequences of violating such limitations are implementation defined. 9

An implementation is permitted to omit restriction checks for code that is recognized at compile time to be unreachable and for which no code is generated. 9.1/1

Whenever enforcement of a restriction is not required prior to execution, an implementation may nevertheless enforce the restriction prior to execution of a partition to which the restriction applies, provided that every execution of the partition would violate the restriction. 9.2/1

*Syntax*

The form of a **pragma Profile** is as follows: 10/3

**pragma Profile** (*profile\_identifier* {, *profile\_pragma\_argument\_association*}); 11/3

*Legality Rules*

- 12/3 The *profile\_identifier* shall be the name of a usage profile. The semantics of any *profile\_pragma\_argument\_associations* are defined by the usage profile specified by the *profile\_identifier*.

*Static Semantics*

- 13/3 A profile is equivalent to the set of configuration pragmas that is defined for each usage profile.

*Post-Compilation Rules*

- 14/3 A pragma Profile is a configuration pragma. There may be more than one pragma Profile for a partition.

*Implementation Permissions*

- 15/3 An implementation may provide implementation-defined usage profiles; the identifier for an implementation-defined usage profile shall differ from those of the language-defined usage profiles.
- 16/2 NOTE 1 Restrictions intended to facilitate the construction of efficient tasking run-time systems are defined in D.7. Restrictions intended for use when constructing high integrity systems are defined in H.4.
- 17 NOTE 2 An implementation has to enforce the restrictions in cases where enforcement is required, even if it chooses not to take advantage of the restrictions in terms of efficiency.

### 13.12.1 Language-Defined Restrictions and Profiles

*Static Semantics*

- 1/2 The following *restriction\_identifiers* are language defined (additional restrictions are defined in the Specialized Needs Annexes):

- 1.1/3 **No\_Implementation\_Aspect\_Specifications**  
There are no implementation-defined aspects specified by an *aspect\_specification*. This restriction applies only to the current compilation or environment, not the entire partition.
- 2/2 **No\_Implementation\_Attributes**  
There are no implementation-defined attributes. This restriction applies only to the current compilation or environment, not the entire partition.
- 2.1/3 **No\_Implementation\_Identifiers**  
There are no usage names that denote declarations with implementation-defined identifiers that occur within language-defined packages or instances of language-defined generic packages. Such identifiers can arise as follows:
- 2.2/3
  - The following language-defined packages and generic packages allow implementation-defined identifiers:
- 2.3/3
  - package System (see 13.7);
- 2.4/3
  - package Standard (see A.1);
- 2.5/3
  - package Ada.Command\_Line (see A.15);
- 2.6/3
  - package Interfaces.C (see B.3);
- 2.7/3
  - package Interfaces.C.Strings (see B.3.1);
- 2.8/3
  - package Interfaces.C.Pointers (see B.3.2);
- 2.9/3
  - package Interfaces.COBOLE (see B.4);
- 2.10/3
  - package Interfaces.Fortran (see B.5);

|                                                                                                                                                                                                                                                                                                         |        |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| • The following language-defined packages contain only implementation-defined identifiers:                                                                                                                                                                                                              | 2.11/3 |
| • package System.Machine_Code (see 13.8);                                                                                                                                                                                                                                                               | 2.12/3 |
| • package Ada.Directories.Information (see A.16);                                                                                                                                                                                                                                                       | 2.13/3 |
| • nested Implementation packages of the Queue containers (see A.18.28-31);                                                                                                                                                                                                                              | 2.14/3 |
| • package Interfaces (see B.2);                                                                                                                                                                                                                                                                         | 2.15/3 |
| • package Ada.Interrupts.Names (see C.3.2).                                                                                                                                                                                                                                                             | 2.16/3 |
| For package Standard, Standard.Long_Integer and Standard.Long_Float are considered language-defined identifiers, but identifiers such as Standard.Short_Short_Integer are considered implementation-defined.                                                                                            | 2.17/3 |
| This restriction applies only to the current compilation or environment, not the entire partition.                                                                                                                                                                                                      | 2.18/3 |
| <b>No_Implementation_Pragmas</b>                                                                                                                                                                                                                                                                        | 3/2    |
| There are no implementation-defined pragmas or pragma arguments. This restriction applies only to the current compilation or environment, not the entire partition.                                                                                                                                     |        |
| <b>No_Implementation_Units</b>                                                                                                                                                                                                                                                                          | 3.1/3  |
| There is no mention in the <code>context_clause</code> of any implementation-defined descendants of packages Ada, Interfaces, or System. This restriction applies only to the current compilation or environment, not the entire partition.                                                             |        |
| <b>No_Obsolescent_Features</b>                                                                                                                                                                                                                                                                          | 4/3    |
| There is no use of language features defined in Annex J. It is implementation defined whether uses of the renamings of J.1 and of the <code>pragmas</code> of J.15 are detected by this restriction. This restriction applies only to the current compilation or environment, not the entire partition. |        |
| The following <code>restriction_parameter_identifiers</code> are language defined:                                                                                                                                                                                                                      | 5/3    |
| <b>No_Dependence</b>                                                                                                                                                                                                                                                                                    | 6/2    |
| Specifies a library unit on which there are no semantic dependences.                                                                                                                                                                                                                                    |        |
| <b>No_Specification_of_Aspect</b>                                                                                                                                                                                                                                                                       | 6.1/3  |
| Identifies an aspect for which no <code>aspect_specification</code> , <code>attribute_definition_clause</code> , or <code>pragma</code> is given.                                                                                                                                                       |        |
| <b>No_Use_Of_Attribute</b>                                                                                                                                                                                                                                                                              | 6.2/3  |
| Identifies an attribute for which no <code>attribute_reference</code> or <code>attribute_definition_clause</code> is given.                                                                                                                                                                             |        |
| <b>No_Use_Of_Pragma</b>                                                                                                                                                                                                                                                                                 | 6.3/3  |
| Identifies a <code>pragma</code> which is not to be used.                                                                                                                                                                                                                                               |        |
| <b>No_Unrecognized_Aspects</b>                                                                                                                                                                                                                                                                          | 6.4/5  |
| There are no <code>aspect_specifications</code> having an unrecognized <code>aspect_identifier</code> . This restriction applies only to the current compilation or environment, not the entire partition.                                                                                              |        |
| <b>No_Unrecognized_Pragmas</b>                                                                                                                                                                                                                                                                          | 6.5/5  |
| There are no <code>pragmas</code> having an unrecognized <code>pragma identifier</code> . This restriction applies only to the current compilation or environment, not the entire partition.                                                                                                            |        |

*Legality Rules*

- 7/5 The `restriction_parameter_argument` of a `No_Dependence` restriction shall be a name; the name shall have the form of a full expanded name of a library unit, but can be a name that has no corresponding unit currently present in the environment.
- 7.1/3 The `restriction_parameter_argument` of a `No_Specification_of_Aspect` restriction shall be an identifier; this is an identifier specific to a pragma (see 2.8) and does not denote any declaration.
- 7.2/3 The `restriction_parameter_argument` of a `No_Use_Of_Attribute` restriction shall be an identifier or one of the reserved words `Access`, `Delta`, `Digits`, `Mod`, or `Range`; this is an identifier specific to a pragma.
- 7.3/3 The `restriction_parameter_argument` of a `No_Use_Of_Pragma` restriction shall be an identifier or the reserved word `Interface`; this is an identifier specific to a pragma.

*Post-Compilation Rules*

- 8/3 No compilation unit included in the partition shall depend semantically on the library unit identified by the name of a `No_Dependence` restriction.

*Static Semantics*

- 9/3 The following *profile identifier* is language defined:
- 10/3 `No_Implementation_Extensions`
- 11/3 For usage profile `No_Implementation_Extensions`, there shall be no *profile pragma argument associations*.
- 12/3 The `No_Implementation_Extensions` usage profile is equivalent to the following restrictions:
- 13/3 `No_Implementation_Aspect_Specifications`,  
`No_Implementation_Attributes`,  
`No_Implementation_Identifier`s,  
`No_Implementation_Pragmas`,  
`No_Implementation_Units`.

## 13.13 Streams

- 1 A *stream* is a sequence of elements comprising values from possibly different types and allowing sequential access to these values. A *stream type* is a type in the class whose root type is `Streams.Root_Stream_Type`. A stream type may be implemented in various ways, such as an external sequential file, an internal buffer, or a network channel.

### 13.13.1 The Streams Subsystem

*Static Semantics*

- 1 The abstract type `Root_Stream_Type` is the root type of the class of stream types. The types in this class represent different kinds of streams. A new stream type is defined by extending the root type (or some other stream type), overriding the `Read` and `Write` operations, and optionally defining additional primitive subprograms, according to the requirements of the particular kind of stream. The predefined stream-oriented attributes like `T'Read` and `T'Write` make dispatching calls on the `Read` and `Write` procedures of the `Root_Stream_Type`. (User-defined `T'Read` and `T'Write` attributes can also make such calls, or can call the `Read` and `Write` attributes of other types.)

The library package Ada.Streams has the following declaration:

```

package Ada.Streams
  with Pure, Nonblocking => False is
  type Root_Stream_Type is abstract tagged limited private
    with Preelaborable_Initialization;
  type Stream_Element is mod implementation-defined;
  type Stream_Element_Offset is range implementation-defined;
  subtype Stream_Element_Count is
    Stream_Element_Offset range 0..Stream_Element_Offset'Last;
  type Stream_Element_Array is
    array(Stream_Element_Offset range <>) of aliased Stream_Element;
  procedure Read(
    Stream : in out Root_Stream_Type;
    Item   : out Stream_Element_Array;
    Last   : out Stream_Element_Offset) is abstract;
  procedure Write(
    Stream : in out Root_Stream_Type;
    Item   : in Stream_Element_Array) is abstract;
private
  ... -- not specified by the language
end Ada.Streams;

```

The Read operation transfers stream elements from the specified stream to fill the array Item. Elements are transferred until Item'Length elements have been transferred, or until the end of the stream is reached. If any elements are transferred, the index of the last stream element transferred is returned in Last. Otherwise, Item'First - 1 is returned in Last. Last is less than Item'Last only if the end of the stream is reached.

The Write operation appends Item to the specified stream.

Three additional packages provide stream implementations that do not make use of any file operations. These packages provide the same operations, with Streams.Storage providing an abstract interface, and two child packages providing implementations of that interface. The difference is that for Streams.Storage.Bounded, the maximum storage is bounded.

The library package Ada.Streams.Storage has the following declaration:

```

package Ada.Streams.Storage
  with Pure, Nonblocking is
  type Storage_Stream_Type is abstract new Root_Stream_Type with private;
  function Element_Count (Stream : Storage_Stream_Type)
    return Stream_Element_Count is abstract;
  procedure Clear (Stream : in out Storage_Stream_Type) is abstract;
private
  ... -- not specified by the language
end Ada.Streams.Storage;

```

The library package Ada.Streams.Storage.Unbounded has the following declaration:

```

package Ada.Streams.Storage.Unbounded
  with Preelaborated, Nonblocking, Global => in out synchronized is
  type Stream_Type is new Storage_Stream_Type with private
    with Default_Initial_Condition =>
      Element_Count (Stream_Type) = 0;

```

```

20/5      overriding
          procedure Read (
            Stream : in out Stream_Type;
            Item   : out Stream_Element_Array;
            Last   : out Stream_Element_Offset)
          with Post =>
            (declare
              Num_Read : constant Stream_Element_Count :=
                Stream_Element_Count'Min
                (Element_Count(Stream)'Old, Item'Length);
              begin
                Last = Num_Read + Item'First - 1 and
                Element_Count (Stream) =
                Element_Count (Stream)'Old - Num_Read);

21/5      overriding
          procedure Write (
            Stream : in out Stream_Type;
            Item   : in Stream_Element_Array)
          with Post =>
            Element_Count (Stream) =
            Element_Count (Stream)'Old + Item'Length;

22/5      overriding
          function Element_Count (Stream : Stream_Type)
            return Stream_Element_Count;

23/5      overriding
          procedure Clear (Stream : in out Stream_Type)
            with Post => Element_Count (Stream) = 0;

24/5      private
          ... -- not specified by the language
          end Ada.Streams.Storage.Unbounded;

25/5      The library package Ada.Streams.Storage.Bounded has the following declaration:

26/5      package Ada.Streams.Storage.Bounded
          with Pure, Nonblocking is

27/5          type Stream_Type (Max_Elements : Stream_Element_Count)
            is new Storage_Stream_Type with private
              with Default_Initial_Condition =>
                Element_Count (Stream_Type) = 0;

28/5      overriding
          procedure Read (
            Stream : in out Stream_Type;
            Item   : out Stream_Element_Array;
            Last   : out Stream_Element_Offset)
          with Post =>
            (declare
              Num_Read : constant Stream_Element_Count :=
                Stream_Element_Count'Min
                (Element_Count(Stream)'Old, Item'Length);
              begin
                Last = Num_Read + Item'First - 1 and
                Element_Count (Stream) =
                Element_Count (Stream)'Old - Num_Read);

29/5      overriding
          procedure Write (
            Stream : in out Stream_Type;
            Item   : in Stream_Element_Array)
          with Pre =>
            Element_Count (Stream) + Item'Length <= Stream.Max_Elements
            or else (raise Constraint_Error),
            Post =>
            Element_Count (Stream) =
            Element_Count (Stream)'Old + Item'Length;

```



```

overriding
function Element_Count (Stream : Stream_Type)
    return Stream_Element_Count
    with Post => Element_Count'Result <= Stream.Max_Elements;
overriding
procedure Clear (Stream : in out Stream_Type)
    with Post => Element_Count (Stream) = 0;
private
    ... -- not specified by the language
end Ada.Streams.Storage.Bounded;

```

The Element\_Count functions return the number of stream elements that are available for reading from the given stream. 30/5

The Read and Write procedures behave as described for package Ada.Streams above. Stream elements are read in FIFO (first-in, first-out) order; stream elements are available for reading immediately after they are written. 31/5

The Clear procedures remove any available stream elements from the given stream. 32/5

#### Implementation Permissions

If Stream\_Element'Size is not a multiple of System.Storage\_Unit, then the components of Stream\_Element\_Array will not be aliased. 33/5

#### Implementation Advice

Streams.Storage.Bounded.Stream\_Type objects should be implemented without implicit pointers or dynamic allocation. 34/5

NOTE 1 See A.12.1, “The Package Streams.Stream\_IO” for an example of extending type Root\_Stream\_Type. 35/5

NOTE 2 If the end of stream has been reached, and Item'First is Stream\_Element\_Offset'First, Read will raise Constraint\_Error. 36/5

## 13.13.2 Stream-Oriented Attributes

The type-related operational attributes Write, Read, Output, and Input convert values to a stream of elements and reconstruct values from a stream. 1/3

#### Static Semantics

For every subtype S of an elementary type T, the following representation attribute is defined: 1.1/2

S'Stream\_Size 1.2/3

Denotes the number of bits read from or written to a stream by the default implementations of S'Read and S'Write. Hence, the number of stream elements required per item of elementary type T is:

$$T'Stream\_Size / Ada.Streams.Stream\_Element'Size \quad 1.3/2$$

The value of this attribute is of type *universal\_integer* and is a multiple of Stream\_Element'Size. 1.4/2

Stream\_Size may be specified for first subtypes via an *attribute\_definition\_clause*; the expression of such a clause shall be static, nonnegative, and a multiple of Stream\_Element'Size. 1.5/2

*Implementation Advice*

- 1.6/2 If not specified, the value of `Stream_Size` for an elementary type should be the number of bits that corresponds to the minimum number of stream elements required by the first subtype of the type, rounded up to the nearest factor or multiple of the word size that is also a multiple of the stream element size.
- 1.7/2 The recommended level of support for the `Stream_Size` attribute is:
- 1.8/2 • A `Stream_Size` clause should be supported for a discrete or fixed point type *T* if the specified `Stream_Size` is a multiple of `Stream_Element'Size` and is no less than the size of the first subtype of *T*, and no greater than the size of the largest type of the same elementary class (signed integer, modular integer, enumeration, ordinary fixed point, or decimal fixed point).

*Static Semantics*

2 For every subtype *S* of a specific type *T*, the following attributes are defined.

- 3 `S'Write`        `S'Write` denotes a procedure with the following specification:
- ```
4/2                procedure S'Write(  
                  Stream : not null access Ada.Streams.Root_Stream_Type'Class;  
                  Item : in T)
```
- 5                `S'Write` writes the value of *Item* to *Stream*.
- 6 `S'Read`        `S'Read` denotes a procedure with the following specification:
- ```
7/2                procedure S'Read(  
                  Stream : not null access Ada.Streams.Root_Stream_Type'Class;  
                  Item : out T)
```
- 8                `S'Read` reads the value of *Item* from *Stream*.

8.1/5 *This paragraph was deleted.*

8.2/2 The default implementations of the `Write` and `Read` attributes, where available, execute as follows:

- 9/5 For nonderived elementary types, `Read` reads (and `Write` writes) the number of stream elements implied by the `Stream_Size` for the type *T*; the representation of those stream elements is implementation defined. For nonderived composite types, the `Write` or `Read` attribute for each component (excluding those, if any, that are not components of the nominal type of the object) is called in canonical order, which is last dimension varying fastest for an array (unless the convention of the array is Fortran, in which case it is first dimension varying fastest), and positional aggregate order for a record. Bounds are not included in the stream if *T* is an array type. If *T* is a discriminated type, discriminants are included only if they have defaults. If *T* is a tagged type, the tag is not included.
- 9.1/5 For type extensions, the `Write` or `Read` attribute for the parent type is called, followed by the `Write` or `Read` attribute of each component of the extension part, in canonical order. For a limited type extension, if the attribute of the parent type or any progenitor type of *T* is available anywhere within the immediate scope of *T*, and the attribute of the parent type or the type of any of the extension components is not available at the freezing point of *T*, then the attribute of *T* shall be directly specified. For untagged derived types, the `Write` (resp. `Read`) attribute invokes the corresponding attribute of the parent type, if the attribute is available for the parent type.
- 9.2/5 If *T* is a discriminated type and its discriminants have defaults, then `S'Read` first reads the discriminants from the stream without modifying *Item*. `S'Read` then creates an object of type *T* constrained by these discriminants. The value of this object is then converted to the subtype of *Item* and is assigned to *Item*. Finally, the `Read` attribute for each nondiscriminant component of *Item* is called in canonical order as described above. Normal default initialization and finalization take place for the created object.

Constraint\_Error is raised by the predefined Write attribute if the value of the elementary item is outside the range of values representable using Stream\_Size bits. For a signed integer type, an enumeration type, or a fixed point type, the range is unsigned only if the integer code for the lower bound of the first subtype is nonnegative, and a (symmetric) signed range that covers all values of the first subtype would require more than Stream\_Size bits; otherwise, the range is signed. 9.3/5

For every subtype S'Class of a class-wide type T'Class: 10

S'Class'Write 11

S'Class'Write denotes a procedure with the following specification:

```
procedure S'Class'Write(  
    Stream : not null access Ada.Streams.Root_Stream_Type'Class;  
    Item   : in T'Class)
```

 12/2

Dispatches to the subprogram denoted by the Write attribute of the specific type identified by the tag of Item. 13

S'Class'Read S'Class'Read denotes a procedure with the following specification: 14

```
procedure S'Class'Read(  
    Stream : not null access Ada.Streams.Root_Stream_Type'Class;  
    Item   : out T'Class)
```

 15/2

Dispatches to the subprogram denoted by the Read attribute of the specific type identified by the tag of Item. 16

*Paragraph 17 was deleted.*

#### Static Semantics

For every subtype S of a specific type T, the following attributes are defined. 18

S'Output S'Output denotes a procedure with the following specification: 19

```
procedure S'Output(  
    Stream : not null access Ada.Streams.Root_Stream_Type'Class;  
    Item   : in T)
```

 20/2

S'Output writes the value of Item to Stream, including any bounds or discriminants. 21

S'Input S'Input denotes a function with the following specification: 22

```
function S'Input(  
    Stream : not null access Ada.Streams.Root_Stream_Type'Class)  
return T
```

 23/2

S'Input reads and returns one value from Stream, using any bounds or discriminants written by a corresponding S'Output to determine how much to read. 24

For an untagged derived type, the default implementation of the Output (resp. Input) attribute invokes the corresponding attribute of the parent type, if the attribute is available for the parent type. For any other type, the default implementations of the Output and Input attributes, where available, execute as follows: 25/5

- If T is an array type, S'Output first writes the bounds, and S'Input first reads the bounds. If T has discriminants without defaults, S'Output first writes the discriminants (using the Write attribute of the discriminant type for each), and S'Input first reads the discriminants (using the Read attribute of the discriminant type for each). 26/3
- S'Output then calls S'Write to write the value of Item to the stream. S'Input then creates an object of type T, with the bounds or (when without defaults) the discriminants, if any, taken from the stream, passes it to S'Read, and returns the value of the object. If T has discriminants, then this object is unconstrained if and only the discriminants have defaults. Normal default initialization and finalization take place for this object (see 3.3.1, 7.6, and 7.6.1). 27/3

27.1/2 If *T* is an abstract type, then S'Input is an abstract function.

28 For every subtype S'Class of a class-wide type *T*'Class:

29 S'Class'Output

S'Class'Output denotes a procedure with the following specification:

```
30/2      procedure S'Class'Output (
           Stream : not null access Ada.Streams.Root_Stream_Type'Class;
           Item   : in T'Class)
```

31/2 First writes the external tag of *Item* to *Stream* (by calling String'Output(*Stream*, Tags.External\_Tag(*Item*'Tag)) — see 3.9) and then dispatches to the subprogram denoted by the Output attribute of the specific type identified by the tag. Tag\_Error is raised if the tag of *Item* identifies a type declared at an accessibility level deeper than that of S.

32 S'Class'Input

S'Class'Input denotes a function with the following specification:

```
33/2      function S'Class'Input (
           Stream : not null access Ada.Streams.Root_Stream_Type'Class)
           return T'Class
```

34/5 First reads the external tag from *Stream* and determines the corresponding internal tag (by calling Tags.Descendant\_Tag(String'Input(*Stream*), S'Tag) which can raise Tag\_Error — see 3.9) and then dispatches to the subprogram denoted by the Input attribute of the specific type identified by the internal tag; returns that result. If the specific type identified by the internal tag is abstract, Constraint\_Error is raised.

35/3 In the default implementation of Read and Input for a composite type, for each scalar component that is a discriminant or that has an implicit initial value, a check is made that the value returned by Read for the component belongs to its subtype. Constraint\_Error is raised if this check fails. For other scalar components, no check is made. For each component that is of an access type, if the implementation can detect that the value returned by Read for the component is not a value of its subtype, Constraint\_Error is raised. If the value is not a value of its subtype and this error is not detected, the component has an abnormal value, and erroneous execution can result (see 13.9.1). In the default implementation of Read for a composite type with defaulted discriminants, if the actual parameter of Read is constrained, a check is made that the discriminants read from the stream are equal to those of the actual parameter. Constraint\_Error is raised if this check fails.

36/2 It is unspecified at which point and in which order these checks are performed. In particular, if Constraint\_Error is raised due to the failure of one of these checks, it is unspecified how many stream elements have been read from the stream.

37/1 In the default implementation of Read and Input for a type, End\_Error is raised if the end of the stream is reached before the reading of a value of the type is completed.

37.1/5 The Nonblocking aspect is statically True and the Global aspect is **null** for the default implementations of stream-oriented attributes for elementary types. For the default implementations of stream-oriented attributes for composite types, the value of the Nonblocking aspect is that of the first subtype, and the Global aspect defaults to that of the first subtype. A default implementation of a stream-oriented attribute that has the Nonblocking aspect statically True is considered a nonblocking region. The aspect Dispatching (see H.7.1) is Read(Stream) for the default implementations of the stream-oriented attributes Read, Read'Class, Input, and Input'Class; the aspect Dispatching is Write(Stream) for the default implementations of the stream-oriented attributes Write, Write'Class, Output, and Output'Class.

38/5 The stream-oriented attributes may be specified for any type via an attribute\_definition\_clause. Alternatively, each of the specific stream-oriented attributes may be specified using an

`aspect_specification` on any `type_declaration`, with the aspect name being the corresponding attribute name. Each of the class-wide stream-oriented attributes may be specified using an `aspect_specification` for a tagged type  $T$  using the name of the stream-oriented attribute followed by 'Class; such class-wide aspects do not apply to other descendants of  $T$ . If not directly specified, a default implementation of a stream-oriented attribute is implicitly composed for a nonlimited type, and for certain limited types, as defined above.

The subprogram name given in such an `attribute_definition_clause` or `aspect_specification` shall statically denote a subprogram that is not an abstract subprogram. Furthermore, if a specific stream-oriented attribute is specified for an interface type, the subprogram name given in the `attribute_definition_clause` or `aspect_specification` shall statically denote a null procedure.

A stream-oriented attribute for a subtype of a specific type  $T$  is *available* at places where one of the following conditions is true:

- $T$  is nonlimited. 40/2
- The `attribute_designator` is Read (resp. Write) and  $T$  is a limited record extension, and the attribute Read (resp. Write) is available for the parent type of  $T$  and for the types of all of the extension components. 41/2
- $T$  is a limited untagged derived type, and the attribute is available for the parent type. 42/5
- The `attribute_designator` is Input (resp. Output), and  $T$  is a limited type, and the attribute Read (resp. Write) is available for  $T$ . 43/2
- The attribute has been specified via an `attribute_definition_clause` or `aspect_specification`, and the `attribute_definition_clause` or `aspect_specification` is visible. 44/5

A stream-oriented attribute for a subtype of a class-wide type  $T$ Class is available at places where one of the following conditions is true:

- $T$  is nonlimited; 46/2
- the attribute has been specified via an `attribute_definition_clause` or `aspect_specification`, and the `attribute_definition_clause` or `aspect_specification` is visible; or 47/5
- the corresponding attribute of  $T$  is available, provided that if  $T$  has a partial view, the corresponding attribute is available at the end of the visible part where  $T$  is declared. 48/2

An `attribute_reference` for one of the stream-oriented attributes is illegal unless the attribute is available at the place of the `attribute_reference`. Furthermore, an `attribute_reference` for  $T$ Input is illegal if  $T$  is an abstract type. In addition to the places where Legality Rules normally apply (see 12.3), these rules also apply in the private part of an instance of a generic unit. 49/4

Unless available for a parent type, if any, for an untagged type having a task, protected, or explicitly limited record part, the default implementation of each of the Read, Write, Input, and Output attributes raises `Program_Error` and performs no other action. 49/5

In the `parameter_and_result_profiles` for the default implementations of the stream-oriented attributes, the subtype of the *Item* parameter is the base subtype of  $T$  if  $T$  is a scalar type, and the first subtype otherwise. The same rule applies to the result of the Input attribute. 50/3

For an `attribute_definition_clause` or `aspect_specification` specifying one of these attributes, the subtype of the *Item* parameter shall be the first subtype or the base subtype if scalar, and the first subtype if not scalar. The same rule applies to the result of the Input function. 51/5

- 52/3 A type is said to *support external streaming* if Read and Write attributes are provided for sending values of such a type between active partitions, with Write marshalling the representation, and Read unmarshalling the representation. A limited type supports external streaming only if it has available Read and Write attributes. A type with a part that is of a nonremote access type supports external streaming only if that access type or the type of some part that includes the access type component, has Read and Write attributes that have been specified via an `attribute_definition_clause`, and that `attribute_definition_clause` is visible. An anonymous access type does not support external streaming. All other types (including remote access types, see E.2.2) support external streaming.

*Erroneous Execution*

- 53/2 If the internal tag returned by `Descendant_Tag` to `T'Class'Input` identifies a type that is not library-level and whose tag has not been created, or does not exist in the partition at the time of the call, execution is erroneous.

*Implementation Requirements*

- 54/1 For every subtype *S* of a language-defined nonlimited specific type *T*, the output generated by `S'Output` or `S'Write` shall be readable by `S'Input` or `S'Read`, respectively. This rule applies across partitions if the implementation conforms to the Distributed Systems Annex.
- 55/3 If `Constraint_Error` is raised during a call to `Read` because of failure of one the above checks, the implementation shall ensure that the discriminants of the actual parameter of `Read` are not modified.

*Implementation Permissions*

- 56/5 The number of calls performed by the predefined implementation of the stream-oriented attributes on the `Read` and `Write` operations of the stream type is unspecified. An implementation may take advantage of this permission to perform internal buffering. However, all the calls on the `Read` and `Write` operations of the stream type used to implement an explicit invocation of a stream-oriented attribute shall take place before this invocation returns. An explicit invocation is one appearing explicitly in the program text, possibly through a generic instantiation (see 12.3).
- 56.1/5 If *T* is a discriminated type and its discriminants have defaults, then in two cases an execution of the default implementation of `S'Read` is not required to create an anonymous object of type *T*: If the discriminant values that are read in are equal to the corresponding discriminant values of *Item*, then creation of a new object of type *T* may be bypassed and *Item* may be used instead. If they are not equal and *Item* is a constrained variable, then `Constraint_Error` may be raised at that point, before any further values are read from the stream and before the object of type *T* is created.
- 56.2/3 A default implementation of `S'Input` that calls the default implementation of `S'Read` may create a constrained anonymous object with discriminants that match those in the stream.
- 57/5 NOTE 1 For a definite subtype *S* of a type *T*, only `T'Write` and `T'Read` are necessary to pass an arbitrary value of the subtype through a stream. For an indefinite subtype *S* of a type *T*, `T'Output` and `T'Input` will normally be necessary, since `T'Write` and `T'Read` do not pass bounds, discriminants, or tags.
- 58 NOTE 2 User-specified attributes of `S'Class` are not inherited by other class-wide types descended from *S*.

*Examples*

- 59 *Example of user-defined Write attribute:*

```
60/2  procedure My_Write(
      Stream : not null access Ada.Streams.Root_Stream_Type'Class;
      Item   : My_Integer'Base);
  for My_Integer'Write use My_Write;
```

## 13.14 Freezing Rules

- This subclause defines a place in the program text where each declared entity becomes “frozen”. A use of an entity, such as a reference to it by name, or (for a type) an expression of the type, causes freezing of the entity in some contexts, as described below. The Legality Rules forbid certain kinds of uses of an entity in the region of text where it is frozen. 1/3
- The *freezing* of an entity occurs at one or more places (*freezing points*) in the program text where the representation for the entity has to be fully determined. Each entity is frozen from its first freezing point to the end of the program text (given the ordering of compilation units defined in 10.1.4). 2
- This subclause also defines a place in the program text where the profile of each declared callable entity becomes *frozen*. A use of a callable entity causes freezing of its profile in some contexts, as described below. At the place where the profile of a callable entity becomes frozen, the entity itself becomes frozen. 2.1/3
- The end of a `declarative_part`, `protected_body`, or a declaration of a library package or generic library package, causes *freezing* of each entity and profile declared within it, as well as the entity itself in the case of the declaration of a library unit. A noninstance `proper_body`, `body_stub`, or `entry_body` causes freezing of each entity and profile declared before it within the same `declarative_part`. 3/5
- A construct that (explicitly or implicitly) references an entity can cause the *freezing* of the entity, as defined by subsequent paragraphs. At the place where a construct causes freezing, each `name`, `expression`, `implicit_dereference`, or `range` within the construct causes freezing: 4/1
- The occurrence of a `generic_instantiation` causes freezing, except that a `name` which is a generic actual parameter whose corresponding generic formal parameter is a formal incomplete type (see 12.5.1) does not cause freezing. In addition, if a parameter of the instantiation is defaulted, the `default_expression` or `default_name` for that parameter causes freezing. 5/3
  - At the occurrence of an `expression_function_declaration` that is a completion, the return expression of the expression function causes freezing. 5.1/4
  - At the occurrence of a `renames-as-body` whose `callable_entity_name` denotes an expression function, the return expression of the expression function causes freezing. 5.2/4
  - The occurrence of an `object_declaration` that has no corresponding completion causes freezing. 6
  - The declaration of a record extension causes freezing of the parent subtype. 7
  - The declaration of a record extension, interface type, task unit, or protected unit causes freezing of any progenitor types specified in the declaration. 7.1/2
  - At the freezing point of the entity associated with an `aspect_specification`, any static expressions within the `aspect_specification` cause freezing, as do `expressions` or `names` in `aspect_definitions` for representation aspects, or operational aspects that have a corresponding operational attribute. Similarly, if an `aspect_definition` for an operational aspect, other than an assertion aspect, can affect the Name Resolution, Static Semantics, or Legality Rules of a subsequent construct, then any `expressions` or `names` within the `aspect_definition` cause freezing at the freezing point of the associated entity. Any static expressions within an `aspect_specification` also cause freezing at the end of the immediately enclosing declaration list. For the purposes of this rule, if there is no declared entity associated with an `aspect_specification`, the freezing point is considered to occur immediately following the `aspect_specification`. 7.2/5
- A static expression (other than within an `aspect_specification`) causes freezing where it occurs. An object name or nonstatic expression causes freezing where it occurs, unless the name or expression is part of a 8/4

`default_expression`, a `default_name`, the return expression of an expression function, an `aspect_specification`, or a per-object expression of a component's `constraint`, in which case, the freezing occurs later as part of another construct or at the freezing point of an associated entity.

- 8.1/3 An implicit call freezes the same entities and profiles that would be frozen by an explicit call. This is true even if the implicit call is removed via implementation permissions.
- 8.2/1 If an expression is implicitly converted to a type or subtype *T*, then at the place where the expression causes freezing, *T* is frozen.
- 9 The following rules define which entities are frozen at the place where a construct causes freezing:
- 10/5 • At the place where an expression causes freezing, the type of the expression is frozen, unless the expression is an enumeration literal used as a `discrete_choice` of the `array_aggregate` of an `enumeration_representation_clause` or as the `aspect_definition` of a specification for `aspect Default_Value`.
  - 10.1/4 • At the place where a function call causes freezing, the profile of the function is frozen. Furthermore, if a parameter of the call is defaulted, the `default_expression` for that parameter causes freezing. If the function call is to an expression function, the return expression of the expression function causes freezing.
  - 10.2/4 • At the place where a `generic_instantiation` causes freezing of a callable entity, the profile of that entity is frozen unless the formal subprogram corresponding to the callable entity has a parameter or result of a formal untagged incomplete type; if the callable entity is an expression function, the return expression of the expression function causes freezing.
  - 10.3/4 • At the place where a use of the `Access` or `Unchecked_Access` attribute whose `prefix` denotes an expression function causes freezing, the return expression of the expression function causes freezing.
  - 11 • At the place where a `name` causes freezing, the entity denoted by the `name` is frozen, unless the `name` is a `prefix` of an expanded name; at the place where an object `name` causes freezing, the nominal subtype associated with the `name` is frozen.
  - 11.1/1 • At the place where an `implicit_dereference` causes freezing, the nominal subtype associated with the `implicit_dereference` is frozen.
  - 12 • At the place where a `range` causes freezing, the type of the `range` is frozen.
  - 13 • At the place where an `allocator` causes freezing, the designated subtype of its type is frozen. If the type of the `allocator` is a derived type, then all ancestor types are also frozen.
  - 14/3 • At the place where a profile is frozen, each subtype of the profile is frozen. If the corresponding callable entity is a member of an entry family, the index subtype of the family is frozen.
  - 15/5 • At the place where a subtype is frozen, its type is frozen. At the place where a type is frozen, any expressions or `names` within the full type definition cause freezing, other than those that occur within an `access_type_definition` or an `access_definition`; the first subtype, and any component subtypes, index subtypes, and parent subtype of the type are frozen as well. For a specific tagged type, the corresponding class-wide type is frozen as well. For a class-wide type, the corresponding specific type is frozen as well.
  - 15.1/3 • At the place where a specific tagged type is frozen, the primitive subprograms of the type are frozen. At the place where a type is frozen, any subprogram named in an `attribute_definition_clause` for the type is frozen.
  - 15.2/5 • At the place where a construct causes freezing, if the construct includes a check associated with some assertion aspect (independent of whether the check is enabled), or depends on the definition of some operational aspect as part of its Dynamic Semantics, any `names` or expressions in the `aspect_definition` for the aspect cause freezing.



Notwithstanding the rest of this subclause, freezing an incomplete view has no effect. 15.3/5

*Legality Rules*

The explicit declaration of a primitive subprogram of a tagged type shall occur before the type is frozen (see 3.9.2). 16

A type shall be completely defined before it is frozen (see 3.11.1 and 7.3). 17

The completion of a deferred constant declaration shall occur before the constant is frozen (see 7.4). 18

An operational or representation item that directly specifies an aspect of an entity shall appear before the entity is frozen (see 13.1). 19/1

*Dynamic Semantics*

The tag (see 3.9) of a tagged type T is created at the point where T is frozen. 20/2



## The Standard Libraries



# Annex A

## (normative)

### Predefined Language Environment

This Annex contains the specifications of library units that shall be provided by every implementation. 1  
There are three root library units: Ada, Interfaces, and System; other library units are children of these:

2/5

Standard — A.1

Ada — A.2

Assertions — 11.4.2

Asynchronous\_Task\_Control — D.11

Calendar — 9.6

Arithmetic — 9.6.1

Formatting — 9.6.1

Time\_Zones — 9.6.1

Characters — A.3.1

Conversions — A.3.4

Handling — A.3.2

Latin\_1 — A.3.3

Command\_Line — A.15

Complex\_Text\_IO — G.1.3

Containers — A.18.1

Bounded\_Doubly\_Linked\_Lists  
— A.18.20

Bounded\_Hashed\_Maps — A.18.21

Bounded\_Hashed\_Sets — A.18.23

Bounded\_Indefinite\_Holders — A.18.32

Bounded\_Multiway\_Trees — A.18.25

Bounded\_Ordered\_Maps — A.18.22

Bounded\_Ordered\_Sets — A.18.24

Bounded\_Priority\_Queues — A.18.31

Bounded\_Synchronized\_Queues  
— A.18.29

Bounded\_Vectors — A.18.19

Doubly\_Linked\_Lists — A.18.3

Generic\_Array\_Sort — A.18.26

Generic\_Constrained\_Array\_Sort  
— A.18.26

Generic\_Sort — A.18.26

Hashed\_Maps — A.18.5

Hashed\_Sets — A.18.8

Indefinite\_Doubly\_Linked\_Lists  
— A.18.12

Indefinite\_Hashed\_Maps — A.18.13

Indefinite\_Hashed\_Sets — A.18.15

Standard (...continued)

Ada (...continued)

Containers (...continued)

Indefinite\_Holders — A.18.18

Indefinite\_Multiway\_Trees — A.18.17

Indefinite\_Ordered\_Maps — A.18.14

Indefinite\_Ordered\_Sets — A.18.16

Indefinite\_Vectors — A.18.11

Multiway\_Trees — A.18.10

Ordered\_Maps — A.18.6

Ordered\_Sets — A.18.9

Synchronized\_Queue\_Interfaces  
— A.18.27Unbounded\_Priority\_Queues  
— A.18.30Unbounded\_Synchronized\_Queues  
— A.18.28

Vectors — A.18.2

Decimal — F.2

Direct\_IO — A.8.4

Directories — A.16

Hierarchical\_File\_Names — A.16.1

Information — A.16

Dispatching — D.2.1

EDF — D.2.6

Non\_Preemptive — D.2.4

Round\_Robin — D.2.5

Dynamic\_Priorities — D.5.1

Environment\_Variables — A.17

Exceptions — 11.4.1

Execution\_Time — D.14

Group\_Budgets — D.14.2

Interrupts — D.14.3

Timers — D.14.1

Finalization — 7.6

Float\_Text\_IO — A.10.9

Float\_Wide\_Text\_IO — A.11

Float\_Wide\_Wide\_Text\_IO — A.11

## Standard (...continued)

## Ada (...continued)

- Integer\_Text\_IO — A.10.8
- Integer\_Wide\_Text\_IO — A.11
- Integer\_Wide\_Wide\_Text\_IO — A.11
- Interrupts — C.3.2
  - Names — C.3.2
- IO\_Exceptions — A.13
- Iterator\_Interfaces — 5.5.1
- Locales — A.19      Numerics — A.5
  - Big\_Numbers — A.5.5
    - Big\_Integers — A.5.6
    - Big\_Reals — A.5.7
  - Complex\_Arrays — G.3.2
  - Complex\_Elementary\_Functions — G.1.2
  - Complex\_Types — G.1.1
  - Discrete\_Random — A.5.2
  - Elementary\_Functions — A.5.1
  - Float\_Random — A.5.2
  - Generic\_Complex\_Arrays — G.3.2
  - Generic\_Complex\_Elementary\_Functions
    - G.1.2
  - Generic\_Complex\_Types — G.1.1
  - Generic\_Elementary\_Functions — A.5.1
  - Generic\_Real\_Arrays — G.3.1
  - Real\_Arrays — G.3.1
- Real\_Time — D.8
  - Timing\_Events — D.15
- Sequential\_IO — A.8.1
- Storage\_IO — A.9
- Streams — 13.13.1
  - Storage\_Streams — 13.13.1
    - Bounded\_FIFO\_Streams — 13.13.1
    - FIFO\_Streams — 13.13.1
  - Stream\_IO — A.12.1
- Strings — A.4.1
  - Bounded — A.4.4
    - Equal\_Case\_Insensitive — A.4.10
    - Hash — A.4.9
      - Hash\_Case\_Insensitive — A.4.9
      - Less\_Case\_Insensitive — A.4.10
  - Equal\_Case\_Insensitive — A.4.10
  - Fixed — A.4.3
    - Equal\_Case\_Insensitive — A.4.10
    - Hash — A.4.9
      - Hash\_Case\_Insensitive — A.4.9
      - Less\_Case\_Insensitive — A.4.10

## Standard (...continued)

## Ada (...continued)

## Strings (...continued)

- Hash — A.4.9
  - Hash\_Case\_Insensitive — A.4.9
  - Less\_Case\_Insensitive — A.4.10
- Maps — A.4.2
  - Constants — A.4.6
- Text\_Buffers — A.4.12
  - Bounded — A.4.12
  - Unbounded — A.4.12
- Unbounded — A.4.5
  - Equal\_Case\_Insensitive — A.4.10
  - Hash — A.4.9
    - Hash\_Case\_Insensitive — A.4.9
    - Less\_Case\_Insensitive — A.4.10
- UTF\_Encoding — A.4.11
  - Conversions — A.4.11
  - Strings — A.4.11
    - Wide\_Strings — A.4.11
    - Wide\_Wide\_Strings — A.4.11
- Wide\_Bounded — A.4.7
  - Wide\_Equal\_Case\_Insensitive
    - A.4.7
  - Wide\_Hash — A.4.7
    - Wide\_Hash\_Case\_Insensitive — A.4.7
- Wide\_Equal\_Case\_Insensitive — A.4.7
- Wide\_Fixed — A.4.7
  - Wide\_Equal\_Case\_Insensitive
    - A.4.7
  - Wide\_Hash — A.4.7
    - Wide\_Hash\_Case\_Insensitive — A.4.7
- Wide\_Hash — A.4.7
- Wide\_Hash\_Case\_Insensitive — A.4.7
- Wide\_Maps — A.4.7
  - Wide\_Constants — A.4.7
- Wide\_Unbounded — A.4.7
  - Wide\_Equal\_Case\_Insensitive
    - A.4.7
  - Wide\_Hash — A.4.7
    - Wide\_Hash\_Case\_Insensitive — A.4.7
- Wide\_Wide\_Bounded — A.4.8
  - Wide\_Wide\_Equal\_Case\_Insensitive
    - A.4.8
  - Wide\_Wide\_Hash — A.4.8
    - Wide\_Wide\_Hash\_Case\_Insensitive
      - A.4.8

## Standard (...continued)

## Ada (...continued)

## Strings (...continued)

- Wide\_Wide\_Equal\_Case\_Insensitive — A.4.8
- Wide\_Wide\_Fixed — A.4.8
- Wide\_Wide\_Equal\_Case\_Insensitive — A.4.8
- Wide\_Wide\_Hash — A.4.8
- Wide\_Wide\_Hash\_Case\_Insensitive — A.4.8
- Wide\_Wide\_Hash — A.4.8
- Wide\_Wide\_Hash\_Case\_Insensitive — A.4.8
- Wide\_Wide\_Maps — A.4.8
- Wide\_Wide\_Constants — A.4.8
- Wide\_Wide\_Unbounded — A.4.8
- Wide\_Wide\_Equal\_Case\_Insensitive — A.4.8
- Wide\_Wide\_Hash — A.4.8
- Wide\_Wide\_Hash\_Case\_Insensitive — A.4.8

Synchronous\_Barriers — D.10.1

Synchronous\_Task\_Control — D.10

EDF — D.10

Tags — 3.9

Generic\_Dispatching\_Constructor — 3.9

Task\_Attributes — C.7.2

Task\_Identification — C.7.1

Task\_Termination — C.7.3

Text\_IO — A.10.1

Bounded\_IO — A.10.11

Complex\_IO — G.1.3

Editing — F.3.3

Text\_Streams — A.12.2

Unbounded\_IO — A.10.12

Unchecked\_Conversion — 13.9

Unchecked\_Deallocate\_Subpool — 13.11.5

Unchecked\_Deallocation — 13.11.2

Wide\_Characters — A.3.1

Handling — A.3.5

Wide\_Command\_Line — A.15.1

Wide\_Directories — A.16.2

Wide\_Environment\_Variables — A.17.1

## Standard (...continued)

## Ada (...continued)

- Wide\_Text\_IO — A.11
- Complex\_IO — G.1.4
- Editing — F.3.4
- Text\_Streams — A.12.3
- Wide\_Bounded\_IO — A.11
- Wide\_Unbounded\_IO — A.11
- Wide\_Wide\_Characters — A.3.1
- Handling — A.3.6
- Wide\_Wide\_Command\_Line — A.15.1
- Wide\_Wide\_Directories — A.16.2
- Wide\_Wide\_Environment\_Variables — A.17.1
- Wide\_Wide\_Text\_IO — A.11
- Complex\_IO — G.1.5
- Editing — F.3.5
- Text\_Streams — A.12.4
- Wide\_Wide\_Bounded\_IO — A.11
- Wide\_Wide\_Unbounded\_IO — A.11

## Interfaces — B.2

C — B.3

Pointers — B.3.2

Strings — B.3.1

COBOL — B.4

Fortran — B.5

## System — 13.7

Address\_To\_Access\_Conversions — 13.7.2

Atomic\_Operations — C.6.1

Exchange — C.6.2

Integer\_Arithmetic — C.6.4

Modular\_Arithmetic — C.6.5

Test\_And\_Set — C.6.3

Machine\_Code — 13.8

Multiprocessors — D.16

Dispatching\_Domains — D.16.1

RPC — E.5

Storage\_Elements — 13.7.1

Storage\_Pools — 13.11

Subpools — 13.11.4

*Implementation Requirements*

The implementation shall ensure that concurrent calls on any two (possibly the same) language-defined subprograms perform as specified, so long as all pairs of objects (one from each call) that are either

3/5

denoted by parameters that can be passed by reference, or are designated by parameters of an access type, are nonoverlapping.

- 3.1/4 For the purpose of determining whether concurrent calls on text input-output subprograms are required to perform as specified above, when calling a subprogram within Text\_IO or its children that implicitly operates on one of the default input-output files, the subprogram is considered to have a parameter of Current\_Input or Current\_Output (as appropriate).
- 3.2/3 If a descendant of a language-defined tagged type is declared, the implementation shall ensure that each inherited language-defined subprogram behaves as described in this Reference Manual. In particular, overriding a language-defined subprogram shall not alter the effect of any inherited language-defined subprogram.

#### *Implementation Permissions*

- 4 The implementation may restrict the replacement of language-defined compilation units. The implementation may restrict children of language-defined library units (other than Standard).

## A.1 The Package Standard

- 1/3 This subclause outlines the specification of the package Standard containing all predefined identifiers in the language. The corresponding package body is not specified by the language.
- 2 The operators that are predefined for the types declared in the package Standard are given in comments since they are implicitly declared. Italics are used for pseudo-names of anonymous types (such as *root\_real*) and for undefined information (such as *implementation-defined*).

#### *Static Semantics*

- 3 The library package Standard has the following declaration:

```

4/5 package Standard
      with Pure is
5         type Boolean is (False, True);
6         -- The predefined relational operators for this type are as follows:
7/1         -- function "=" (Left, Right : Boolean'Base) return Boolean;
          -- function "/=" (Left, Right : Boolean'Base) return Boolean;
          -- function "<" (Left, Right : Boolean'Base) return Boolean;
          -- function "<=" (Left, Right : Boolean'Base) return Boolean;
          -- function ">" (Left, Right : Boolean'Base) return Boolean;
          -- function ">=" (Left, Right : Boolean'Base) return Boolean;
8         -- The predefined logical operators and the predefined logical
          -- negation operator are as follows:
9/1         -- function "and" (Left, Right : Boolean'Base) return Boolean'Base;
          -- function "or" (Left, Right : Boolean'Base) return Boolean'Base;
          -- function "xor" (Left, Right : Boolean'Base) return Boolean'Base;
10/1        -- function "not" (Right : Boolean'Base) return Boolean'Base;
11/2        -- The integer type root_integer and the
          -- corresponding universal type universal_integer are predefined.
12         type Integer is range implementation-defined;
13         subtype Natural is Integer range 0 .. Integer'Last;
          subtype Positive is Integer range 1 .. Integer'Last;
```



```

-- The predefined operators for type Integer are as follows:
-- function "=" (Left, Right : Integer'Base) return Boolean;
-- function "/=" (Left, Right : Integer'Base) return Boolean;
-- function "<" (Left, Right : Integer'Base) return Boolean;
-- function "<=" (Left, Right : Integer'Base) return Boolean;
-- function ">" (Left, Right : Integer'Base) return Boolean;
-- function ">=" (Left, Right : Integer'Base) return Boolean;
-- function "+" (Right : Integer'Base) return Integer'Base;
-- function "-" (Right : Integer'Base) return Integer'Base;
-- function "abs" (Right : Integer'Base) return Integer'Base;
-- function "+" (Left, Right : Integer'Base) return Integer'Base;
-- function "-" (Left, Right : Integer'Base) return Integer'Base;
-- function "*" (Left, Right : Integer'Base) return Integer'Base;
-- function "/" (Left, Right : Integer'Base) return Integer'Base;
-- function "rem" (Left, Right : Integer'Base) return Integer'Base;
-- function "mod" (Left, Right : Integer'Base) return Integer'Base;
-- function "***" (Left : Integer'Base; Right : Natural)
-- return Integer'Base;
-- The specification of each operator for the type
-- root_integer, or for any additional predefined integer
-- type, is obtained by replacing Integer by the name of the type
-- in the specification of the corresponding operator of the type
-- Integer. The right operand of the exponentiation operator
-- remains as subtype Natural.
-- The floating point type root_real and the
-- corresponding universal type universal_real are predefined.
type Float is digits implementation-defined;
-- The predefined operators for this type are as follows:
-- function "=" (Left, Right : Float) return Boolean;
-- function "/=" (Left, Right : Float) return Boolean;
-- function "<" (Left, Right : Float) return Boolean;
-- function "<=" (Left, Right : Float) return Boolean;
-- function ">" (Left, Right : Float) return Boolean;
-- function ">=" (Left, Right : Float) return Boolean;
-- function "+" (Right : Float) return Float;
-- function "-" (Right : Float) return Float;
-- function "abs" (Right : Float) return Float;
-- function "+" (Left, Right : Float) return Float;
-- function "-" (Left, Right : Float) return Float;
-- function "*" (Left, Right : Float) return Float;
-- function "/" (Left, Right : Float) return Float;
-- function "***" (Left : Float; Right : Integer'Base) return Float;
-- The specification of each operator for the type root_real, or for
-- any additional predefined floating point type, is obtained by
-- replacing Float by the name of the type in the specification of the
-- corresponding operator of the type Float.
-- In addition, the following operators are predefined for the root
-- numeric types:
function "*" (Left : root_integer; Right : root_real)
return root_real;
function "*" (Left : root_real; Right : root_integer)
return root_real;
function "/" (Left : root_real; Right : root_integer)
return root_real;
-- The type universal_fixed is predefined.
-- The only multiplying operators defined between
-- fixed point types are

```

```

33     function "*" (Left : universal_fixed; Right : universal_fixed)
        return universal_fixed;
34     function "/" (Left : universal_fixed; Right : universal_fixed)
        return universal_fixed;
34.1/2 -- The type universal_access is predefined.
        -- The following equality operators are predefined:
34.2/2 function "=" (Left, Right: universal_access) return Boolean;
        function "/=" (Left, Right: universal_access) return Boolean;
35/3    -- The declaration of type Character is based on the standard ISO 8859-1 character set.

        -- There are no character literals corresponding to the positions for control characters.
        -- They are indicated in italics in this definition. See 3.5.2.

type Character is
  (nul,   soh,   stx,   etx,   eot,   enq,   ack,   bel,   --0 (16#00#) .. 7 (16#07#)
   bs,    ht,    lf,    vt,    ff,    cr,    so,    si,    --8 (16#08#) .. 15 (16#0F#)

   dle,   dc1,   dc2,   dc3,   dc4,   nak,   syn,   etb,   --16 (16#10#) .. 23 (16#17#)
   can,   em,    sub,   esc,    fs,    gs,    rs,    us,    --24 (16#18#) .. 31 (16#1F#)

   ' ' , '!' , ' " ' , '# ' , '$ ' , '% ' , '& ' , ' ' ' , --32 (16#20#) .. 39 (16#27#)
   ' ( ' , ' ) ' , '* ' , '+ ' , ', ' , '- ' , '. ' , '/ ' , --40 (16#28#) .. 47 (16#2F#)

   '0' , '1' , '2' , '3' , '4' , '5' , '6' , '7' , --48 (16#30#) .. 55 (16#37#)
   '8' , '9' , ':' , ';' , '<' , '=' , '>' , '?' , --56 (16#38#) .. 63 (16#3F#)

   '@' , 'A' , 'B' , 'C' , 'D' , 'E' , 'F' , 'G' , --64 (16#40#) .. 71 (16#47#)
   'H' , 'I' , 'J' , 'K' , 'L' , 'M' , 'N' , 'O' , --72 (16#48#) .. 79 (16#4F#)

   'P' , 'Q' , 'R' , 'S' , 'T' , 'U' , 'V' , 'W' , --80 (16#50#) .. 87 (16#57#)
   'X' , 'Y' , 'Z' , '[' , '\ ' , ']' , '^' , '_' , --88 (16#58#) .. 95 (16#5F#)

   ` ` , 'a' , 'b' , 'c' , 'd' , 'e' , 'f' , 'g' , --96 (16#60#) .. 103 (16#67#)
   'h' , 'i' , 'j' , 'k' , 'l' , 'm' , 'n' , 'o' , --104 (16#68#) .. 111 (16#6F#)

   'p' , 'q' , 'r' , 's' , 't' , 'u' , 'v' , 'w' , --112 (16#70#) .. 119 (16#77#)
   'x' , 'y' , 'z' , '{' , '|' , '}' , '~' , del , --120 (16#78#) .. 127 (16#7F#)

   reserved_128, reserved_129, bph, nbh, --128 (16#80#) .. 131 (16#83#)
   reserved_132, nel, ssa, esa, --132 (16#84#) .. 135 (16#87#)
   hts, htj, vis, pld, plu, ri, ss2, ss3, --136 (16#88#) .. 143 (16#8F#)

   dcs, pu1, pu2, sts, cch, mw, spa, epa, --144 (16#90#) .. 151 (16#97#)
   sos, reserved_153, sci, csi, --152 (16#98#) .. 155 (16#9B#)
   st, osc, pm, apc, --156 (16#9C#) .. 159 (16#9F#)

   ' ' , ' ' ' , ' ç ' , ' £ ' , ' ¨ ' , ' ¥ ' , ' | ' , ' § ' , --160 (16#A0#) .. 167 (16#A7#)
   ' " ' , ' © ' , ' ª ' , ' « ' , ' ¬ ' , ' ¯ ' , ' ¸ ' , ' ¨ ' , --168 (16#A8#) .. 171 (16#AB#)
   ' - ' , soft_hyphen, ' ® ' , ' ¯ ' , --172 (16#AC#) .. 175 (16#AF#)

   ' ° ' , ' ± ' , ' ² ' , ' ³ ' , ' ´ ' , ' µ ' , ' ¶ ' , ' · ' , --176 (16#B0#) .. 183 (16#B7#)
   ' ¸ ' , ' ¹ ' , ' º ' , ' » ' , ' ¼ ' , ' ½ ' , ' ¾ ' , ' ¿ ' , --184 (16#B8#) .. 191 (16#BF#)

   ' À ' , ' Á ' , ' Â ' , ' Ã ' , ' Ä ' , ' Å ' , ' Æ ' , ' Ç ' , --192 (16#C0#) .. 199 (16#C7#)
   ' È ' , ' É ' , ' Ê ' , ' Ë ' , ' Ì ' , ' Í ' , ' Î ' , ' Ï ' , --200 (16#C8#) .. 207 (16#CF#)

   ' Ð ' , ' Ñ ' , ' Ò ' , ' Ó ' , ' Ô ' , ' Õ ' , ' Ö ' , ' × ' , --208 (16#D0#) .. 215 (16#D7#)
   ' Ø ' , ' Ù ' , ' Ú ' , ' Û ' , ' Ü ' , ' Ý ' , ' Þ ' , ' ß ' , --216 (16#D8#) .. 223 (16#DF#)

   ' à ' , ' á ' , ' â ' , ' ã ' , ' ä ' , ' å ' , ' æ ' , ' ç ' , --224 (16#E0#) .. 231 (16#E7#)
   ' è ' , ' é ' , ' ê ' , ' ë ' , ' ì ' , ' í ' , ' î ' , ' ï ' , --232 (16#E8#) .. 239 (16#EF#)

   ' ð ' , ' ñ ' , ' ò ' , ' ó ' , ' ô ' , ' õ ' , ' ö ' , ' ÷ ' , --240 (16#F0#) .. 247 (16#F7#)
   ' ø ' , ' ù ' , ' ú ' , ' û ' , ' ü ' , ' ý ' , ' þ ' , ' ÿ ' ; --248 (16#F8#) .. 255 (16#FF#)

```

```

-- The predefined operators for the type Character are the same as for
-- any enumeration type. 36

-- The declaration of type Wide_Character is based on the standard ISO/IEC 10646:2020 BMP character
-- set. The first 256 positions have the same contents as type Character. See 3.5.2. 36.1/5

type Wide_Character is (nul, soh ... Hex_0000FFFE, Hex_0000FFFF);

-- The declaration of type Wide_Wide_Character is based on the full
-- ISO/IEC 10646:2020 character set. The first 65536 positions have the
-- same contents as type Wide_Character. See 3.5.2. 36.2/5

type Wide_Wide_Character is (nul, soh ... Hex_7FFFFFFE, Hex_7FFFFFFF);
for Wide_Wide_Character'Size use 32;

package ASCII is ... end ASCII; -- Obsolescent; see J.5 36.3/2

-- Predefined string types: 37/3

type String is array(Positive range <>) of Character
  with Pack;

-- The predefined operators for this type are as follows: 38

-- function "=" (Left, Right: String) return Boolean; 39
-- function "/=" (Left, Right: String) return Boolean;
-- function "<" (Left, Right: String) return Boolean;
-- function "<=" (Left, Right: String) return Boolean;
-- function ">" (Left, Right: String) return Boolean;
-- function ">=" (Left, Right: String) return Boolean;

-- function "&" (Left: String; Right: String) return String; 40
-- function "&" (Left: Character; Right: String) return String;
-- function "&" (Left: String; Right: Character) return String;
-- function "&" (Left: Character; Right: Character) return String;

type Wide_String is array(Positive range <>) of Wide_Character
  with Pack; 41/3

-- The predefined operators for this type correspond to those for String. 42

type Wide_Wide_String is array (Positive range <>)
  of Wide_Wide_Character
  with Pack; 42.1/3

-- The predefined operators for this type correspond to those for String. 42.2/2

type Duration is delta implementation-defined range implementation-defined;
  -- The predefined operators for the type Duration are the same as for
  -- any fixed point type. 44

-- The predefined exceptions: 45

Constraint_Error: exception; 46
Program_Error : exception;
Storage_Error : exception;
Tasking_Error : exception;

end Standard; 47

Standard has no private part. 48

```

In each of the types Character, Wide\_Character, and Wide\_Wide\_Character, the character literals for the space character (position 32) and the non-breaking space character (position 160) correspond to different values. Unless indicated otherwise, each occurrence of the character literal ' ' in this Reference Manual refers to the space character. Similarly, the character literals for hyphen (position 45) and soft hyphen (position 173) correspond to different values. Unless indicated otherwise, each occurrence of the character literal '-' in this Reference Manual refers to the hyphen character. 49/2

*Dynamic Semantics*

50 Elaboration of the body of Standard has no effect.

*Implementation Permissions*

51 An implementation may provide additional predefined integer types and additional predefined floating point types. Some or all of these types may be anonymous.

*Implementation Advice*

52 If an implementation provides additional named predefined integer types, then the names should end with “Integer” as in “Long\_Integer”. If an implementation provides additional named predefined floating point types, then the names should end with “Float” as in “Long\_Float”.

53 NOTE 1 Certain aspects of the predefined entities cannot be completely described in the language itself. For example, although the enumeration type Boolean can be written showing the two enumeration literals False and True, the short-circuit control forms cannot be expressed in the language.

54 NOTE 2 As explained in 8.1, “Declarative Region” and 10.1.4, “The Compilation Process”, the declarative region of the package Standard encloses every library unit and consequently the main subprogram; the declaration of every library unit is assumed to occur within this declarative region. `Library_items` are assumed to be ordered in such a way that there are no forward semantic dependences. However, as explained in 8.3, “Visibility”, the only library units that are visible within a given compilation unit are the library units named by all `with_clauses` that apply to the given unit, and moreover, within the declarative region of a given library unit, that library unit itself.

55 NOTE 3 If all `block_statements` of a program are named, then the name of each program unit can always be written as an expanded name starting with Standard (unless Standard is itself hidden). The name of a library unit cannot be a homograph of a name (such as Integer) that is already declared in Standard.

56 NOTE 4 The exception `Standard.Numeric_Error` is defined in J.6.

## A.2 The Package Ada

*Static Semantics*

1 The following language-defined library package exists:

```
2/5 package Ada
      with Pure is
      end Ada;
```

3/5 Ada serves as the parent of most of the other language-defined library units; its declaration is empty.

*Legality Rules*

4 In the standard mode, it is illegal to compile a child of package Ada.

## A.3 Character Handling

1/3 This subclause presents the packages related to character processing: an empty declared pure package Characters and child packages Characters.Handling and Characters.Latin\_1. The package Characters.Handling provides classification and conversion functions for Character data, and some simple functions for dealing with Wide\_Character and Wide\_Wide\_Character data. The child package Characters.Latin\_1 declares a set of constants initialized to values of type Character.

## A.3.1 The Packages Characters, Wide\_Characters, and Wide\_Wide\_Characters

### Static Semantics

The library package Characters has the following declaration:

```
package Ada.Characters
  with Pure is
end Ada.Characters;
```

The library package Wide\_Characters has the following declaration:

```
package Ada.Wide_Characters
  with Pure is
end Ada.Wide_Characters;
```

The library package Wide\_Wide\_Characters has the following declaration:

```
package Ada.Wide_Wide_Characters
  with Pure is
end Ada.Wide_Wide_Characters;
```

### Implementation Advice

If an implementation chooses to provide implementation-defined operations on Wide\_Character or Wide\_String (such as collating and sorting, etc.) it should do so by providing child units of Wide\_Characters. Similarly if it chooses to provide implementation-defined operations on Wide\_Wide\_Character or Wide\_Wide\_String it should do so by providing child units of Wide\_Wide\_Characters.

## A.3.2 The Package Characters.Handling

### Static Semantics

The library package Characters.Handling has the following declaration:

```
with Ada.Characters.Conversions;
package Ada.Characters.Handling
  with Pure is
  --Character classification functions
  function Is_Control      (Item : in Character) return Boolean;
  function Is_Graphic     (Item : in Character) return Boolean;
  function Is_Letter      (Item : in Character) return Boolean;
  function Is_Lower       (Item : in Character) return Boolean;
  function Is_Upper       (Item : in Character) return Boolean;
  function Is_Basic       (Item : in Character) return Boolean;
  function Is_Digit       (Item : in Character) return Boolean;
  function Is_Decimal_Digit (Item : in Character) return Boolean;
  renames Is_Digit;
  function Is_Hexadecimal_Digit (Item : in Character) return Boolean;
  function Is_Alphanumeric (Item : in Character) return Boolean;
  function Is_Special      (Item : in Character) return Boolean;
  function Is_Line_Terminator (Item : in Character) return Boolean;
  function Is_Mark         (Item : in Character) return Boolean;
  function Is_Other_Format (Item : in Character) return Boolean;
  function Is_Punctuation_Connector (Item : in Character) return Boolean;
  function Is_Space       (Item : in Character) return Boolean;
  function Is_NFKC        (Item : in Character) return Boolean;
```

```

5      -- Conversion functions for Character and String
6      function To_Lower (Item : in Character) return Character;
6      function To_Upper (Item : in Character) return Character;
6      function To_Basic (Item : in Character) return Character;
7
7      function To_Lower (Item : in String) return String;
7      function To_Upper (Item : in String) return String;
7      function To_Basic (Item : in String) return String;
8
8      -- Classifications of and conversions between Character and ISO 646
9      subtype ISO_646 is
9          Character range Character'Val(0) .. Character'Val(127);
10     function Is_ISO_646 (Item : in Character) return Boolean;
10     function Is_ISO_646 (Item : in String) return Boolean;
11     function To_ISO_646 (Item          : in Character;
11                          Substitute   : in ISO_646 := ' ')
11         return ISO_646;
12     function To_ISO_646 (Item          : in String;
12                          Substitute   : in ISO_646 := ' ')
12         return String;
13/2  -- The functions Is_Character, Is_String, To_Character, To_String, To_Wide_Character,
13/2  -- and To_Wide_String are obsolescent; see J.14.
13/2  Paragraphs 14 through 18 were deleted.
19     end Ada.Characters.Handling;
20
20  In the description below for each function that returns a Boolean result, the effect is described in terms of
20  the conditions under which the value True is returned. If these conditions are not met, then the function
20  returns False.
21
21  Each of the following classification functions has a formal Character parameter, Item, and returns a
21  Boolean result.
22
22  Is_Control    True if Item is a control character. A control character is a character whose position is in
22                  one of the ranges 0..31 or 127..159.
23
23  Is_Graphic    True if Item is a graphic character. A graphic character is a character whose position is in
23                  one of the ranges 32..126 or 160..255.
24
24  Is_Letter     True if Item is a letter. A letter is a character that is in one of the ranges 'A'..'Z' or 'a'..'z', or
24                  whose position is in one of the ranges 192..214, 216..246, or 248..255.
25
25  Is_Lower     True if Item is a lower-case letter. A lower-case letter is a character that is in the range
25                  'a'..'z', or whose position is in one of the ranges 223..246 or 248..255.
26
26  Is_Upper     True if Item is an upper-case letter. An upper-case letter is a character that is in the range
26                  'A'..'Z' or whose position is in one of the ranges 192..214 or 216.. 222.
27
27  Is_Basic     True if Item is a basic letter. A basic letter is a character that is in one of the ranges 'A'..'Z'
27                  and 'a'..'z', or that is one of the following: 'Æ', 'æ', 'Ð', 'ð', 'Þ', 'þ', or 'ß'.
28
28  Is_Digit     True if Item is a decimal digit. A decimal digit is a character in the range '0'..'9'.
29
29  Is_Decimal_Digit
29                  A renaming of Is_Digit.
30
30  Is_Hexadecimal_Digit
30                  True if Item is a hexadecimal digit. A hexadecimal digit is a character that is either a
30                  decimal digit or that is in one of the ranges 'A' .. 'F' or 'a' .. 'f'.

```

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                                                                                                                                 |        |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| Is_Alphanumeric                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | True if Item is an alphanumeric character. An <i>alphanumeric character</i> is a character that is either a letter or a decimal digit.                                                                                                                          | 31     |
| Is_Special                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | True if Item is a special graphic character. A <i>special graphic character</i> is a graphic character that is not alphanumeric.                                                                                                                                | 32     |
| Is_Line_Terminator                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | True if Item is a character with position 10 .. 13 (Line_Feed, Line_Tabulation, Form_Feed, Carriage_Return) or 133 (Next_Line).                                                                                                                                 | 32.1/3 |
| Is_Mark                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | Never True (no value of type Character has categories Mark, Non-Spacing or Mark, Spacing Combining).                                                                                                                                                            | 32.2/3 |
| Is_Other_Format                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | True if Item is a character with position 173 (Soft_Hyphen).                                                                                                                                                                                                    | 32.3/3 |
| Is_Punctuation_Connector                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | True if Item is a character with position 95 ('_', known as Low_Line or Underscore).                                                                                                                                                                            | 32.4/3 |
| Is_Space                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | True if Item is a character with position 32 (' ') or 160 (No_Break_Space).                                                                                                                                                                                     | 32.5/3 |
| Is_NFKC                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | True if Item can be present in a string normalized to Normalization Form KC (as defined by Clause 22 of ISO/IEC 10646:2020); this includes all characters except those with positions 160, 168, 170, 175, 178, 179, 180, 181, 184, 185, 186, 188, 189, and 190. | 32.6/5 |
| Each of the names To_Lower, To_Upper, and To_Basic refers to two functions: one that converts from Character to Character, and the other that converts from String to String. The result of each Character-to-Character function is described below, in terms of the conversion applied to Item, its formal Character parameter. The result of each String-to-String conversion is obtained by applying to each element of the function's String parameter the corresponding Character-to-Character conversion; the result is the null String if the value of the formal parameter is the null String. The lower bound of the result String is 1. |                                                                                                                                                                                                                                                                 | 33     |
| To_Lower                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | Returns the corresponding lower-case value for Item if Is_Upper(Item), and returns Item otherwise.                                                                                                                                                              | 34     |
| To_Upper                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | Returns the corresponding upper-case value for Item if Is_Lower(Item) and Item has an upper-case form, and returns Item otherwise. The lower case letters 'ß' and 'ÿ' do not have upper case forms.                                                             | 35     |
| To_Basic                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | Returns the letter corresponding to Item but with no diacritical mark, if Item is a letter but not a basic letter; returns Item otherwise.                                                                                                                      | 36     |
| The following set of functions test for membership in the ISO 646 character range, or convert between ISO 646 and Character.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                 | 37     |
| Is_ISO_646                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | The function whose formal parameter, Item, is of type Character returns True if Item is in the subtype ISO_646.                                                                                                                                                 | 38     |
| Is_ISO_646                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | The function whose formal parameter, Item, is of type String returns True if Is_ISO_646(Item(I)) is True for each I in Item'Range.                                                                                                                              | 39     |
| To_ISO_646                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | The function whose first formal parameter, Item, is of type Character returns Item if Is_ISO_646(Item), and returns the Substitute ISO_646 character otherwise.                                                                                                 | 40     |

41 To\_ISO\_646

The function whose first formal parameter, Item, is of type String returns the String whose Range is 1..Item'Length and each of whose elements is given by To\_ISO\_646 of the corresponding element in Item.

*Paragraphs 42 through 49 were deleted.*

50 NOTE 1 A basic letter is a letter without a diacritical mark.

51 NOTE 2 Except for the hexadecimal digits, basic letters, and ISO\_646 characters, the categories identified in the classification functions form a strict hierarchy:

52 — Control characters

53 — Graphic characters

54 — Alphanumeric characters

55 — Letters

56 — Upper-case letters

57 — Lower-case letters

58 — Decimal digits

59 — Special graphic characters

60/3 NOTE 3 There are certain characters which are defined to be lower case letters by ISO 10646 and are therefore allowed in identifiers, but are not considered lower case letters by Ada.Characters.Handling.

### A.3.3 The Package Characters.Latin\_1

1 The package Characters.Latin\_1 declares constants for characters in ISO 8859-1.

*Static Semantics*

2 The library package Characters.Latin\_1 has the following declaration:

```

3/5 package Ada.Characters.Latin_1
   with Pure is
4   -- Control characters:
5   NUL           : constant Character := Character'Val(0);
   SOH           : constant Character := Character'Val(1);
   STX           : constant Character := Character'Val(2);
   ETX           : constant Character := Character'Val(3);
   EOT           : constant Character := Character'Val(4);
   ENQ           : constant Character := Character'Val(5);
   ACK           : constant Character := Character'Val(6);
   BEL           : constant Character := Character'Val(7);
   BS            : constant Character := Character'Val(8);
   HT            : constant Character := Character'Val(9);
   LF            : constant Character := Character'Val(10);
   VT            : constant Character := Character'Val(11);
   FF            : constant Character := Character'Val(12);
   CR            : constant Character := Character'Val(13);
   SO            : constant Character := Character'Val(14);
   SI            : constant Character := Character'Val(15);

```



|                                                                        |   |                 |                |         |                            |    |
|------------------------------------------------------------------------|---|-----------------|----------------|---------|----------------------------|----|
| DLE                                                                    | : | <b>constant</b> | Character      | :=      | Character'Val(16);         | 6  |
| DC1                                                                    | : | <b>constant</b> | Character      | :=      | Character'Val(17);         |    |
| DC2                                                                    | : | <b>constant</b> | Character      | :=      | Character'Val(18);         |    |
| DC3                                                                    | : | <b>constant</b> | Character      | :=      | Character'Val(19);         |    |
| DC4                                                                    | : | <b>constant</b> | Character      | :=      | Character'Val(20);         |    |
| NAK                                                                    | : | <b>constant</b> | Character      | :=      | Character'Val(21);         |    |
| SYN                                                                    | : | <b>constant</b> | Character      | :=      | Character'Val(22);         |    |
| ETB                                                                    | : | <b>constant</b> | Character      | :=      | Character'Val(23);         |    |
| CAN                                                                    | : | <b>constant</b> | Character      | :=      | Character'Val(24);         |    |
| EM                                                                     | : | <b>constant</b> | Character      | :=      | Character'Val(25);         |    |
| SUB                                                                    | : | <b>constant</b> | Character      | :=      | Character'Val(26);         |    |
| ESC                                                                    | : | <b>constant</b> | Character      | :=      | Character'Val(27);         |    |
| FS                                                                     | : | <b>constant</b> | Character      | :=      | Character'Val(28);         |    |
| GS                                                                     | : | <b>constant</b> | Character      | :=      | Character'Val(29);         |    |
| RS                                                                     | : | <b>constant</b> | Character      | :=      | Character'Val(30);         |    |
| US                                                                     | : | <b>constant</b> | Character      | :=      | Character'Val(31);         |    |
| <i>-- ISO 646 graphic characters:</i>                                  |   |                 |                |         |                            |    |
| Space                                                                  | : | <b>constant</b> | Character      | :=      | ' '; -- Character'Val(32)  | 7  |
| Exclamation                                                            | : | <b>constant</b> | Character      | :=      | '!'; -- Character'Val(33)  | 8  |
| Quotation                                                              | : | <b>constant</b> | Character      | :=      | '"'; -- Character'Val(34)  |    |
| Number_Sign                                                            | : | <b>constant</b> | Character      | :=      | '#'; -- Character'Val(35)  |    |
| Dollar_Sign                                                            | : | <b>constant</b> | Character      | :=      | '\$'; -- Character'Val(36) |    |
| Percent_Sign                                                           | : | <b>constant</b> | Character      | :=      | '%'; -- Character'Val(37)  |    |
| Ampersand                                                              | : | <b>constant</b> | Character      | :=      | '&'; -- Character'Val(38)  |    |
| Apostrophe                                                             | : | <b>constant</b> | Character      | :=      | '\''; -- Character'Val(39) |    |
| Left_Parenthesis                                                       | : | <b>constant</b> | Character      | :=      | '('; -- Character'Val(40)  |    |
| Right_Parenthesis                                                      | : | <b>constant</b> | Character      | :=      | ')'; -- Character'Val(41)  |    |
| Asterisk                                                               | : | <b>constant</b> | Character      | :=      | '*'; -- Character'Val(42)  |    |
| Plus_Sign                                                              | : | <b>constant</b> | Character      | :=      | '+'; -- Character'Val(43)  |    |
| Comma                                                                  | : | <b>constant</b> | Character      | :=      | ','; -- Character'Val(44)  |    |
| Hyphen                                                                 | : | <b>constant</b> | Character      | :=      | '-'; -- Character'Val(45)  |    |
| Minus_Sign                                                             | : | Character       | <b>renames</b> | Hyphen; |                            |    |
| Full_Stop                                                              | : | <b>constant</b> | Character      | :=      | '.'; -- Character'Val(46)  |    |
| Solidus                                                                | : | <b>constant</b> | Character      | :=      | '/'; -- Character'Val(47)  |    |
| <i>-- Decimal digits '0' though '9' are at positions 48 through 57</i> |   |                 |                |         |                            |    |
| Colon                                                                  | : | <b>constant</b> | Character      | :=      | ':'; -- Character'Val(58)  | 9  |
| Semicolon                                                              | : | <b>constant</b> | Character      | :=      | ';'; -- Character'Val(59)  | 10 |
| Less_Than_Sign                                                         | : | <b>constant</b> | Character      | :=      | '<'; -- Character'Val(60)  |    |
| Equals_Sign                                                            | : | <b>constant</b> | Character      | :=      | '='; -- Character'Val(61)  |    |
| Greater_Than_Sign                                                      | : | <b>constant</b> | Character      | :=      | '>'; -- Character'Val(62)  |    |
| Question                                                               | : | <b>constant</b> | Character      | :=      | '?'; -- Character'Val(63)  |    |
| Commercial_At                                                          | : | <b>constant</b> | Character      | :=      | '@'; -- Character'Val(64)  |    |
| <i>-- Letters 'A' through 'Z' are at positions 65 through 90</i>       |   |                 |                |         |                            |    |
| Left_Square_Bracket                                                    | : | <b>constant</b> | Character      | :=      | '['; -- Character'Val(91)  | 11 |
| Reverse_Solidus                                                        | : | <b>constant</b> | Character      | :=      | '\'; -- Character'Val(92)  | 12 |
| Right_Square_Bracket                                                   | : | <b>constant</b> | Character      | :=      |                            |    |
| Circumflex                                                             | : | <b>constant</b> | Character      | :=      | '^'; -- Character'Val(94)  |    |
| Low_Line                                                               | : | <b>constant</b> | Character      | :=      | '_'; -- Character'Val(95)  |    |
| Grave                                                                  | : | <b>constant</b> | Character      | :=      | '`'; -- Character'Val(96)  | 13 |
| LC_A                                                                   | : | <b>constant</b> | Character      | :=      | 'a'; -- Character'Val(97)  |    |
| LC_B                                                                   | : | <b>constant</b> | Character      | :=      | 'b'; -- Character'Val(98)  |    |
| LC_C                                                                   | : | <b>constant</b> | Character      | :=      | 'c'; -- Character'Val(99)  |    |
| LC_D                                                                   | : | <b>constant</b> | Character      | :=      | 'd'; -- Character'Val(100) |    |
| LC_E                                                                   | : | <b>constant</b> | Character      | :=      | 'e'; -- Character'Val(101) |    |
| LC_F                                                                   | : | <b>constant</b> | Character      | :=      | 'f'; -- Character'Val(102) |    |
| LC_G                                                                   | : | <b>constant</b> | Character      | :=      | 'g'; -- Character'Val(103) |    |
| LC_H                                                                   | : | <b>constant</b> | Character      | :=      | 'h'; -- Character'Val(104) |    |
| LC_I                                                                   | : | <b>constant</b> | Character      | :=      | 'i'; -- Character'Val(105) |    |
| LC_J                                                                   | : | <b>constant</b> | Character      | :=      | 'j'; -- Character'Val(106) |    |
| LC_K                                                                   | : | <b>constant</b> | Character      | :=      | 'k'; -- Character'Val(107) |    |
| LC_L                                                                   | : | <b>constant</b> | Character      | :=      | 'l'; -- Character'Val(108) |    |
| LC_M                                                                   | : | <b>constant</b> | Character      | :=      | 'm'; -- Character'Val(109) |    |
| LC_N                                                                   | : | <b>constant</b> | Character      | :=      | 'n'; -- Character'Val(110) |    |
| LC_O                                                                   | : | <b>constant</b> | Character      | :=      | 'o'; -- Character'Val(111) |    |

```

14      LC_P      : constant Character := 'p'; -- Character'Val(112)
        LC_Q      : constant Character := 'q'; -- Character'Val(113)
        LC_R      : constant Character := 'r'; -- Character'Val(114)
        LC_S      : constant Character := 's'; -- Character'Val(115)
        LC_T      : constant Character := 't'; -- Character'Val(116)
        LC_U      : constant Character := 'u'; -- Character'Val(117)
        LC_V      : constant Character := 'v'; -- Character'Val(118)
        LC_W      : constant Character := 'w'; -- Character'Val(119)
        LC_X      : constant Character := 'x'; -- Character'Val(120)
        LC_Y      : constant Character := 'y'; -- Character'Val(121)
        LC_Z      : constant Character := 'z'; -- Character'Val(122)
        Left_Curly_Bracket : constant Character := '{'; -- Character'Val(123)
        Vertical_Line : constant Character := '|'; -- Character'Val(124)
        Right_Curly_Bracket : constant Character := '}'; -- Character'Val(125)
        Tilde      : constant Character := '~'; -- Character'Val(126)
        DEL      : constant Character := Character'Val(127);

15      -- ISO 6429 control characters:
16      IS4      : Character renames FS;
        IS3      : Character renames GS;
        IS2      : Character renames RS;
        IS1      : Character renames US;

17      Reserved_128 : constant Character := Character'Val(128);
        Reserved_129 : constant Character := Character'Val(129);
        BPH      : constant Character := Character'Val(130);
        NBH      : constant Character := Character'Val(131);
        Reserved_132 : constant Character := Character'Val(132);
        NEL      : constant Character := Character'Val(133);
        SSA      : constant Character := Character'Val(134);
        ESA      : constant Character := Character'Val(135);
        HTS      : constant Character := Character'Val(136);
        HTJ      : constant Character := Character'Val(137);
        VTS      : constant Character := Character'Val(138);
        PLD      : constant Character := Character'Val(139);
        PLU      : constant Character := Character'Val(140);
        RI      : constant Character := Character'Val(141);
        SS2      : constant Character := Character'Val(142);
        SS3      : constant Character := Character'Val(143);

18      DCS      : constant Character := Character'Val(144);
        PU1      : constant Character := Character'Val(145);
        PU2      : constant Character := Character'Val(146);
        STS      : constant Character := Character'Val(147);
        CCH      : constant Character := Character'Val(148);
        MW      : constant Character := Character'Val(149);
        SPA      : constant Character := Character'Val(150);
        EPA      : constant Character := Character'Val(151);

19      SOS      : constant Character := Character'Val(152);
        Reserved_153 : constant Character := Character'Val(153);
        SCI      : constant Character := Character'Val(154);
        CSI      : constant Character := Character'Val(155);
        ST      : constant Character := Character'Val(156);
        OSC      : constant Character := Character'Val(157);
        PM      : constant Character := Character'Val(158);
        APC      : constant Character := Character'Val(159);

```

```

-- Other graphic characters:
-- Character positions 160 (16#A0#) .. 175 (16#AF#):
    No_Break_Space           : constant Character := ' '; --Character'Val(160)
    NBSP                     : Character renames No_Break_Space;
    Inverted_Exclamation     : constant Character := '¡'; --Character'Val(161)
    Cent_Sign                 : constant Character := '¢'; --Character'Val(162)
    Pound_Sign                : constant Character := '£'; --Character'Val(163)
    Currency_Sign            : constant Character := '¤'; --Character'Val(164)
    Yen_Sign                  : constant Character := '¥'; --Character'Val(165)
    Broken_Bar                : constant Character := '¦'; --Character'Val(166)
    Section_Sign              : constant Character := '§'; --Character'Val(167)
    Diaeresis                 : constant Character := '¨'; --Character'Val(168)
    Copyright_Sign           : constant Character := '©'; --Character'Val(169)
    Feminine_Ordinal_Indicator : constant Character := 'ª'; --Character'Val(170)
    Left_Angle_Quotation     : constant Character := '«'; --Character'Val(171)
    Not_Sign                  : constant Character := '¬'; --Character'Val(172)
    Soft_Hyphen              : constant Character := Character'Val(173);
    Registered_Trade_Mark_Sign : constant Character := '®'; --Character'Val(174)
    Macron                    : constant Character := 'ˆ'; --Character'Val(175)

-- Character positions 176 (16#B0#) .. 191 (16#BF#):
    Degree_Sign               : constant Character := '°'; --Character'Val(176)
    Ring_Above                : Character renames Degree_Sign;
    Plus_Minus_Sign           : constant Character := '±'; --Character'Val(177)
    Superscript_Two           : constant Character := '²'; --Character'Val(178)
    Superscript_Three         : constant Character := '³'; --Character'Val(179)
    Acute                     : constant Character := '´'; --Character'Val(180)
    Micro_Sign                : constant Character := 'µ'; --Character'Val(181)
    Pilcrow_Sign              : constant Character := '¶'; --Character'Val(182)
    Paragraph_Sign            : Character renames Pilcrow_Sign;
    Middle_Dot                : constant Character := '·'; --Character'Val(183)
    Cedilla                   : constant Character := '¸'; --Character'Val(184)
    Superscript_One           : constant Character := '¹'; --Character'Val(185)
    Masculine_Ordinal_Indicator : constant Character := 'º'; --Character'Val(186)
    Right_Angle_Quotation    : constant Character := '»'; --Character'Val(187)
    Fraction_One_Quarter     : constant Character := '¼'; --Character'Val(188)
    Fraction_One_Half        : constant Character := '½'; --Character'Val(189)
    Fraction_Three_Quarters  : constant Character := '¾'; --Character'Val(190)
    Inverted_Question         : constant Character := '¿'; --Character'Val(191)

-- Character positions 192 (16#C0#) .. 207 (16#CF#):
    UC_A_Grave                : constant Character := 'À'; --Character'Val(192)
    UC_A_Acute                : constant Character := 'Á'; --Character'Val(193)
    UC_A_Circumflex           : constant Character := 'Â'; --Character'Val(194)
    UC_A_Tilde                : constant Character := 'Ã'; --Character'Val(195)
    UC_A_Diaeresis            : constant Character := 'Ä'; --Character'Val(196)
    UC_A_Ring                 : constant Character := 'Å'; --Character'Val(197)
    UC_AE_Diphthong           : constant Character := 'Æ'; --Character'Val(198)
    UC_C_Cedilla              : constant Character := 'Ç'; --Character'Val(199)
    UC_E_Grave                : constant Character := 'È'; --Character'Val(200)
    UC_E_Acute                : constant Character := 'É'; --Character'Val(201)
    UC_E_Circumflex           : constant Character := 'Ê'; --Character'Val(202)
    UC_E_Diaeresis            : constant Character := 'Ë'; --Character'Val(203)
    UC_I_Grave                : constant Character := 'Ì'; --Character'Val(204)
    UC_I_Acute                : constant Character := 'Í'; --Character'Val(205)
    UC_I_Circumflex           : constant Character := 'Î'; --Character'Val(206)
    UC_I_Diaeresis            : constant Character := 'Ï'; --Character'Val(207)

```

```

24  -- Character positions 208 (16#D0#) .. 223 (16#DF#):
    UC_Icelandic_Eth      : constant Character := 'Ð'; --Character'Val(208)
    UC_N_Tilde            : constant Character := 'Ñ'; --Character'Val(209)
    UC_O_Grave           : constant Character := 'Ò'; --Character'Val(210)
    UC_O_Acute           : constant Character := 'Ó'; --Character'Val(211)
    UC_O_Circumflex      : constant Character := 'Ô'; --Character'Val(212)
    UC_O_Tilde           : constant Character := 'Õ'; --Character'Val(213)
    UC_O_Diaeresis       : constant Character := 'Ö'; --Character'Val(214)
    Multiplication_Sign   : constant Character := '×'; --Character'Val(215)
    UC_O_Oblique_Stroke  : constant Character := 'Ø'; --Character'Val(216)
    UC_U_Grave           : constant Character := 'Ù'; --Character'Val(217)
    UC_U_Acute           : constant Character := 'Ú'; --Character'Val(218)
    UC_U_Circumflex      : constant Character := 'Û'; --Character'Val(219)
    UC_U_Diaeresis       : constant Character := 'Ü'; --Character'Val(220)
    UC_Y_Acute           : constant Character := 'Ý'; --Character'Val(221)
    UC_Icelandic_Thorn   : constant Character := 'Þ'; --Character'Val(222)
    LC_German_Sharp_S    : constant Character := 'ß'; --Character'Val(223)

25  -- Character positions 224 (16#E0#) .. 239 (16#EF#):
    LC_A_Grave           : constant Character := 'à'; --Character'Val(224)
    LC_A_Acute           : constant Character := 'á'; --Character'Val(225)
    LC_A_Circumflex      : constant Character := 'â'; --Character'Val(226)
    LC_A_Tilde           : constant Character := 'ã'; --Character'Val(227)
    LC_A_Diaeresis       : constant Character := 'ä'; --Character'Val(228)
    LC_A_Ring            : constant Character := 'å'; --Character'Val(229)
    LC_AE_Diphthong      : constant Character := 'æ'; --Character'Val(230)
    LC_C_Cedilla         : constant Character := 'ç'; --Character'Val(231)
    LC_E_Grave           : constant Character := 'è'; --Character'Val(232)
    LC_E_Acute           : constant Character := 'é'; --Character'Val(233)
    LC_E_Circumflex      : constant Character := 'ê'; --Character'Val(234)
    LC_E_Diaeresis       : constant Character := 'ë'; --Character'Val(235)
    LC_I_Grave           : constant Character := 'ì'; --Character'Val(236)
    LC_I_Acute           : constant Character := 'í'; --Character'Val(237)
    LC_I_Circumflex      : constant Character := 'î'; --Character'Val(238)
    LC_I_Diaeresis       : constant Character := 'ï'; --Character'Val(239)

26  -- Character positions 240 (16#F0#) .. 255 (16#FF#):
    LC_Icelandic_Eth      : constant Character := 'ð'; --Character'Val(240)
    LC_N_Tilde            : constant Character := 'ñ'; --Character'Val(241)
    LC_O_Grave           : constant Character := 'ò'; --Character'Val(242)
    LC_O_Acute           : constant Character := 'ó'; --Character'Val(243)
    LC_O_Circumflex      : constant Character := 'ô'; --Character'Val(244)
    LC_O_Tilde           : constant Character := 'õ'; --Character'Val(245)
    LC_O_Diaeresis       : constant Character := 'ö'; --Character'Val(246)
    Division_Sign        : constant Character := '÷'; --Character'Val(247)
    LC_O_Oblique_Stroke  : constant Character := 'ø'; --Character'Val(248)
    LC_U_Grave           : constant Character := 'ù'; --Character'Val(249)
    LC_U_Acute           : constant Character := 'ú'; --Character'Val(250)
    LC_U_Circumflex      : constant Character := 'û'; --Character'Val(251)
    LC_U_Diaeresis       : constant Character := 'ü'; --Character'Val(252)
    LC_Y_Acute           : constant Character := 'ý'; --Character'Val(253)
    LC_Icelandic_Thorn   : constant Character := 'þ'; --Character'Val(254)
    LC_Y_Diaeresis       : constant Character := 'ÿ'; --Character'Val(255)
end Ada.Characters.Latin_1;

```

#### Implementation Permissions

27 An implementation may provide additional packages as children of `Ada.Characters`, to declare names for the symbols of the local character set or other character sets.

### A.3.4 The Package Characters.Conversions

#### Static Semantics

The library package Characters.Conversions has the following declaration:

```

package Ada.Characters.Conversions
with Pure is
    function Is_Character (Item : in Wide_Character)      return Boolean;
    function Is_String   (Item : in Wide_String)        return Boolean;
    function Is_Character (Item : in Wide_Wide_Character) return Boolean;
    function Is_String   (Item : in Wide_Wide_String)   return Boolean;
    function Is_Wide_Character (Item : in Wide_Wide_Character)
        return Boolean;
    function Is_Wide_String   (Item : in Wide_Wide_String)
        return Boolean;

    function To_Wide_Character (Item : in Character) return Wide_Character;
    function To_Wide_String   (Item : in String)   return Wide_String;
    function To_Wide_Wide_Character (Item : in Character)
        return Wide_Wide_Character;
    function To_Wide_Wide_String (Item : in String)
        return Wide_Wide_String;
    function To_Wide_Wide_Character (Item : in Wide_Character)
        return Wide_Wide_Character;
    function To_Wide_Wide_String (Item : in Wide_String)
        return Wide_Wide_String;

    function To_Character (Item      : in Wide_Character;
                          Substitute : in Character := ' ')
        return Character;
    function To_String   (Item      : in Wide_String;
                          Substitute : in Character := ' ')
        return String;
    function To_Character (Item      : in Wide_Wide_Character;
                          Substitute : in Character := ' ')
        return Character;
    function To_String   (Item      : in Wide_Wide_String;
                          Substitute : in Character := ' ')
        return String;
    function To_Wide_Character (Item      : in Wide_Wide_Character;
                              Substitute : in Wide_Character := ' ')
        return Wide_Character;
    function To_Wide_String   (Item      : in Wide_Wide_String;
                              Substitute : in Wide_Character := ' ')
        return Wide_String;
end Ada.Characters.Conversions;

```

The functions in package Characters.Conversions test Wide\_Wide\_Character or Wide\_Character values for membership in Wide\_Character or Character, or convert between corresponding characters of Wide\_Wide\_Character, Wide\_Character, and Character.

```

function Is_Character (Item : in Wide_Character) return Boolean;
    Returns True if Wide_Character'Pos(Item) <= Character'Pos(Character'Last).

function Is_Character (Item : in Wide_Wide_Character) return Boolean;
    Returns True if Wide_Wide_Character'Pos(Item) <= Character'Pos(Character'Last).

function Is_Wide_Character (Item : in Wide_Wide_Character) return Boolean;
    Returns True if Wide_Wide_Character'Pos(Item) <= Wide_Character'Pos(Wide_Character'Last).

```

```

14/2  function Is_String (Item : in Wide_String)      return Boolean;
function Is_String (Item : in Wide_Wide_String) return Boolean;
15/2      Returns True if Is_Character(Item(I)) is True for each I in Item'Range.

16/2  function Is_Wide_String (Item : in Wide_Wide_String) return Boolean;
17/2      Returns True if Is_Wide_Character(Item(I)) is True for each I in Item'Range.

18/2  function To_Character (Item :           in Wide_Character;
                          Substitute : in Character := ' ') return Character;
function To_Character (Item :           in Wide_Wide_Character;
                          Substitute : in Character := ' ') return Character;
19/2      Returns the Character corresponding to Item if Is_Character(Item), and returns the Substitute
        Character otherwise.

20/2  function To_Wide_Character (Item : in Character) return Wide_Character;
21/2      Returns the Wide_Character X such that Character'Pos(Item) = Wide_Character'Pos (X).

22/2  function To_Wide_Character (Item :           in Wide_Wide_Character;
                               Substitute : in Wide_Character := ' ')
        return Wide_Character;
23/2      Returns the Wide_Character corresponding to Item if Is_Wide_Character(Item), and returns the
        Substitute Wide_Character otherwise.

24/2  function To_Wide_Wide_Character (Item : in Character)
        return Wide_Wide_Character;
25/2      Returns the Wide_Wide_Character X such that Character'Pos(Item) =
        Wide_Wide_Character'Pos (X).

26/2  function To_Wide_Wide_Character (Item : in Wide_Character)
        return Wide_Wide_Character;
27/2      Returns the Wide_Wide_Character X such that Wide_Character'Pos(Item) =
        Wide_Wide_Character'Pos (X).

28/2  function To_String (Item :           in Wide_String;
                       Substitute : in Character := ' ') return String;
function To_String (Item :           in Wide_Wide_String;
                       Substitute : in Character := ' ') return String;
29/2      Returns the String whose range is 1..Item'Length and each of whose elements is given by
        To_Character of the corresponding element in Item.

30/2  function To_Wide_String (Item : in String) return Wide_String;
31/2      Returns the Wide_String whose range is 1..Item'Length and each of whose elements is given by
        To_Wide_Character of the corresponding element in Item.

32/2  function To_Wide_String (Item :           in Wide_Wide_String;
                               Substitute : in Wide_Character := ' ')
        return Wide_String;
33/2      Returns the Wide_String whose range is 1..Item'Length and each of whose elements is given by
        To_Wide_Character of the corresponding element in Item with the given Substitute
        Wide_Character.

```

```
function To_Wide_Wide_String (Item : in String) return Wide_Wide_String; 34/2
function To_Wide_Wide_String (Item : in Wide_String)
return Wide_Wide_String;
```

Returns the `Wide_Wide_String` whose range is `1..Item'Length` and each of whose elements is given by `To_Wide_Wide_Character` of the corresponding element in `Item`. 35/2

### A.3.5 The Package `Wide_Characters.Handling`

The package `Wide_Characters.Handling` provides operations for classifying `Wide_Characters` and case folding for `Wide_Characters`. 1/3

#### *Static Semantics*

The library package `Wide_Characters.Handling` has the following declaration: 2/3

```
package Ada.Wide_Characters.Handling
with Pure is
function Character_Set_Version return String; 4/3
function Is_Control (Item : Wide_Character) return Boolean; 5/3
function Is_Letter (Item : Wide_Character) return Boolean; 6/3
function Is_Lower (Item : Wide_Character) return Boolean; 7/3
function Is_Upper (Item : Wide_Character) return Boolean; 8/3
function Is_Basic (Item : Wide_Character) return Boolean; 8.1/5
function Is_Digit (Item : Wide_Character) return Boolean; 9/3
function Is_Decimal_Digit (Item : Wide_Character) return Boolean
renames Is_Digit; 10/3
function Is_Hexadecimal_Digit (Item : Wide_Character) return Boolean; 11/3
function Is_Alphanumeric (Item : Wide_Character) return Boolean; 12/3
function Is_Special (Item : Wide_Character) return Boolean; 13/3
function Is_Line_Terminator (Item : Wide_Character) return Boolean; 14/3
function Is_Mark (Item : Wide_Character) return Boolean; 15/3
function Is_Other_Format (Item : Wide_Character) return Boolean; 16/3
function Is_Punctuation_Connector (Item : Wide_Character) return Boolean; 17/3
function Is_Space (Item : Wide_Character) return Boolean; 18/3
function Is_NFKC (Item : Wide_Character) return Boolean; 18.1/5
function Is_Graphic (Item : Wide_Character) return Boolean; 19/3
function To_Lower (Item : Wide_Character) return Wide_Character; 20/3
function To_Upper (Item : Wide_Character) return Wide_Character;
function To_Basic (Item : Wide_Character) return Wide_Character; 20.1/5
function To_Lower (Item : Wide_String) return Wide_String; 21/3
function To_Upper (Item : Wide_String) return Wide_String;
function To_Basic (Item : Wide_String) return Wide_String; 21.1/5
end Ada.Wide_Characters.Handling; 22/3
```

The subprograms defined in `Wide_Characters.Handling` are locale independent. 23/3

```
function Character_Set_Version return String; 24/3
Returns an implementation-defined identifier that identifies the version of the character set
standard that is used for categorizing characters by the implementation. 25/3
```

- 26/3        **function** `Is_Control` (`Item` : `Wide_Character`) **return** `Boolean`;
- 27/3            Returns True if the `Wide_Character` designated by `Item` is categorized as `other_control`; otherwise returns False.
- 28/3        **function** `Is_Letter` (`Item` : `Wide_Character`) **return** `Boolean`;
- 29/3            Returns True if the `Wide_Character` designated by `Item` is categorized as `letter_uppercase`, `letter_lowercase`, `letter_titlecase`, `letter_modifier`, `letter_other`, or `number_letter`; otherwise returns False.
- 30/3        **function** `Is_Lower` (`Item` : `Wide_Character`) **return** `Boolean`;
- 31/3            Returns True if the `Wide_Character` designated by `Item` is categorized as `letter_lowercase`; otherwise returns False.
- 32/3        **function** `Is_Upper` (`Item` : `Wide_Character`) **return** `Boolean`;
- 33/3            Returns True if the `Wide_Character` designated by `Item` is categorized as `letter_uppercase`; otherwise returns False.
- 33.1/5       **function** `Is_Basic` (`Item` : `Wide_Character`) **return** `Boolean`;
- 33.2/5            Returns True if the `Wide_Character` designated by `Item` has no Decomposition Mapping in the code charts of ISO/IEC 10646:2020; otherwise returns False.
- 34/3        **function** `Is_Digit` (`Item` : `Wide_Character`) **return** `Boolean`;
- 35/3            Returns True if the `Wide_Character` designated by `Item` is categorized as `number_decimal`; otherwise returns False.
- 36/3        **function** `Is_Hexadecimal_Digit` (`Item` : `Wide_Character`) **return** `Boolean`;
- 37/3            Returns True if the `Wide_Character` designated by `Item` is categorized as `number_decimal`, or is in the range 'A' .. 'F' or 'a' .. 'f'; otherwise returns False.
- 38/3        **function** `Is_Alphanumeric` (`Item` : `Wide_Character`) **return** `Boolean`;
- 39/3            Returns True if the `Wide_Character` designated by `Item` is categorized as `letter_uppercase`, `letter_lowercase`, `letter_titlecase`, `letter_modifier`, `letter_other`, `number_letter`, or `number_decimal`; otherwise returns False.
- 40/3        **function** `Is_Special` (`Item` : `Wide_Character`) **return** `Boolean`;
- 41/3            Returns True if the `Wide_Character` designated by `Item` is categorized as `graphic_character`, but not categorized as `letter_uppercase`, `letter_lowercase`, `letter_titlecase`, `letter_modifier`, `letter_other`, `number_letter`, or `number_decimal`; otherwise returns False.
- 42/3        **function** `Is_Line_Terminator` (`Item` : `Wide_Character`) **return** `Boolean`;
- 43/3            Returns True if the `Wide_Character` designated by `Item` is categorized as `separator_line` or `separator_paragraph`, or if `Item` is a conventional line terminator character (`Line_Feed`, `Line_Tabulation`, `Form_Feed`, `Carriage_Return`, `Next_Line`); otherwise returns False.
- 44/3        **function** `Is_Mark` (`Item` : `Wide_Character`) **return** `Boolean`;
- 45/3            Returns True if the `Wide_Character` designated by `Item` is categorized as `mark_non_spacing` or `mark_spacing_combining`; otherwise returns False.



|                                                                                                                                                |        |
|------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| <b>function</b> <code>Is_Other_Format</code> ( <code>Item</code> : <code>Wide_Character</code> ) <b>return</b> <code>Boolean</code> ;          | 46/3   |
| Returns True if the <code>Wide_Character</code> designated by <code>Item</code> is categorized as <code>other_format</code> ;                  | 47/3   |
| otherwise returns False.                                                                                                                       |        |
| <b>function</b> <code>Is_Punctuation_Connector</code> ( <code>Item</code> : <code>Wide_Character</code> ) <b>return</b> <code>Boolean</code> ; | 48/3   |
| Returns True if the <code>Wide_Character</code> designated by <code>Item</code> is categorized as                                              | 49/3   |
| <code>punctuation_connector</code> ; otherwise returns False.                                                                                  |        |
| <b>function</b> <code>Is_Space</code> ( <code>Item</code> : <code>Wide_Character</code> ) <b>return</b> <code>Boolean</code> ;                 | 50/3   |
| Returns True if the <code>Wide_Character</code> designated by <code>Item</code> is categorized as <code>separator_space</code> ;               | 51/3   |
| otherwise returns False.                                                                                                                       |        |
| <b>function</b> <code>Is_NFKC</code> ( <code>Item</code> : <code>Wide_Character</code> ) <b>return</b> <code>Boolean</code> ;                  | 51.1/5 |
| Returns True if the <code>Wide_Character</code> designated by <code>Item</code> can be present in a string normalized to                       | 51.2/5 |
| Normalization Form KC (as defined by Clause 22 of ISO/IEC 10646:2020), otherwise returns                                                       |        |
| False.                                                                                                                                         |        |
| <b>function</b> <code>Is_Graphic</code> ( <code>Item</code> : <code>Wide_Character</code> ) <b>return</b> <code>Boolean</code> ;               | 52/3   |
| Returns True if the <code>Wide_Character</code> designated by <code>Item</code> is categorized as <code>graphic_character</code> ;             | 53/3   |
| otherwise returns False.                                                                                                                       |        |
| <b>function</b> <code>To_Lower</code> ( <code>Item</code> : <code>Wide_Character</code> ) <b>return</b> <code>Wide_Character</code> ;          | 54/3   |
| Returns the Simple Lowercase Mapping as defined by documents referenced in Clause 2 of                                                         | 55/5   |
| ISO/IEC 10646:2020 of the <code>Wide_Character</code> designated by <code>Item</code> . If the Simple Lowercase                                |        |
| Mapping does not exist for the <code>Wide_Character</code> designated by <code>Item</code> , then the value of <code>Item</code> is            |        |
| returned.                                                                                                                                      |        |
| <b>function</b> <code>To_Lower</code> ( <code>Item</code> : <code>Wide_String</code> ) <b>return</b> <code>Wide_String</code> ;                | 56/3   |
| Returns the result of applying the <code>To_Lower</code> conversion to each <code>Wide_Character</code> element of the                         | 57/3   |
| <code>Wide_String</code> designated by <code>Item</code> . The result is the null <code>Wide_String</code> if the value of the formal          |        |
| parameter is the null <code>Wide_String</code> . The lower bound of the result <code>Wide_String</code> is 1.                                  |        |
| <b>function</b> <code>To_Upper</code> ( <code>Item</code> : <code>Wide_Character</code> ) <b>return</b> <code>Wide_Character</code> ;          | 58/3   |
| Returns the Simple Uppercase Mapping as defined by documents referenced in Clause 2 of                                                         | 59/5   |
| ISO/IEC 10646:2020 of the <code>Wide_Character</code> designated by <code>Item</code> . If the Simple Uppercase                                |        |
| Mapping does not exist for the <code>Wide_Character</code> designated by <code>Item</code> , then the value of <code>Item</code> is            |        |
| returned.                                                                                                                                      |        |
| <b>function</b> <code>To_Upper</code> ( <code>Item</code> : <code>Wide_String</code> ) <b>return</b> <code>Wide_String</code> ;                | 60/3   |
| Returns the result of applying the <code>To_Upper</code> conversion to each <code>Wide_Character</code> element of the                         | 61/3   |
| <code>Wide_String</code> designated by <code>Item</code> . The result is the null <code>Wide_String</code> if the value of the formal          |        |
| parameter is the null <code>Wide_String</code> . The lower bound of the result <code>Wide_String</code> is 1.                                  |        |
| <b>function</b> <code>To_Basic</code> ( <code>Item</code> : <code>Wide_Character</code> ) <b>return</b> <code>Wide_Character</code> ;          | 51.1/5 |
| Returns the <code>Wide_Character</code> whose code point is given by the first value of its Decomposition                                      | 51.2/5 |
| Mapping in the code charts of ISO/IEC 10646:2020 if any; returns <code>Item</code> otherwise.                                                  |        |

61.3/5        **function** To\_Basic (Item : Wide\_String) **return** Wide\_String;

61.4/5        Returns the result of applying the To\_Basic conversion to each Wide\_Character element of the Wide\_String designated by Item. The result is the null Wide\_String if the value of the formal parameter is the null Wide\_String. The lower bound of the result Wide\_String is 1.

*Implementation Advice*

62/3        The string returned by Character\_Set\_Version should include either “10646.” or “Unicode”.

63/5        NOTE 1    The results returned by these functions can depend on which particular version of ISO/IEC 10646 is supported by the implementation (see 2.1).

64/5        NOTE 2    The case insensitive equality comparison routines provided in A.4.10 are also available for wide strings (see A.4.7).

### A.3.6 The Package Wide\_Wide\_Characters.Handling

1/3        The package Wide\_Wide\_Characters.Handling has the same contents as Wide\_Characters.Handling except that each occurrence of Wide\_Character is replaced by Wide\_Wide\_Character, and each occurrence of Wide\_String is replaced by Wide\_Wide\_String.

## A.4 String Handling

1/3        This subclause presents the specifications of the package Strings and several child packages, which provide facilities for dealing with string data. Fixed-length, bounded-length, and unbounded-length strings are supported, for String, Wide\_String, and Wide\_Wide\_String. The string-handling subprograms include searches for pattern strings and for characters in program-specified sets, translation (via a character-to-character mapping), and transformation (replacing, inserting, overwriting, and deleting of substrings).

### A.4.1 The Package Strings

1        The package Strings provides declarations common to the string handling packages.

*Static Semantics*

2        The library package Strings has the following declaration:

```

3/5        package Ada.Strings
           with Pure is
4/2            Space       : constant Character        := ' ';
               Wide_Space : constant Wide_Character := ' ';
               Wide_Wide_Space : constant Wide_Wide_Character := ' ';
5            Length_Error, Pattern_Error, Index_Error, Translation_Error : exception;
6            type Alignment is (Left, Right, Center);
               type Truncation is (Left, Right, Error);
               type Membership is (Inside, Outside);
               type Direction is (Forward, Backward);
               type Trim_End is (Left, Right, Both);
           end Ada.Strings;
```

## A.4.2 The Package Strings.Maps

The package Strings.Maps defines the types, operations, and other entities necessary for character sets and character-to-character mappings. | 1/5

### Static Semantics

The library package Strings.Maps has the following declaration: | 2

```

package Ada.Strings.Maps | 3/5
  with Pure is
    -- Representation for a set of character values: | 4/5
    type Character_Set is private
      with Preelaborable_Initialization;
    Null_Set : constant Character_Set; | 5
    type Character_Range is | 6
      record
        Low   : Character;
        High  : Character;
      end record;
    -- Represents Character range Low..High
    type Character_Ranges is array (Positive range <>) of Character_Range; | 7
    function To_Set (Ranges : in Character_Ranges) return Character_Set; | 8
    function To_Set (Span   : in Character_Range) return Character_Set; | 9
    function To_Ranges (Set   : in Character_Set) return Character_Ranges; | 10
    function "=" (Left, Right : in Character_Set) return Boolean; | 11
    function "not" (Right : in Character_Set) return Character_Set; | 12
    function "and" (Left, Right : in Character_Set) return Character_Set;
    function "or" (Left, Right : in Character_Set) return Character_Set;
    function "xor" (Left, Right : in Character_Set) return Character_Set;
    function "-" (Left, Right : in Character_Set) return Character_Set;
    function Is_In (Element : in Character; | 13
                  Set     : in Character_Set)
      return Boolean;
    function Is_Subset (Elements : in Character_Set; | 14
                      Set       : in Character_Set)
      return Boolean;
    function "<=" (Left  : in Character_Set; | 15
                 Right : in Character_Set)
      return Boolean renames Is_Subset;
    -- Alternative representation for a set of character values: | 16
    subtype Character_Sequence is String;
    function To_Set (Sequence : in Character_Sequence) return Character_Set; | 17
    function To_Set (Singleton : in Character) return Character_Set; | 18
    function To_Sequence (Set : in Character_Set) return Character_Sequence; | 19
    -- Representation for a character to character mapping: | 20/5
    type Character_Mapping is private
      with Preelaborable_Initialization;
    function Value (Map      : in Character_Mapping; | 21
                  Element  : in Character)
      return Character;
    Identity : constant Character_Mapping; | 22
    function To_Mapping (From, To : in Character_Sequence) | 23
      return Character_Mapping;

```

```

24     function To_Domain (Map : in Character_Mapping)
        return Character_Sequence;
    function To_Range (Map : in Character_Mapping)
        return Character_Sequence;
25     type Character_Mapping_Function is
        access function (From : in Character) return Character;
26     private
        ... -- not specified by the language
    end Ada.Strings.Maps;

```

27 An object of type `Character_Set` represents a set of characters.

28 `Null_Set` represents the set containing no characters.

29 An object `Obj` of type `Character_Range` represents the set of characters in the range `Obj.Low .. Obj.High`.

30 An object `Obj` of type `Character_Ranges` represents the union of the sets corresponding to `Obj(I)` for `I` in `Obj.Range`.

```

31     function To_Set (Ranges : in Character_Ranges) return Character_Set;

```

32/3 If `Ranges.Length=0` then `Null_Set` is returned; otherwise, the returned value represents the set corresponding to `Ranges`.

```

33     function To_Set (Span : in Character_Range) return Character_Set;

```

34 The returned value represents the set containing each character in `Span`.

```

35     function To_Ranges (Set : in Character_Set) return Character_Ranges;

```

36/3 If `Set = Null_Set`, then an empty `Character_Ranges` array is returned; otherwise, the shortest array of contiguous ranges of `Character` values in `Set`, in increasing order of `Low`, is returned.

```

37     function "=" (Left, Right : in Character_Set) return Boolean;

```

38 The function `"="` returns `True` if `Left` and `Right` represent identical sets, and `False` otherwise.

39 Each of the logical operators `"not"`, `"and"`, `"or"`, and `"xor"` returns a `Character_Set` value that represents the set obtained by applying the corresponding operation to the set(s) represented by the parameter(s) of the operator. `"-(Left, Right)` is equivalent to `"and"(Left, "not"(Right))`.

```

40     function Is_In (Element : in Character;
                    Set      : in Character_Set);
        return Boolean;

```

41 `Is_In` returns `True` if `Element` is in `Set`, and `False` otherwise.

```

42     function Is_Subset (Elements : in Character_Set;
                        Set       : in Character_Set)
        return Boolean;

```

43 `Is_Subset` returns `True` if `Elements` is a subset of `Set`, and `False` otherwise.

```

44     subtype Character_Sequence is String;

```

45 The `Character_Sequence` subtype is used to portray a set of character values and also to identify the domain and range of a character mapping.

```
function To_Set (Sequence : in Character_Sequence) return Character_Set; 46
```

```
function To_Set (Singleton : in Character) return Character_Set; 47
```

Sequence portrays the set of character values that it explicitly contains (ignoring duplicates). Singleton portrays the set comprising a single Character. Each of the To\_Set functions returns a Character\_Set value that represents the set portrayed by Sequence or Singleton.

```
function To_Sequence (Set : in Character_Set) return Character_Sequence; 48
```

The function To\_Sequence returns a Character\_Sequence value containing each of the characters in the set represented by Set, in ascending order with no duplicates.

```
type Character_Mapping is private; 50
```

An object of type Character\_Mapping represents a Character-to-Character mapping. 51

```
function Value (Map      : in Character_Mapping; 52
                Element  : in Character)
return Character;
```

The function Value returns the Character value to which Element maps with respect to the mapping represented by Map. 53

A character *C* *matches* a pattern character *P* with respect to a given Character\_Mapping value Map if Value(Map, C) = P. A string *S* *matches* a pattern string *P* with respect to a given Character\_Mapping if their lengths are the same and if each character in *S* matches its corresponding character in the pattern string *P*. 54

String handling subprograms that deal with character mappings have parameters whose type is Character\_Mapping. 55

```
Identity : constant Character_Mapping; 56
```

Identity maps each Character to itself. 57

```
function To_Mapping (From, To : in Character_Sequence) 58
return Character_Mapping;
```

To\_Mapping produces a Character\_Mapping such that each element of From maps to the corresponding element of To, and each other character maps to itself. If From'Length /= To'Length, or if some character is repeated in From, then Translation\_Error is propagated. 59

```
function To_Domain (Map : in Character_Mapping) return Character_Sequence; 60
```

To\_Domain returns the shortest Character\_Sequence value D such that each character not in D maps to itself, and such that the characters in D are in ascending order. The lower bound of D is 1. 61

```
function To_Range (Map : in Character_Mapping) return Character_Sequence; 62
```

To\_Range returns the Character\_Sequence value R, such that if D = To\_Domain(Map), then R has the same bounds as D, and D(I) maps to R(I) for each I in D'Range. 63/1

An object F of type Character\_Mapping\_Function maps a Character value C to the Character value F.all(C), which is said to *match* C with respect to mapping function F. 64

NOTE 1 Character\_Mapping and Character\_Mapping\_Function are used both for character equivalence mappings in the search subprograms (such as for case insensitivity) and as transformational mappings in the Translate subprograms. 65

NOTE 2 To\_Domain(Identity) and To\_Range(Identity) each returns the null string. 66

67/5 | *Example of use of Strings.Maps.To\_Mapping:*

68 | To\_Mapping("ABCD", "ZZAB") returns a Character\_Mapping that maps 'A' and 'B' to 'Z', 'C' to 'A', 'D' to 'B', and each other Character to itself.

### A.4.3 Fixed-Length String Handling

1 | The language-defined package Strings.Fixed provides string-handling subprograms for fixed-length strings; that is, for values of type Standard.String. Several of these subprograms are procedures that modify the contents of a String that is passed as an **out** or an **in out** parameter; each has additional parameters to control the effect when the logical length of the result differs from the parameter's length.

2 | For each function that returns a String, the lower bound of the returned value is 1.

3 | The basic model embodied in the package is that a fixed-length string comprises significant characters and possibly padding (with space characters) on either or both ends. When a shorter string is copied to a longer string, padding is inserted, and when a longer string is copied to a shorter one, padding is stripped. The Move procedure in Strings.Fixed, which takes a String as an **out** parameter, allows the programmer to control these effects. Similar control is provided by the string transformation procedures.

#### Static Semantics

4 | The library package Strings.Fixed has the following declaration:

```

5/5 |   with Ada.Strings.Maps;
      package Ada.Strings.Fixed
      with Preelaborate, Nonblocking, Global => in out synchronized is
6 |     -- "Copy" procedure for strings of possibly different lengths
7 |     procedure Move (Source  : in String;
                      Target  : out String;
                      Drop    : in Truncation := Error;
                      Justify : in Alignment  := Left;
                      Pad     : in Character  := Space);
8 |
      -- Search subprograms
8.1/2 |     function Index (Source  : in String;
                     Pattern : in String;
                     From    : in Positive;
                     Going   : in Direction := Forward;
                     Mapping  : in Maps.Character_Mapping := Maps.Identity)
          return Natural;
8.2/2 |     function Index (Source  : in String;
                     Pattern : in String;
                     From    : in Positive;
                     Going   : in Direction := Forward;
                     Mapping  : in Maps.Character_Mapping_Function)
          return Natural;
9 |     function Index (Source  : in String;
                     Pattern : in String;
                     Going   : in Direction := Forward;
                     Mapping  : in Maps.Character_Mapping
                               := Maps.Identity)
          return Natural;
10 |     function Index (Source  : in String;
                     Pattern : in String;
                     Going   : in Direction := Forward;
                     Mapping  : in Maps.Character_Mapping_Function)
          return Natural;

```

```

function Index (Source : in String;                               10.1/2
                Set    : in Maps.Character_Set;
                From   : in Positive;
                Test    : in Membership := Inside;
                Going   : in Direction := Forward)
    return Natural;

function Index (Source : in String;                               11
                Set    : in Maps.Character_Set;
                Test    : in Membership := Inside;
                Going   : in Direction := Forward)
    return Natural;

function Index_Non_Blank (Source : in String;                    11.1/2
                        From     : in Positive;
                        Going     : in Direction := Forward)
    return Natural;

function Index_Non_Blank (Source : in String;                    12
                        Going     : in Direction := Forward)
    return Natural;

function Count (Source : in String;                               13
                Pattern  : in String;
                Mapping   : in Maps.Character_Mapping
                        := Maps.Identity)
    return Natural;

function Count (Source : in String;                               14
                Pattern  : in String;
                Mapping   : in Maps.Character_Mapping_Function)
    return Natural;

function Count (Source : in String;                               15
                Set      : in Maps.Character_Set)
    return Natural;

procedure Find-Token (Source : in String;                        15.1/3
                    Set      : in Maps.Character_Set;
                    From     : in Positive;
                    Test      : in Membership;
                    First     : out Positive;
                    Last      : out Natural);

procedure Find-Token (Source : in String;                        16
                    Set      : in Maps.Character_Set;
                    Test      : in Membership;
                    First     : out Positive;
                    Last      : out Natural);

-- String translation subprograms                                17
function Translate (Source : in String;                          18
                  Mapping  : in Maps.Character_Mapping)
    return String;

procedure Translate (Source : in out String;                    19
                  Mapping  : in Maps.Character_Mapping);

function Translate (Source : in String;                          20
                  Mapping  : in Maps.Character_Mapping_Function)
    return String;

procedure Translate (Source : in out String;                    21
                  Mapping  : in Maps.Character_Mapping_Function);

-- String transformation subprograms                            22
function Replace_Slice (Source : in String;                    23
                      Low      : in Positive;
                      High     : in Natural;
                      By       : in String)
    return String;

```

```

24     procedure Replace_Slice (Source   : in out String;
                              Low      : in Positive;
                              High     : in Natural;
                              By       : in String;
                              Drop     : in Truncation := Error;
                              Justify   : in Alignment := Left;
                              Pad      : in Character := Space);

25     function Insert (Source   : in String;
                      Before   : in Positive;
                      New_Item  : in String)
                    return String;

26     procedure Insert (Source   : in out String;
                      Before   : in Positive;
                      New_Item  : in String;
                      Drop     : in Truncation := Error);

27     function Overwrite (Source   : in String;
                         Position  : in Positive;
                         New_Item  : in String)
                       return String;

28     procedure Overwrite (Source   : in out String;
                         Position  : in Positive;
                         New_Item  : in String;
                         Drop     : in Truncation := Right);

29     function Delete (Source   : in String;
                      From      : in Positive;
                      Through   : in Natural)
                    return String;

30     procedure Delete (Source   : in out String;
                      From      : in Positive;
                      Through   : in Natural;
                      Justify   : in Alignment := Left;
                      Pad      : in Character := Space);

31     --String selector subprograms
     function Trim (Source : in String;
                  Side   : in Trim_End)
                return String;

32     procedure Trim (Source : in out String;
                  Side     : in Trim_End;
                  Justify  : in Alignment := Left;
                  Pad      : in Character := Space);

33     function Trim (Source : in String;
                  Left     : in Maps.Character_Set;
                  Right    : in Maps.Character_Set)
                return String;

34     procedure Trim (Source : in out String;
                  Left     : in Maps.Character_Set;
                  Right    : in Maps.Character_Set;
                  Justify  : in Alignment := Strings.Left;
                  Pad      : in Character := Space);

35     function Head (Source : in String;
                   Count   : in Natural;
                   Pad     : in Character := Space)
                 return String;

36     procedure Head (Source : in out String;
                   Count   : in Natural;
                   Justify  : in Alignment := Left;
                   Pad     : in Character := Space);

37     function Tail (Source : in String;
                   Count   : in Natural;
                   Pad     : in Character := Space)
                 return String;

```



```

procedure Tail (Source : in out String;           38
                Count  : in Natural;
                Justify : in Alignment := Left;
                Pad     : in Character := Space);
--String constructor functions                    39
function "*" (Left  : in Natural;              40
              Right : in Character) return String;
function "*" (Left  : in Natural;              41
              Right : in String) return String;
end Ada.Strings.Fixed;                          42

```

The effects of the above subprograms are as follows. 43

```

procedure Move (Source : in String;           44
                Target  : out String;
                Drop    : in Truncation := Error;
                Justify : in Alignment  := Left;
                Pad     : in Character  := Space);

```

The Move procedure copies characters from Source to Target. If Source has the same length as 45/3  
Target, then the effect is to assign Source to Target. If Source is shorter than Target, then:

- If Justify=Left, then Source is copied into the first Source'Length characters of Target. 46
- If Justify=Right, then Source is copied into the last Source'Length characters of 47  
Target.
- If Justify=Center, then Source is copied into the middle Source'Length characters of 48  
Target. In this case, if the difference in length between Target and Source is odd, then  
the extra Pad character is on the right.
- Pad is copied to each Target character not otherwise assigned. 49

If Source is longer than Target, then the effect is based on Drop. 50

- If Drop=Left, then the rightmost Target'Length characters of Source are copied into 51  
Target.
- If Drop=Right, then the leftmost Target'Length characters of Source are copied into 52  
Target.
- If Drop=Error, then the effect depends on the value of the Justify parameter and also 53  
on whether any characters in Source other than Pad would fail to be copied:
  - If Justify=Left, and if each of the rightmost Source'Length-Target'Length 54  
characters in Source is Pad, then the leftmost Target'Length characters of Source  
are copied to Target.
  - If Justify=Right, and if each of the leftmost Source'Length-Target'Length 55  
characters in Source is Pad, then the rightmost Target'Length characters of Source  
are copied to Target.
  - Otherwise, Length\_Error is propagated. 56

```

56.1/2    function Index (Source  : in String;
                    Pattern  : in String;
                    From    : in Positive;
                    Going   : in Direction := Forward;
                    Mapping  : in Maps.Character_Mapping := Maps.Identity)
    return Natural;

function Index (Source  : in String;
                    Pattern  : in String;
                    From    : in Positive;
                    Going   : in Direction := Forward;
                    Mapping  : in Maps.Character_Mapping_Function)
    return Natural;

```

56.2/3 Each Index function searches, starting from From, for a slice of Source, with length Pattern'Length, that matches Pattern with respect to Mapping; the parameter Going indicates the direction of the lookup. If Source is the null string, Index returns 0; otherwise, if From is not in Source'Range, then Index\_Error is propagated. If Going = Forward, then Index returns the smallest index I which is greater than or equal to From such that the slice of Source starting at I matches Pattern. If Going = Backward, then Index returns the largest index I such that the slice of Source starting at I matches Pattern and has an upper bound less than or equal to From. If there is no such slice, then 0 is returned. If Pattern is the null string, then Pattern\_Error is propagated.

```

57    function Index (Source  : in String;
                    Pattern  : in String;
                    Going   : in Direction := Forward;
                    Mapping  : in Maps.Character_Mapping
                            := Maps.Identity)
    return Natural;

function Index (Source  : in String;
                    Pattern  : in String;
                    Going   : in Direction := Forward;
                    Mapping  : in Maps.Character_Mapping_Function)
    return Natural;

```

58/2 If Going = Forward, returns

```

58.1/2    Index (Source, Pattern, Source'First, Forward, Mapping);
58.2/3    otherwise, returns
58.3/2    Index (Source, Pattern, Source'Last, Backward, Mapping);

```

```

58.4/2    function Index (Source  : in String;
                    Set       : in Maps.Character_Set;
                    From     : in Positive;
                    Test     : in Membership := Inside;
                    Going    : in Direction := Forward)
    return Natural;

```

58.5/3 Index searches for the first or last occurrence of any of a set of characters (when Test=Inside), or any of the complement of a set of characters (when Test=Outside). If Source is the null string, Index returns 0; otherwise, if From is not in Source'Range, then Index\_Error is propagated. Otherwise, it returns the smallest index I >= From (if Going=Forward) or the largest index I <= From (if Going=Backward) such that Source(I) satisfies the Test condition with respect to Set; it returns 0 if there is no such Character in Source.

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |        |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| <b>function</b> Index (Source : <b>in</b> String;<br>Set : <b>in</b> Maps.Character_Set;<br>Test : <b>in</b> Membership := Inside;<br>Going : <b>in</b> Direction := Forward)                                                                                                                                                                                                                                                                                      | 59     |
| <b>return</b> Natural;                                                                                                                                                                                                                                                                                                                                                                                                                                             |        |
| If Going = Forward, returns                                                                                                                                                                                                                                                                                                                                                                                                                                        | 60/2   |
| Index (Source, Set, Source'First, Test, Forward);                                                                                                                                                                                                                                                                                                                                                                                                                  | 60.1/2 |
| otherwise, returns                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 60.2/3 |
| Index (Source, Set, Source'Last, Test, Backward);                                                                                                                                                                                                                                                                                                                                                                                                                  | 60.3/2 |
| <b>function</b> Index_Non_Blank (Source : <b>in</b> String;<br>From : <b>in</b> Positive;<br>Going : <b>in</b> Direction := Forward)                                                                                                                                                                                                                                                                                                                               | 60.4/2 |
| <b>return</b> Natural;                                                                                                                                                                                                                                                                                                                                                                                                                                             |        |
| Returns Index (Source, Maps.To_Set(Space), From, Outside, Going);                                                                                                                                                                                                                                                                                                                                                                                                  | 60.5/2 |
| <b>function</b> Index_Non_Blank (Source : <b>in</b> String;<br>Going : <b>in</b> Direction := Forward)                                                                                                                                                                                                                                                                                                                                                             | 61     |
| <b>return</b> Natural;                                                                                                                                                                                                                                                                                                                                                                                                                                             |        |
| Returns Index(Source, Maps.To_Set(Space), Outside, Going)                                                                                                                                                                                                                                                                                                                                                                                                          | 62     |
| <b>function</b> Count (Source : <b>in</b> String;<br>Pattern : <b>in</b> String;<br>Mapping : <b>in</b> Maps.Character_Mapping<br>:= Maps.Identity)                                                                                                                                                                                                                                                                                                                | 63     |
| <b>return</b> Natural;                                                                                                                                                                                                                                                                                                                                                                                                                                             |        |
| <b>function</b> Count (Source : <b>in</b> String;<br>Pattern : <b>in</b> String;<br>Mapping : <b>in</b> Maps.Character_Mapping_Function)                                                                                                                                                                                                                                                                                                                           |        |
| <b>return</b> Natural;                                                                                                                                                                                                                                                                                                                                                                                                                                             |        |
| Returns the maximum number of nonoverlapping slices of Source that match Pattern with respect to Mapping. If Pattern is the null string then Pattern_Error is propagated.                                                                                                                                                                                                                                                                                          | 64     |
| <b>function</b> Count (Source : <b>in</b> String;<br>Set : <b>in</b> Maps.Character_Set)                                                                                                                                                                                                                                                                                                                                                                           | 65     |
| <b>return</b> Natural;                                                                                                                                                                                                                                                                                                                                                                                                                                             |        |
| Returns the number of occurrences in Source of characters that are in Set.                                                                                                                                                                                                                                                                                                                                                                                         | 66     |
| <b>procedure</b> Find-Token (Source : <b>in</b> String;<br>Set : <b>in</b> Maps.Character_Set;<br>From : <b>in</b> Positive;<br>Test : <b>in</b> Membership;<br>First : <b>out</b> Positive;<br>Last : <b>out</b> Natural);                                                                                                                                                                                                                                        | 66.1/3 |
| If Source is not the null string and From is not in Source'Range, then Index_Error is raised. Otherwise, First is set to the index of the first character in Source(From .. Source'Last) that satisfies the Test condition. Last is set to the largest index such that all characters in Source(First .. Last) satisfy the Test condition. If no characters in Source(From .. Source'Last) satisfy the Test condition, First is set to From, and Last is set to 0. | 66.2/3 |
| <b>procedure</b> Find-Token (Source : <b>in</b> String;<br>Set : <b>in</b> Maps.Character_Set;<br>Test : <b>in</b> Membership;<br>First : <b>out</b> Positive;<br>Last : <b>out</b> Natural);                                                                                                                                                                                                                                                                      | 67     |
| Equivalent to Find-Token (Source, Set, Source'First, Test, First, Last).                                                                                                                                                                                                                                                                                                                                                                                           | 68/3   |

```

69  function Translate (Source : in String;
                      Mapping : in Maps.Character_Mapping)
      return String;

function Translate (Source : in String;
                  Mapping : in Maps.Character_Mapping_Function)
      return String;
70  Returns the string S whose length is Source'Length and such that S(I) is the character to which
      Mapping maps the corresponding element of Source, for I in 1..Source'Length.

71  procedure Translate (Source : in out String;
                      Mapping : in Maps.Character_Mapping);

procedure Translate (Source : in out String;
                  Mapping : in Maps.Character_Mapping_Function);
72  Equivalent to Source := Translate(Source, Mapping).

73  function Replace_Slice (Source : in String;
                          Low      : in Positive;
                          High     : in Natural;
                          By       : in String)
      return String;
74/1  If Low > Source'Last+1, or High < Source'First-1, then Index_Error is propagated. Otherwise:
74.1/1  • If High >= Low, then the returned string comprises Source(Source'First..Low-1) & By
        & Source(High+1..Source'Last), but with lower bound 1.
74.2/1  • If High < Low, then the returned string is Insert(Source, Before=>Low,
        New_Item=>By).

75  procedure Replace_Slice (Source : in out String;
                          Low      : in Positive;
                          High     : in Natural;
                          By       : in String;
                          Drop     : in Truncation := Error;
                          Justify  : in Alignment  := Left;
                          Pad      : in Character  := Space);
76  Equivalent to Move(Replace_Slice(Source, Low, High, By), Source, Drop, Justify, Pad).

77  function Insert (Source : in String;
                  Before  : in Positive;
                  New_Item : in String)
      return String;
78/3  Propagates Index_Error if Before is not in Source'First .. Source'Last+1; otherwise, returns
      Source(Source'First..Before-1) & New_Item & Source(Before..Source'Last), but with lower
      bound 1.

79  procedure Insert (Source : in out String;
                  Before  : in Positive;
                  New_Item : in String;
                  Drop    : in Truncation := Error);
80  Equivalent to Move(Insert(Source, Before, New_Item), Source, Drop).

81  function Overwrite (Source : in String;
                    Position : in Positive;
                    New_Item : in String)
      return String;
82/3  Propagates Index_Error if Position is not in Source'First .. Source'Last+1; otherwise, returns the
      string obtained from Source by consecutively replacing characters starting at Position with

```

corresponding characters from `New_Item`. If the end of `Source` is reached before the characters in `New_Item` are exhausted, the remaining characters from `New_Item` are appended to the string.

|                                                                                                                                                                                                                                                                                                                                                                                        |    |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|
| <b>procedure</b> <code>Overwrite</code> ( <code>Source</code> : <b>in out</b> <code>String</code> ;<br><code>Position</code> : <b>in</b> <code>Positive</code> ;<br><code>New_Item</code> : <b>in</b> <code>String</code> ;<br><code>Drop</code> : <b>in</b> <code>Truncation := Right</code> );                                                                                       | 83 |
| Equivalent to <code>Move(Overwrite(Source, Position, New_Item), Source, Drop)</code> .                                                                                                                                                                                                                                                                                                 |    |
| <b>function</b> <code>Delete</code> ( <code>Source</code> : <b>in</b> <code>String</code> ;<br><code>From</code> : <b>in</b> <code>Positive</code> ;<br><code>Through</code> : <b>in</b> <code>Natural</code> )<br><b>return</b> <code>String</code> ;                                                                                                                                 | 85 |
| If <code>From</code> <= <code>Through</code> , the returned string is <code>Replace_Slice(Source, From, Through, "")</code> ;<br>otherwise, it is <code>Source</code> with lower bound 1.                                                                                                                                                                                              |    |
| <b>procedure</b> <code>Delete</code> ( <code>Source</code> : <b>in out</b> <code>String</code> ;<br><code>From</code> : <b>in</b> <code>Positive</code> ;<br><code>Through</code> : <b>in</b> <code>Natural</code> ;<br><code>Justify</code> : <b>in</b> <code>Alignment := Left</code> ;<br><code>Pad</code> : <b>in</b> <code>Character := Space</code> );                           | 87 |
| Equivalent to <code>Move&gt;Delete(Source, From, Through), Source, Justify =&gt; Justify, Pad =&gt; Pad)</code> .                                                                                                                                                                                                                                                                      |    |
| <b>function</b> <code>Trim</code> ( <code>Source</code> : <b>in</b> <code>String</code> ;<br><code>Side</code> : <b>in</b> <code>Trim_End</code> )<br><b>return</b> <code>String</code> ;                                                                                                                                                                                              | 89 |
| Returns the string obtained by removing from <code>Source</code> all leading <code>Space</code> characters (if <code>Side</code> = <code>Left</code> ), all trailing <code>Space</code> characters (if <code>Side</code> = <code>Right</code> ), or all leading and trailing <code>Space</code> characters (if <code>Side</code> = <code>Both</code> ).                                |    |
| <b>procedure</b> <code>Trim</code> ( <code>Source</code> : <b>in out</b> <code>String</code> ;<br><code>Side</code> : <b>in</b> <code>Trim_End</code> ;<br><code>Justify</code> : <b>in</b> <code>Alignment := Left</code> ;<br><code>Pad</code> : <b>in</b> <code>Character := Space</code> );                                                                                        | 91 |
| Equivalent to <code>Move(Trim(Source, Side), Source, Justify=&gt;Justify, Pad=&gt;Pad)</code> .                                                                                                                                                                                                                                                                                        |    |
| <b>function</b> <code>Trim</code> ( <code>Source</code> : <b>in</b> <code>String</code> ;<br><code>Left</code> : <b>in</b> <code>Maps.Character_Set</code> ;<br><code>Right</code> : <b>in</b> <code>Maps.Character_Set</code> )<br><b>return</b> <code>String</code> ;                                                                                                                | 93 |
| Returns the string obtained by removing from <code>Source</code> all leading characters in <code>Left</code> and all trailing characters in <code>Right</code> .                                                                                                                                                                                                                       |    |
| <b>procedure</b> <code>Trim</code> ( <code>Source</code> : <b>in out</b> <code>String</code> ;<br><code>Left</code> : <b>in</b> <code>Maps.Character_Set</code> ;<br><code>Right</code> : <b>in</b> <code>Maps.Character_Set</code> ;<br><code>Justify</code> : <b>in</b> <code>Alignment := SStrings.Left</code> ;<br><code>Pad</code> : <b>in</b> <code>Character := Space</code> ); | 95 |
| Equivalent to <code>Move(Trim(Source, Left, Right), Source, Justify =&gt; Justify, Pad=&gt;Pad)</code> .                                                                                                                                                                                                                                                                               |    |

- 97       **function** Head (Source : **in** String;  
                    Count  : **in** Natural;  
                    Pad    : **in** Character := Space)  
          **return** String;
- 98/3       Returns a string of length Count. If Count <= Source'Length, the string comprises the first Count characters of Source. Otherwise, its contents are Source concatenated with Count-Source'Length Pad characters.
- 99       **procedure** Head (Source  : **in out** String;  
                    Count  : **in** Natural;  
                    Justify : **in** Alignment := Left;  
                    Pad    : **in** Character := Space);
- 100       Equivalent to Move(Head(Source, Count, Pad), Source, Drop=>Error, Justify=>Justify, Pad=>Pad).
- 101       **function** Tail (Source : **in** String;  
                    Count  : **in** Natural;  
                    Pad    : **in** Character := Space)  
          **return** String;
- 102/3       Returns a string of length Count. If Count <= Source'Length, the string comprises the last Count characters of Source. Otherwise, its contents are Count-Source'Length Pad characters concatenated with Source.
- 103       **procedure** Tail (Source  : **in out** String;  
                    Count  : **in** Natural;  
                    Justify : **in** Alignment := Left;  
                    Pad    : **in** Character := Space);
- 104       Equivalent to Move(Tail(Source, Count, Pad), Source, Drop=>Error, Justify=>Justify, Pad=>Pad).
- 105       **function** "\*" (Left  : **in** Natural;  
                    Right : **in** Character) **return** String;
- function** "\*" (Left  : **in** Natural;  
                    Right : **in** String) **return** String;
- 106/1       These functions replicate a character or string a specified number of times. The first function returns a string whose length is Left and each of whose elements is Right. The second function returns a string whose length is Left\*Right'Length and whose value is the null string if Left = 0 and otherwise is (Left-1)\*Right & Right with lower bound 1.
- 107/5       NOTE 1 In the Index and Count functions taking Pattern and Mapping parameters, for there to be a match, the actual String parameter passed to Pattern can contain only characters occurring as target characters of the mapping.
- 108       NOTE 2 In the Insert subprograms, inserting at the end of a string is obtained by passing Source'Last+1 as the Before parameter.
- 109       NOTE 3 If a null Character\_Mapping\_Function is passed to any of the string handling subprograms, Constraint\_Error is propagated.

## A.4.4 Bounded-Length String Handling

The language-defined package `Strings.Bounded` provides a generic package each of whose instances yields a private type `Bounded_String` and a set of operations. An object of a particular `Bounded_String` type represents a `String` whose low bound is 1 and whose length can vary conceptually between 0 and a maximum size established at the generic instantiation. The subprograms for fixed-length string handling are either overloaded directly for `Bounded_String`, or are modified as necessary to reflect the variability in length. Additionally, since the `Bounded_String` type is private, appropriate constructor and selector operations are provided.

### Static Semantics

The library package `Strings.Bounded` has the following declaration:

```

with Ada.Strings.Maps;
package Ada.Strings.Bounded
  with Preelaborate, Nonblocking, Global => in out synchronized is
  generic
    Max : Positive; -- Maximum length of a Bounded_String
  package Generic_Bounded_Length is
    Max_Length : constant Positive := Max;
    type Bounded_String is private;
    Null_Bounded_String : constant Bounded_String;
    subtype Length_Range is Natural range 0 .. Max_Length;
    function Length (Source : in Bounded_String) return Length_Range;
    -- Conversion, Concatenation, and Selection functions
    function To_Bounded_String (Source : in String;
                               Drop : in Truncation := Error)
      return Bounded_String;
    function To_String (Source : in Bounded_String) return String;
    procedure Set_Bounded_String
      (Target : out Bounded_String;
       Source : in String;
       Drop : in Truncation := Error);
    function Append (Left, Right : in Bounded_String;
                    Drop : in Truncation := Error)
      return Bounded_String;
    function Append (Left : in Bounded_String;
                    Right : in String;
                    Drop : in Truncation := Error)
      return Bounded_String;
    function Append (Left : in String;
                    Right : in Bounded_String;
                    Drop : in Truncation := Error)
      return Bounded_String;
    function Append (Left : in Character;
                    Right : in Bounded_String;
                    Drop : in Truncation := Error)
      return Bounded_String;
    function Append (Left : in Character;
                    Right : in Bounded_String;
                    Drop : in Truncation := Error)
      return Bounded_String;
  end Generic_Bounded_Length;
end Ada.Strings.Bounded;

```

```

18     procedure Append (Source   : in out Bounded_String;
                       New_Item : in Bounded_String;
                       Drop      : in Truncation := Error);
19
20     procedure Append (Source   : in out Bounded_String;
                       New_Item : in String;
                       Drop      : in Truncation := Error);
21
22     procedure Append (Source   : in out Bounded_String;
                       New_Item : in Character;
                       Drop      : in Truncation := Error);
23
24     function "&" (Left, Right : in Bounded_String)
25       return Bounded_String;
26
27     function "&" (Left : in Bounded_String; Right : in String)
28       return Bounded_String;
29
30     function "&" (Left : in String; Right : in Bounded_String)
31       return Bounded_String;
32
33     function "&" (Left : in Bounded_String; Right : in Character)
34       return Bounded_String;
35
36     function "&" (Left : in Character; Right : in Bounded_String)
37       return Bounded_String;
38
39     function Element (Source : in Bounded_String;
40                     Index  : in Positive)
41       return Character;
42
43     procedure Replace_Element (Source : in out Bounded_String;
44                               Index  : in Positive;
45                               By      : in Character);
46
47     function Slice (Source : in Bounded_String;
48                   Low     : in Positive;
49                   High    : in Natural)
50       return String;
51
52     function Bounded_Slice
53       (Source : in Bounded_String;
54        Low    : in Positive;
55        High   : in Natural)
56       return Bounded_String;
57
58     procedure Bounded_Slice
59       (Source : in Bounded_String;
60        Target : out Bounded_String;
61        Low    : in Positive;
62        High   : in Natural);
63
64     function "=" (Left, Right : in Bounded_String) return Boolean;
65     function "=" (Left : in Bounded_String; Right : in String)
66       return Boolean;
67
68     function "=" (Left : in String; Right : in Bounded_String)
69       return Boolean;
70
71     function "<" (Left, Right : in Bounded_String) return Boolean;
72     function "<" (Left : in Bounded_String; Right : in String)
73       return Boolean;
74
75     function "<" (Left : in String; Right : in Bounded_String)
76       return Boolean;
77
78     function "<=" (Left, Right : in Bounded_String) return Boolean;
79     function "<=" (Left : in Bounded_String; Right : in String)
80       return Boolean;
81
82     function "<=" (Left : in String; Right : in Bounded_String)
83       return Boolean;
84
85     function ">" (Left, Right : in Bounded_String) return Boolean;

```



|                                                                                      |        |
|--------------------------------------------------------------------------------------|--------|
| <b>function</b> ">" (Left : <b>in</b> Bounded_String; Right : <b>in</b> String)      | 38     |
| <b>return</b> Boolean;                                                               |        |
| <b>function</b> ">" (Left : <b>in</b> String; Right : <b>in</b> Bounded_String)      | 39     |
| <b>return</b> Boolean;                                                               |        |
| <b>function</b> ">=" (Left, Right : <b>in</b> Bounded_String) <b>return</b> Boolean; | 40     |
| <b>function</b> ">=" (Left : <b>in</b> Bounded_String; Right : <b>in</b> String)     | 41     |
| <b>return</b> Boolean;                                                               |        |
| <b>function</b> ">=" (Left : <b>in</b> String; Right : <b>in</b> Bounded_String)     | 42     |
| <b>return</b> Boolean;                                                               |        |
| -- Search subprograms                                                                | 43/2   |
| <b>function</b> Index (Source : <b>in</b> Bounded_String;                            | 43.1/2 |
| Pattern : <b>in</b> String;                                                          |        |
| From : <b>in</b> Positive;                                                           |        |
| Going : <b>in</b> Direction := Forward;                                              |        |
| Mapping : <b>in</b> Maps.Character_Mapping := Maps.Identity)                         |        |
| <b>return</b> Natural;                                                               |        |
| <b>function</b> Index (Source : <b>in</b> Bounded_String;                            | 43.2/2 |
| Pattern : <b>in</b> String;                                                          |        |
| From : <b>in</b> Positive;                                                           |        |
| Going : <b>in</b> Direction := Forward;                                              |        |
| Mapping : <b>in</b> Maps.Character_Mapping_Function)                                 |        |
| <b>return</b> Natural;                                                               |        |
| <b>function</b> Index (Source : <b>in</b> Bounded_String;                            | 44     |
| Pattern : <b>in</b> String;                                                          |        |
| Going : <b>in</b> Direction := Forward;                                              |        |
| Mapping : <b>in</b> Maps.Character_Mapping                                           |        |
| := Maps.Identity)                                                                    |        |
| <b>return</b> Natural;                                                               |        |
| <b>function</b> Index (Source : <b>in</b> Bounded_String;                            | 45     |
| Pattern : <b>in</b> String;                                                          |        |
| Going : <b>in</b> Direction := Forward;                                              |        |
| Mapping : <b>in</b> Maps.Character_Mapping_Function)                                 |        |
| <b>return</b> Natural;                                                               |        |
| <b>function</b> Index (Source : <b>in</b> Bounded_String;                            | 45.1/2 |
| Set : <b>in</b> Maps.Character_Set;                                                  |        |
| From : <b>in</b> Positive;                                                           |        |
| Test : <b>in</b> Membership := Inside;                                               |        |
| Going : <b>in</b> Direction := Forward)                                              |        |
| <b>return</b> Natural;                                                               |        |
| <b>function</b> Index (Source : <b>in</b> Bounded_String;                            | 46     |
| Set : <b>in</b> Maps.Character_Set;                                                  |        |
| Test : <b>in</b> Membership := Inside;                                               |        |
| Going : <b>in</b> Direction := Forward)                                              |        |
| <b>return</b> Natural;                                                               |        |
| <b>function</b> Index_Non_Blank (Source : <b>in</b> Bounded_String;                  | 46.1/2 |
| From : <b>in</b> Positive;                                                           |        |
| Going : <b>in</b> Direction := Forward)                                              |        |
| <b>return</b> Natural;                                                               |        |
| <b>function</b> Index_Non_Blank (Source : <b>in</b> Bounded_String;                  | 47     |
| Going : <b>in</b> Direction := Forward)                                              |        |
| <b>return</b> Natural;                                                               |        |
| <b>function</b> Count (Source : <b>in</b> Bounded_String;                            | 48     |
| Pattern : <b>in</b> String;                                                          |        |
| Mapping : <b>in</b> Maps.Character_Mapping                                           |        |
| := Maps.Identity)                                                                    |        |
| <b>return</b> Natural;                                                               |        |
| <b>function</b> Count (Source : <b>in</b> Bounded_String;                            | 49     |
| Pattern : <b>in</b> String;                                                          |        |
| Mapping : <b>in</b> Maps.Character_Mapping_Function)                                 |        |
| <b>return</b> Natural;                                                               |        |

```

50         function Count (Source   : in Bounded_String;
                          Set      : in Maps.Character_Set)
            return Natural;
50.1/3     procedure Find-Token (Source : in Bounded_String;
                               Set     : in Maps.Character_Set;
                               From    : in Positive;
                               Test    : in Membership;
                               First   : out Positive;
                               Last    : out Natural);
51         procedure Find-Token (Source : in Bounded_String;
                               Set     : in Maps.Character_Set;
                               Test    : in Membership;
                               First   : out Positive;
                               Last    : out Natural);
52     -- String translation subprograms
53         function Translate (Source   : in Bounded_String;
                             Mapping  : in Maps.Character_Mapping)
            return Bounded_String;
54         procedure Translate (Source : in out Bounded_String;
                              Mapping : in Maps.Character_Mapping);
55         function Translate (Source   : in Bounded_String;
                             Mapping  : in Maps.Character_Mapping_Function)
            return Bounded_String;
56         procedure Translate (Source : in out Bounded_String;
                              Mapping : in Maps.Character_Mapping_Function);
57     -- String transformation subprograms
58         function Replace_Slice (Source   : in Bounded_String;
                                  Low      : in Positive;
                                  High     : in Natural;
                                  By       : in String;
                                  Drop     : in Truncation := Error)
            return Bounded_String;
59         procedure Replace_Slice (Source   : in out Bounded_String;
                                  Low      : in Positive;
                                  High     : in Natural;
                                  By       : in String;
                                  Drop     : in Truncation := Error);
60         function Insert (Source   : in Bounded_String;
                           Before   : in Positive;
                           New_Item : in String;
                           Drop     : in Truncation := Error)
            return Bounded_String;
61         procedure Insert (Source   : in out Bounded_String;
                           Before   : in Positive;
                           New_Item : in String;
                           Drop     : in Truncation := Error);
62         function Overwrite (Source   : in Bounded_String;
                              Position  : in Positive;
                              New_Item : in String;
                              Drop     : in Truncation := Error)
            return Bounded_String;
63         procedure Overwrite (Source   : in out Bounded_String;
                              Position  : in Positive;
                              New_Item : in String;
                              Drop     : in Truncation := Error);
64         function Delete (Source   : in Bounded_String;
                           From     : in Positive;
                           Through  : in Natural)
            return Bounded_String;

```

```

procedure Delete (Source : in out Bounded_String;           65
                  From   : in Positive;
                  Through : in Natural);

--String selector subprograms                               66

function Trim (Source : in Bounded_String;                 67
              Side   : in Trim_End)
return Bounded_String;
procedure Trim (Source : in out Bounded_String;
              Side   : in Trim_End);

function Trim (Source : in Bounded_String;                 68
              Left    : in Maps.Character_Set;
              Right   : in Maps.Character_Set)
return Bounded_String;

procedure Trim (Source : in out Bounded_String;           69
              Left    : in Maps.Character_Set;
              Right   : in Maps.Character_Set);

function Head (Source : in Bounded_String;                 70
              Count   : in Natural;
              Pad     : in Character := Space;
              Drop    : in Truncation := Error)
return Bounded_String;

procedure Head (Source : in out Bounded_String;           71
              Count   : in Natural;
              Pad     : in Character := Space;
              Drop    : in Truncation := Error);

function Tail (Source : in Bounded_String;                 72
              Count   : in Natural;
              Pad     : in Character := Space;
              Drop    : in Truncation := Error)
return Bounded_String;

procedure Tail (Source : in out Bounded_String;           73
              Count   : in Natural;
              Pad     : in Character := Space;
              Drop    : in Truncation := Error);

--String constructor subprograms                           74

function "*" (Left  : in Natural;                             75
            Right : in Character)
return Bounded_String;

function "*" (Left  : in Natural;                             76
            Right : in String)
return Bounded_String;

function "*" (Left  : in Natural;                             77
            Right : in Bounded_String)
return Bounded_String;

function Replicate (Count : in Natural;                       78
                  Item   : in Character;
                  Drop   : in Truncation := Error)
return Bounded_String;

function Replicate (Count : in Natural;                       79
                  Item   : in String;
                  Drop   : in Truncation := Error)
return Bounded_String;

function Replicate (Count : in Natural;                       80
                  Item   : in Bounded_String;
                  Drop   : in Truncation := Error)
return Bounded_String;

private   81
... -- not specified by the language
end Generic_Bounded_Length;
```

82       **end** Ada.Strings.Bounded;

83 Null\_Bounded\_String represents the null string. If an object of type Bounded\_String is not otherwise initialized, it will be initialized to the same value as Null\_Bounded\_String.

84       **function** Length (Source : **in** Bounded\_String) **return** Length\_Range;

85       The Length function returns the length of the string represented by Source.

86       **function** To\_Bounded\_String (Source : **in** String;  
                                   Drop    : **in** Truncation := Error)  
       **return** Bounded\_String;

87/3       If Source'Length <= Max\_Length, then this function returns a Bounded\_String that represents Source. Otherwise, the effect depends on the value of Drop:

- 88       • If Drop=Left, then the result is a Bounded\_String that represents the string comprising the rightmost Max\_Length characters of Source.
- 89       • If Drop=Right, then the result is a Bounded\_String that represents the string comprising the leftmost Max\_Length characters of Source.
- 90       • If Drop=Error, then Strings.Length\_Error is propagated.

91       **function** To\_String (Source : **in** Bounded\_String) **return** String;

92       To\_String returns the String value with lower bound 1 represented by Source. If B is a Bounded\_String, then B = To\_Bounded\_String(To\_String(B)).

92.1/2   **procedure** Set\_Bounded\_String  
           (Target :       **out** Bounded\_String;  
           Source : **in**    String;  
           Drop    : **in**    Truncation := Error);

92.2/2   Equivalent to Target := To\_Bounded\_String (Source, Drop);

93       Each of the Append functions returns a Bounded\_String obtained by concatenating the string or character given or represented by one of the parameters, with the string or character given or represented by the other parameter, and applying To\_Bounded\_String to the concatenation result string, with Drop as provided to the Append function.

94       Each of the procedures Append(Source, New\_Item, Drop) has the same effect as the corresponding assignment Source := Append(Source, New\_Item, Drop).

95       Each of the "&" functions has the same effect as the corresponding Append function, with Error as the Drop parameter.

96       **function** Element (Source : **in** Bounded\_String;  
                           Index : **in** Positive)  
       **return** Character;

97       Returns the character at position Index in the string represented by Source; propagates Index\_Error if Index > Length(Source).

98       **procedure** Replace\_Element (Source : **in out** Bounded\_String;  
                                   Index : **in** Positive;  
                                   By     : **in** Character);

99       Updates Source such that the character at position Index in the string represented by Source is By; propagates Index\_Error if Index > Length(Source).

|                                                                                                                                                                                                                                  |         |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|
| <pre> <b>function</b> Slice (Source : <b>in</b> Bounded_String;                 Low   : <b>in</b> Positive;                 High  : <b>in</b> Natural)     <b>return</b> String; </pre>                                          | 100     |
| <p>Returns the slice at positions Low through High in the string represented by Source; propagates Index_Error if Low &gt; Length(Source)+1 or High &gt; Length(Source). The bounds of the returned string are Low and High.</p> | 101/1   |
| <pre> <b>function</b> Bounded_Slice   (Source : <b>in</b> Bounded_String;    Low    : <b>in</b> Positive;    High   : <b>in</b> Natural)     <b>return</b> Bounded_String; </pre>                                                | 101.1/2 |
| <p>Returns the slice at positions Low through High in the string represented by Source as a bounded string; propagates Index_Error if Low &gt; Length(Source)+1 or High &gt; Length(Source).</p>                                 | 101.2/2 |
| <pre> <b>procedure</b> Bounded_Slice   (Source : <b>in</b>    Bounded_String;    Target : <b>out</b> Bounded_String;    Low    : <b>in</b>    Positive;    High   : <b>in</b>    Natural); </pre>                                | 101.3/2 |
| <p>Equivalent to Target := Bounded_Slice (Source, Low, High);</p>                                                                                                                                                                | 101.4/2 |

Each of the functions "=", "<", ">", "<=", and ">=" returns the same result as the corresponding String operation applied to the String values given or represented by the two parameters. 102

Each of the search subprograms (Index, Index\_Non\_Blank, Count, Find-Token) has the same effect as the corresponding subprogram in Strings.Fixed applied to the string represented by the Bounded\_String parameter. 103

Each of the Translate subprograms, when applied to a Bounded\_String, has an analogous effect to the corresponding subprogram in Strings.Fixed. For the Translate function, the translation is applied to the string represented by the Bounded\_String parameter, and the result is converted (via To\_Bounded\_String) to a Bounded\_String. For the Translate procedure, the string represented by the Bounded\_String parameter after the translation is given by the Translate function for fixed-length strings applied to the string represented by the original value of the parameter. 104

Each of the transformation subprograms (Replace\_Slice, Insert, Overwrite, Delete), selector subprograms (Trim, Head, Tail), and constructor functions ("\*") has an effect based on its corresponding subprogram in Strings.Fixed, and Replicate is based on Fixed.\*". In the case of a function, the corresponding fixed-length string subprogram is applied to the string represented by the Bounded\_String parameter. To\_Bounded\_String is applied the result string, with Drop (or Error in the case of Generic\_Bounded\_Length.\*") determining the effect when the string length exceeds Max\_Length. In the case of a procedure, the corresponding function in Strings.Bounded.Generic\_Bounded\_Length is applied, with the result assigned into the Source parameter. 105/1

*Implementation Advice*

Bounded string objects should not be implemented by implicit pointers and dynamic allocation. 106

## A.4.5 Unbounded-Length String Handling

1/5 The language-defined package `Strings.Unbounded` provides a private type `Unbounded_String` and a set of operations. An object of type `Unbounded_String` represents a `String` whose low bound is 1 and whose length can vary conceptually between 0 and `Natural'Last`. The subprograms for fixed-length string handling are either overloaded directly for `Unbounded_String`, or are modified as necessary to reflect the flexibility in length. Since the `Unbounded_String` type is private, relevant constructor and selector operations are provided.

### *Static Semantics*

2 The library package `Strings.Unbounded` has the following declaration:

```

3/5   with Ada.Strings.Maps;
      package Ada.Strings.Unbounded
          with Preelaborate, Nonblocking, Global => in out synchronized is
4/5       type Unbounded_String is private
          with Preelaborable_Initialization;
5       Null_Unbounded_String : constant Unbounded_String;
6       function Length (Source : in Unbounded_String) return Natural;
7       type String_Access is access all String;
          procedure Free (X : in out String_Access);
8       -- Conversion, Concatenation, and Selection functions
9       function To_Unbounded_String (Source : in String)
          return Unbounded_String;
10      function To_Unbounded_String (Length : in Natural)
          return Unbounded_String;
11      function To_String (Source : in Unbounded_String) return String;
11.1/2 procedure Set_Unbounded_String
          (Target : out Unbounded_String;
           Source : in String);
12      procedure Append (Source : in out Unbounded_String;
          New_Item : in Unbounded_String);
13      procedure Append (Source : in out Unbounded_String;
          New_Item : in String);
14      procedure Append (Source : in out Unbounded_String;
          New_Item : in Character);
15      function "&" (Left, Right : in Unbounded_String)
          return Unbounded_String;
16      function "&" (Left : in Unbounded_String; Right : in String)
          return Unbounded_String;
17      function "&" (Left : in String; Right : in Unbounded_String)
          return Unbounded_String;
18      function "&" (Left : in Unbounded_String; Right : in Character)
          return Unbounded_String;
19      function "&" (Left : in Character; Right : in Unbounded_String)
          return Unbounded_String;
20      function Element (Source : in Unbounded_String;
          Index : in Positive)
          return Character;
21      procedure Replace_Element (Source : in out Unbounded_String;
          Index : in Positive;
          By : in Character);

```

|                                                                                                                                                                                                                                          |        |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| <b>function</b> Slice (Source : <b>in</b> Unbounded_String;<br>Low      : <b>in</b> Positive;<br>High     : <b>in</b> Natural)                                                                                                           | 22     |
| <b>return</b> String;                                                                                                                                                                                                                    |        |
| <b>function</b> Unbounded_Slice<br>(Source : <b>in</b> Unbounded_String;<br>Low   : <b>in</b> Positive;<br>High   : <b>in</b> Natural)                                                                                                   | 22.1/2 |
| <b>return</b> Unbounded_String;                                                                                                                                                                                                          |        |
| <b>procedure</b> Unbounded_Slice<br>(Source : <b>in</b> Unbounded_String;<br>Target : <b>out</b> Unbounded_String;<br>Low    : <b>in</b> Positive;<br>High    : <b>in</b> Natural);                                                      | 22.2/2 |
| <b>function</b> "=" (Left, Right : <b>in</b> Unbounded_String) <b>return</b> Boolean;                                                                                                                                                    | 23     |
| <b>function</b> "=" (Left : <b>in</b> Unbounded_String; Right : <b>in</b> String)<br><b>return</b> Boolean;                                                                                                                              | 24     |
| <b>function</b> "=" (Left : <b>in</b> String; Right : <b>in</b> Unbounded_String)<br><b>return</b> Boolean;                                                                                                                              | 25     |
| <b>function</b> "<" (Left, Right : <b>in</b> Unbounded_String) <b>return</b> Boolean;                                                                                                                                                    | 26     |
| <b>function</b> "<" (Left : <b>in</b> Unbounded_String; Right : <b>in</b> String)<br><b>return</b> Boolean;                                                                                                                              | 27     |
| <b>function</b> "<" (Left : <b>in</b> String; Right : <b>in</b> Unbounded_String)<br><b>return</b> Boolean;                                                                                                                              | 28     |
| <b>function</b> "<=" (Left, Right : <b>in</b> Unbounded_String) <b>return</b> Boolean;                                                                                                                                                   | 29     |
| <b>function</b> "<=" (Left : <b>in</b> Unbounded_String; Right : <b>in</b> String)<br><b>return</b> Boolean;                                                                                                                             | 30     |
| <b>function</b> "<=" (Left : <b>in</b> String; Right : <b>in</b> Unbounded_String)<br><b>return</b> Boolean;                                                                                                                             | 31     |
| <b>function</b> ">" (Left, Right : <b>in</b> Unbounded_String) <b>return</b> Boolean;                                                                                                                                                    | 32     |
| <b>function</b> ">" (Left : <b>in</b> Unbounded_String; Right : <b>in</b> String)<br><b>return</b> Boolean;                                                                                                                              | 33     |
| <b>function</b> ">" (Left : <b>in</b> String; Right : <b>in</b> Unbounded_String)<br><b>return</b> Boolean;                                                                                                                              | 34     |
| <b>function</b> ">=" (Left, Right : <b>in</b> Unbounded_String) <b>return</b> Boolean;                                                                                                                                                   | 35     |
| <b>function</b> ">=" (Left : <b>in</b> Unbounded_String; Right : <b>in</b> String)<br><b>return</b> Boolean;                                                                                                                             | 36     |
| <b>function</b> ">=" (Left : <b>in</b> String; Right : <b>in</b> Unbounded_String)<br><b>return</b> Boolean;                                                                                                                             | 37     |
| -- Search subprograms                                                                                                                                                                                                                    | 38     |
| <b>function</b> Index (Source : <b>in</b> Unbounded_String;<br>Pattern : <b>in</b> String;<br>From    : <b>in</b> Positive;<br>Going   : <b>in</b> Direction := Forward;<br>Mapping : <b>in</b> Maps.Character_Mapping := Maps.Identity) | 38.1/2 |
| <b>return</b> Natural;                                                                                                                                                                                                                   |        |
| <b>function</b> Index (Source : <b>in</b> Unbounded_String;<br>Pattern : <b>in</b> String;<br>From    : <b>in</b> Positive;<br>Going   : <b>in</b> Direction := Forward;<br>Mapping : <b>in</b> Maps.Character_Mapping_Function)         | 38.2/2 |
| <b>return</b> Natural;                                                                                                                                                                                                                   |        |

```

39     function Index (Source : in Unbounded_String;
                    Pattern : in String;
                    Going   : in Direction := Forward;
                    Mapping  : in Maps.Character_Mapping
                        := Maps.Identity)
        return Natural;
40     function Index (Source : in Unbounded_String;
                    Pattern : in String;
                    Going   : in Direction := Forward;
                    Mapping  : in Maps.Character_Mapping_Function)
        return Natural;
40.1/2   function Index (Source : in Unbounded_String;
                    Set       : in Maps.Character_Set;
                    From     : in Positive;
                    Test     : in Membership := Inside;
                    Going    : in Direction := Forward)
        return Natural;
41     function Index (Source : in Unbounded_String;
                    Set       : in Maps.Character_Set;
                    Test     : in Membership := Inside;
                    Going    : in Direction := Forward) return Natural;
41.1/2   function Index_Non_Blank (Source : in Unbounded_String;
                                From     : in Positive;
                                Going    : in Direction := Forward)
        return Natural;
42     function Index_Non_Blank (Source : in Unbounded_String;
                                Going    : in Direction := Forward)
        return Natural;
43     function Count (Source : in Unbounded_String;
                    Pattern : in String;
                    Mapping  : in Maps.Character_Mapping
                        := Maps.Identity)
        return Natural;
44     function Count (Source : in Unbounded_String;
                    Pattern : in String;
                    Mapping  : in Maps.Character_Mapping_Function)
        return Natural;
45     function Count (Source : in Unbounded_String;
                    Set       : in Maps.Character_Set)
        return Natural;
45.1/3   procedure Find-Token (Source : in Unbounded_String;
                            Set       : in Maps.Character_Set;
                            From     : in Positive;
                            Test     : in Membership;
                            First    : out Positive;
                            Last     : out Natural);
46     procedure Find-Token (Source : in Unbounded_String;
                            Set       : in Maps.Character_Set;
                            Test     : in Membership;
                            First    : out Positive;
                            Last     : out Natural);
47     -- String translation subprograms
48     function Translate (Source : in Unbounded_String;
                        Mapping : in Maps.Character_Mapping)
        return Unbounded_String;
49     procedure Translate (Source : in out Unbounded_String;
                        Mapping : in Maps.Character_Mapping);
50     function Translate (Source : in Unbounded_String;
                        Mapping : in Maps.Character_Mapping_Function)
        return Unbounded_String;

```



```

procedure Translate (Source : in out Unbounded_String;
                    Mapping : in Maps.Character_Mapping_Function); 51
-- String transformation subprograms 52
function Replace_Slice (Source : in Unbounded_String;
                        Low : in Positive;
                        High : in Natural;
                        By : in String)
    return Unbounded_String; 53
procedure Replace_Slice (Source : in out Unbounded_String;
                        Low : in Positive;
                        High : in Natural;
                        By : in String); 54
function Insert (Source : in Unbounded_String;
                Before : in Positive;
                New_Item : in String)
    return Unbounded_String; 55
procedure Insert (Source : in out Unbounded_String;
                Before : in Positive;
                New_Item : in String); 56
function Overwrite (Source : in Unbounded_String;
                    Position : in Positive;
                    New_Item : in String)
    return Unbounded_String; 57
procedure Overwrite (Source : in out Unbounded_String;
                    Position : in Positive;
                    New_Item : in String); 58
function Delete (Source : in Unbounded_String;
                 From : in Positive;
                 Through : in Natural)
    return Unbounded_String; 59
procedure Delete (Source : in out Unbounded_String;
                 From : in Positive;
                 Through : in Natural); 60
function Trim (Source : in Unbounded_String;
                Side : in Trim_End)
    return Unbounded_String; 61
procedure Trim (Source : in out Unbounded_String;
                Side : in Trim_End); 62
function Trim (Source : in Unbounded_String;
                Left : in Maps.Character_Set;
                Right : in Maps.Character_Set)
    return Unbounded_String; 63
procedure Trim (Source : in out Unbounded_String;
                Left : in Maps.Character_Set;
                Right : in Maps.Character_Set); 64
function Head (Source : in Unbounded_String;
                Count : in Natural;
                Pad : in Character := Space)
    return Unbounded_String; 65
procedure Head (Source : in out Unbounded_String;
                Count : in Natural;
                Pad : in Character := Space); 66
function Tail (Source : in Unbounded_String;
                Count : in Natural;
                Pad : in Character := Space)
    return Unbounded_String; 67
procedure Tail (Source : in out Unbounded_String;
                Count : in Natural;
                Pad : in Character := Space); 68

```

```

69     function "*" (Left : in Natural;
                  Right : in Character)
        return Unbounded_String;
70     function "*" (Left : in Natural;
                  Right : in String)
        return Unbounded_String;
71     function "*" (Left : in Natural;
                  Right : in Unbounded_String)
        return Unbounded_String;
72     private
        ... -- not specified by the language
    end Ada.Strings.Unbounded;

```

72.1/2 The type `Unbounded_String` needs finalization (see 7.6).

73 `Null_Unbounded_String` represents the null `String`. If an object of type `Unbounded_String` is not otherwise initialized, it will be initialized to the same value as `Null_Unbounded_String`.

74 The function `Length` returns the length of the `String` represented by `Source`.

75 The type `String_Access` provides a (nonprivate) access type for explicit processing of unbounded-length strings. The procedure `Free` performs an unchecked deallocation of an object of type `String_Access`.

76 The function `To_Unbounded_String(Source : in String)` returns an `Unbounded_String` that represents `Source`. The function `To_Unbounded_String(Length : in Natural)` returns an `Unbounded_String` that represents an uninitialized `String` whose length is `Length`.

77 The function `To_String` returns the `String` with lower bound 1 represented by `Source`. `To_String` and `To_Unbounded_String` are related as follows:

- 78 • If `S` is a `String`, then `To_String(To_Unbounded_String(S)) = S`.
- 79 • If `U` is an `Unbounded_String`, then `To_Unbounded_String(To_String(U)) = U`.

79.1/2 The procedure `Set_Unbounded_String` sets `Target` to an `Unbounded_String` that represents `Source`.

80 For each of the `Append` procedures, the resulting string represented by the `Source` parameter is given by the concatenation of the original value of `Source` and the value of `New_Item`.

81 Each of the `"&"` functions returns an `Unbounded_String` obtained by concatenating the string or character given or represented by one of the parameters, with the string or character given or represented by the other parameter, and applying `To_Unbounded_String` to the concatenation result string.

82 The `Element`, `Replace_Element`, and `Slice` subprograms have the same effect as the corresponding bounded-length string subprograms.

82.1/3 The function `Unbounded_Slice` returns the slice at positions `Low` through `High` in the string represented by `Source` as an `Unbounded_String`. The procedure `Unbounded_Slice` sets `Target` to the `Unbounded_String` representing the slice at positions `Low` through `High` in the string represented by `Source`. Both subprograms propagate `Index_Error` if `Low > Length(Source)+1` or `High > Length(Source)`.

83 Each of the functions `"="`, `"<"`, `">"`, `"<="`, and `">="` returns the same result as the corresponding `String` operation applied to the `String` values given or represented by `Left` and `Right`.

84 Each of the search subprograms (`Index`, `Index_Non_Blank`, `Count`, `Find-Token`) has the same effect as the corresponding subprogram in `Strings.Fixed` applied to the string represented by the `Unbounded_String` parameter.

The Translate function has an analogous effect to the corresponding subprogram in Strings.Fixed. The translation is applied to the string represented by the Unbounded\_String parameter, and the result is converted (via To\_Unbounded\_String) to an Unbounded\_String. 85

Each of the transformation functions (Replace\_Slice, Insert, Overwrite, Delete), selector functions (Trim, Head, Tail), and constructor functions ("\*") is likewise analogous to its corresponding subprogram in Strings.Fixed. For each of the subprograms, the corresponding fixed-length string subprogram is applied to the string represented by the Unbounded\_String parameter, and To\_Unbounded\_String is applied the result string. 86

For each of the procedures Translate, Replace\_Slice, Insert, Overwrite, Delete, Trim, Head, and Tail, the resulting string represented by the Source parameter is given by the corresponding function for fixed-length strings applied to the string represented by Source's original value. 87

#### *Implementation Requirements*

No storage associated with an Unbounded\_String object shall be lost upon assignment or scope exit. 88

## A.4.6 String-Handling Sets and Mappings

The language-defined package Strings.Maps.Constants declares Character\_Set and Character\_Mapping constants corresponding to classification and conversion functions in package Characters.Handling. 1

#### *Static Semantics*

The library package Strings.Maps.Constants has the following declaration: 2

```

package Ada.Strings.Maps.Constants
  with Pure is
    Control_Set      : constant Character_Set;
    Graphic_Set     : constant Character_Set;
    Letter_Set      : constant Character_Set;
    Lower_Set       : constant Character_Set;
    Upper_Set       : constant Character_Set;
    Basic_Set       : constant Character_Set;
    Decimal_Digit_Set : constant Character_Set;
    Hexadecimal_Digit_Set : constant Character_Set;
    Alphanumeric_Set : constant Character_Set;
    Special_Set     : constant Character_Set;
    ISO_646_Set     : constant Character_Set;

    Lower_Case_Map  : constant Character_Mapping;
    --Maps to lower case for letters, else identity
    Upper_Case_Map  : constant Character_Mapping;
    --Maps to upper case for letters, else identity
    Basic_Map       : constant Character_Mapping;
    --Maps to basic letter for letters, else identity

  private
    ... -- not specified by the language
end Ada.Strings.Maps.Constants;

```

Each of these constants represents a correspondingly named set of characters or character mapping in Characters.Handling (see A.3.2). 7

NOTE There are certain characters which are defined to be lower case letters by ISO/IEC 10646 and are therefore allowed in identifiers, but are not considered lower case letters by Ada.Strings.Maps.Constants. 8/5

## A.4.7 Wide\_String Handling

1/3 Facilities for handling strings of `Wide_Character` elements are found in the packages `Strings.Wide_Maps`, `Strings.Wide_Fixed`, `Strings.Wide_Bounded`, `Strings.Wide_Unbounded`, and `Strings.Wide_Maps.Wide_Constants`, and in the library functions `Strings.Wide_Hash`, `Strings.Wide_Fixed.Wide_Hash`, `Strings.Wide_Bounded.Wide_Hash`, `Strings.Wide_Unbounded.Wide_Hash`, `Strings.Wide_Hash_Case_Insensitive`, `Strings.Wide_Fixed.Wide_Hash_Case_Insensitive`, `Strings.Wide_Bounded.Wide_Hash_Case_Insensitive`, `Strings.Wide_Unbounded.Wide_Hash_Case_Insensitive`, `Strings.Wide_Equal_Case_Insensitive`, `Strings.Wide_Fixed.Wide_Equal_Case_Insensitive`, `Strings.Wide_Bounded.Wide_Equal_Case_Insensitive`, and `Strings.Wide_Unbounded.Wide_Equal_Case_Insensitive`. They provide the same string-handling operations as the corresponding packages and functions for strings of `Character` elements.

### *Static Semantics*

2 The package `Strings.Wide_Maps` has the following declaration.

```

3/5 package Ada.Strings.Wide_Maps
    with Preelaborate, Nonblocking, Global => in out synchronized is
4/5     -- Representation for a set of Wide_Character values:
    type Wide_Character_Set is private
        with Preelaborable_Initialization;
5     Null_Set : constant Wide_Character_Set;
6     type Wide_Character_Range is
        record
            Low : Wide_Character;
            High : Wide_Character;
        end record;
        -- Represents Wide_Character range Low..High
7     type Wide_Character_Ranges is array (Positive range <>)
        of Wide_Character_Range;
8     function To_Set (Ranges : in Wide_Character_Ranges)
        return Wide_Character_Set;
9     function To_Set (Span : in Wide_Character_Range)
        return Wide_Character_Set;
10    function To_Ranges (Set : in Wide_Character_Set)
        return Wide_Character_Ranges;
11    function "=" (Left, Right : in Wide_Character_Set) return Boolean;
12    function "not" (Right : in Wide_Character_Set)
        return Wide_Character_Set;
    function "and" (Left, Right : in Wide_Character_Set)
        return Wide_Character_Set;
    function "or" (Left, Right : in Wide_Character_Set)
        return Wide_Character_Set;
    function "xor" (Left, Right : in Wide_Character_Set)
        return Wide_Character_Set;
    function "-" (Left, Right : in Wide_Character_Set)
        return Wide_Character_Set;
13    function Is_In (Element : in Wide_Character;
        Set : in Wide_Character_Set)
        return Boolean;
14    function Is_Subset (Elements : in Wide_Character_Set;
        Set : in Wide_Character_Set)
        return Boolean;
15    function "<=" (Left : in Wide_Character_Set;
        Right : in Wide_Character_Set)
        return Boolean renames Is_Subset;

```

```

-- Alternative representation for a set of Wide_Character values:
subtype Wide_Character_Sequence is Wide_String;
function To_Set (Sequence : in Wide_Character_Sequence)
  return Wide_Character_Set;
function To_Set (Singleton : in Wide_Character)
  return Wide_Character_Set;
function To_Sequence (Set : in Wide_Character_Set)
  return Wide_Character_Sequence;
-- Representation for a Wide_Character to Wide_Character mapping:
type Wide_Character_Mapping is private
  with Preelaborable_Initialization;
function Value (Map      : in Wide_Character_Mapping;
               Element : in Wide_Character)
  return Wide_Character;
Identity : constant Wide_Character_Mapping;
function To_Mapping (From, To : in Wide_Character_Sequence)
  return Wide_Character_Mapping;
function To_Domain (Map : in Wide_Character_Mapping)
  return Wide_Character_Sequence;
function To_Range (Map : in Wide_Character_Mapping)
  return Wide_Character_Sequence;
type Wide_Character_Mapping_Function is
  access function (From : in Wide_Character) return Wide_Character;
private
  ... -- not specified by the language
end Ada.Strings.Wide_Maps;

```

The context clause for each of the packages `Strings.Wide_Fixed`, `Strings.Wide_Bounded`, and `Strings.Wide_Unbounded` identifies `Strings.Wide_Maps` instead of `Strings.Maps`.

Types `Wide_Character_Set` and `Wide_Character_Mapping` need finalization. 28.1/3

For each of the packages `Strings.Fixed`, `Strings.Bounded`, `Strings.Unbounded`, and `Strings.Maps.Constants`, and for library functions `Strings.Hash`, `Strings.Fixed.Hash`, `Strings.Bounded.Hash`, `Strings.Unbounded.Hash`, `Strings.Hash_Case_Insensitive`, `Strings.Fixed.Hash_Case_Insensitive`, `Strings.Bounded.Hash_Case_Insensitive`, `Strings.Unbounded.Hash_Case_Insensitive`, `Strings.Equal_Case_Insensitive`, `Strings.Fixed.Equal_Case_Insensitive`, `Strings.Bounded.Equal_Case_Insensitive`, and `Strings.Unbounded.Equal_Case_Insensitive`, the corresponding wide string package or function has the same contents except that 29/3

- `Wide_Space` replaces `Space` 30
- `Wide_Character` replaces `Character` 31
- `Wide_String` replaces `String` 32
- `Wide_Character_Set` replaces `Character_Set` 33
- `Wide_Character_Mapping` replaces `Character_Mapping` 34
- `Wide_Character_Mapping_Function` replaces `Character_Mapping_Function` 35
- `Wide_Maps` replaces `Maps` 36
- `Bounded_Wide_String` replaces `Bounded_String` 37
- `Null_Bounded_Wide_String` replaces `Null_Bounded_String` 38
- `To_Bounded_Wide_String` replaces `To_Bounded_String` 39

- 40 • `To_Wide_String` replaces `To_String`
- 40.1/2 • `Set_Bounded_Wide_String` replaces `Set_Bounded_String`
- 41 • `Unbounded_Wide_String` replaces `Unbounded_String`
- 42 • `Null_Unbounded_Wide_String` replaces `Null_Unbounded_String`
- 43 • `Wide_String_Access` replaces `String_Access`
- 44 • `To_Unbounded_Wide_String` replaces `To_Unbounded_String`
- 44.1/2 • `Set_Unbounded_Wide_String` replaces `Set_Unbounded_String`
- 45 The following additional declaration is present in `Strings.Wide_Maps.Wide_Constants`:
 

```
46/2 Character_Set : constant Wide_Maps.Wide_Character_Set;
      --Contains each Wide_Character value WC such that
      --Characters.Conversions.Is_Character(WC) is True
```
- 46.1/2 Each `Wide_Character_Set` constant in the package `Strings.Wide_Maps.Wide_Constants` contains no values outside the `Character` portion of `Wide_Character`. Similarly, each `Wide_Character_Mapping` constant in this package is the identity mapping when applied to any element outside the `Character` portion of `Wide_Character`.
- 47/5 Aspect `Pure` is replaced by aspects `Preelaborate`, `Nonblocking`, `Global => in out synchronized` in `Strings.Wide_Maps.Wide_Constants`.
- 48/5 NOTE If a null `Wide_Character_Mapping_Function` is passed to any of the `Wide_String` handling subprograms, `Constraint_Error` is propagated.

## A.4.8 Wide\_Wide\_String Handling

- 1/3 Facilities for handling strings of `Wide_Wide_Character` elements are found in the packages `Strings.Wide_Wide_Maps`, `Strings.Wide_Wide_Fixed`, `Strings.Wide_Wide_Bounded`, `Strings.Wide_Wide_Unbounded`, and `Strings.Wide_Wide_Maps.Wide_Wide_Constants`, and in the library functions `Strings.Wide_Wide_Hash`, `Strings.Wide_Wide_Fixed.Wide_Wide_Hash`, `Strings.Wide_Wide_Bounded.Wide_Wide_Hash`, `Strings.Wide_Wide_Unbounded.Wide_Wide_Hash`, `Strings.Wide_Wide_Hash_Case_Insensitive`, `Strings.Wide_Wide_Fixed.Wide_Wide_Hash_Case_Insensitive`, `Strings.Wide_Wide_Bounded.Wide_Wide_Hash_Case_Insensitive`, `Strings.Wide_Wide_Unbounded.Wide_Wide_Hash_Case_Insensitive`, `Strings.Wide_Wide_Equal_Case_Insensitive`, `Strings.Wide_Wide_Fixed.Wide_Wide_Equal_Case_Insensitive`, `Strings.Wide_Wide_Bounded.Wide_Wide_Equal_Case_Insensitive`, and `Strings.Wide_Wide_Unbounded.Wide_Wide_Equal_Case_Insensitive`. They provide the same string-handling operations as the corresponding packages and functions for strings of `Character` elements.

### *Static Semantics*

- 2/2 The library package `Strings.Wide_Wide_Maps` has the following declaration.

```
3/5 package Ada.Strings.Wide_Wide_Maps
  with Preelaborate, Nonblocking, Global => in out synchronized is
4/5   -- Representation for a set of Wide_Wide_Character values:
  type Wide_Wide_Character_Set is private
    with Preelaborable_Initialization;
5/2   Null_Set : constant Wide_Wide_Character_Set;
```

```

type Wide_Wide_Character_Range is 6/2
  record
    Low   : Wide_Wide_Character;
    High  : Wide_Wide_Character;
  end record;
-- Represents Wide_Wide_Character range Low..High

type Wide_Wide_Character_Ranges is array (Positive range <>) 7/2
  of Wide_Wide_Character_Range;

function To_Set (Ranges : in Wide_Wide_Character_Ranges) 8/2
  return Wide_Wide_Character_Set;

function To_Set (Span : in Wide_Wide_Character_Range) 9/2
  return Wide_Wide_Character_Set;

function To_Ranges (Set : in Wide_Wide_Character_Set) 10/2
  return Wide_Wide_Character_Ranges;

function "=" (Left, Right : in Wide_Wide_Character_Set) return Boolean; 11/2

function "not" (Right : in Wide_Wide_Character_Set) 12/2
  return Wide_Wide_Character_Set;

function "and" (Left, Right : in Wide_Wide_Character_Set)
  return Wide_Wide_Character_Set;

function "or" (Left, Right : in Wide_Wide_Character_Set)
  return Wide_Wide_Character_Set;

function "xor" (Left, Right : in Wide_Wide_Character_Set)
  return Wide_Wide_Character_Set;

function "-" (Left, Right : in Wide_Wide_Character_Set)
  return Wide_Wide_Character_Set;

function Is_In (Element : in Wide_Wide_Character; 13/2
               Set      : in Wide_Wide_Character_Set)
  return Boolean;

function Is_Subset (Elements : in Wide_Wide_Character_Set; 14/2
                  Set       : in Wide_Wide_Character_Set)
  return Boolean;

function "<=" (Left  : in Wide_Wide_Character_Set; 15/2
             Right : in Wide_Wide_Character_Set)
  return Boolean renames Is_Subset;

-- Alternative representation for a set of Wide_Wide_Character values: 16/2
subtype Wide_Wide_Character_Sequence is Wide_Wide_String;

function To_Set (Sequence : in Wide_Wide_Character_Sequence) 17/2
  return Wide_Wide_Character_Set;

function To_Set (Singleton : in Wide_Wide_Character) 18/2
  return Wide_Wide_Character_Set;

function To_Sequence (Set : in Wide_Wide_Character_Set) 19/2
  return Wide_Wide_Character_Sequence;

-- Representation for a Wide_Wide_Character to Wide_Wide_Character 20/5
-- mapping:

type Wide_Wide_Character_Mapping is private
  with Preelaborable_Initialization;

function Value (Map      : in Wide_Wide_Character_Mapping; 21/2
               Element : in Wide_Wide_Character)
  return Wide_Wide_Character;

Identity : constant Wide_Wide_Character_Mapping; 22/2

function To_Mapping (From, To : in Wide_Wide_Character_Sequence) 23/2
  return Wide_Wide_Character_Mapping;

function To_Domain (Map : in Wide_Wide_Character_Mapping) 24/2
  return Wide_Wide_Character_Sequence;

function To_Range (Map : in Wide_Wide_Character_Mapping) 25/2
  return Wide_Wide_Character_Sequence;

```

```

26/2     type Wide_Wide_Character_Mapping_Function is
           access function (From : in Wide_Wide_Character)
           return Wide_Wide_Character;

27/2     private
           ... -- not specified by the language
           end Ada.Strings.Wide_Wide_Maps;

```

28/2 The context clause for each of the packages `Strings.Wide_Wide_Fixed`, `Strings.Wide_Wide_Bounded`, and `Strings.Wide_Wide_Unbounded` identifies `Strings.Wide_Wide_Maps` instead of `Strings.Maps`.

28.1/3 Types `Wide_Wide_Character_Set` and `Wide_Wide_Character_Mapping` need finalization.

29/3 For each of the packages `Strings.Fixed`, `Strings.Bounded`, `Strings.Unbounded`, and `Strings.-Maps.Constants`, and for library functions `Strings.Hash`, `Strings.Fixed.Hash`, `Strings.Bounded.Hash`, `Strings.Unbounded.Hash`, `Strings.Hash_Case_Insensitive`, `Strings.Fixed.Hash_Case_Insensitive`, `Strings.-Bounded.Hash_Case_Insensitive`, `Strings.Unbounded.Hash_Case_Insensitive`, `Strings.Equal_Case_Insensitive`, `Strings.Fixed.Equal_Case_Insensitive`, `Strings.Bounded.Equal_Case_Insensitive`, and `Strings.-Unbounded.Equal_Case_Insensitive`, the corresponding wide wide string package or function has the same contents except that

- 30/2 • `Wide_Wide_Space` replaces `Space`
- 31/2 • `Wide_Wide_Character` replaces `Character`
- 32/2 • `Wide_Wide_String` replaces `String`
- 33/2 • `Wide_Wide_Character_Set` replaces `Character_Set`
- 34/2 • `Wide_Wide_Character_Mapping` replaces `Character_Mapping`
- 35/2 • `Wide_Wide_Character_Mapping_Function` replaces `Character_Mapping_Function`
- 36/2 • `Wide_Wide_Maps` replaces `Maps`
- 37/2 • `Bounded_Wide_Wide_String` replaces `Bounded_String`
- 38/2 • `Null_Bounded_Wide_Wide_String` replaces `Null_Bounded_String`
- 39/2 • `To_Bounded_Wide_Wide_String` replaces `To_Bounded_String`
- 40/2 • `To_Wide_Wide_String` replaces `To_String`
- 41/2 • `Set_Bounded_Wide_Wide_String` replaces `Set_Bounded_String`
- 42/2 • `Unbounded_Wide_Wide_String` replaces `Unbounded_String`
- 43/2 • `Null_Unbounded_Wide_Wide_String` replaces `Null_Unbounded_String`
- 44/2 • `Wide_Wide_String_Access` replaces `String_Access`
- 45/2 • `To_Unbounded_Wide_Wide_String` replaces `To_Unbounded_String`
- 46/2 • `Set_Unbounded_Wide_Wide_String` replaces `Set_Unbounded_String`

47/2 The following additional declarations are present in `Strings.Wide_Wide_Maps.Wide_Wide_Constants`:

```

48/2     Character_Set : constant Wide_Wide Maps.Wide_Wide_Character_Set;
           -- Contains each Wide_Wide_Character value WWC such that
           -- Characters.Conversions.Is_Character(WWC) is True
           Wide_Character_Set : constant Wide_Wide Maps.Wide_Wide_Character_Set;
           -- Contains each Wide_Wide_Character value WWC such that
           -- Characters.Conversions.Is_Wide_Character(WWC) is True

```

49/2 Each `Wide_Wide_Character_Set` constant in the package `Strings.Wide_Wide_Maps.Wide_Wide_ - Constants` contains no values outside the `Character` portion of `Wide_Wide_Character`. Similarly, each



Wide\_Wide\_Character\_Mapping constant in this package is the identity mapping when applied to any element outside the Character portion of Wide\_Wide\_Character.

Aspect Pure is replaced by aspects Preelaborate, Nonblocking, Global => **in out synchronized** in Strings.Wide\_Wide\_Maps.Wide\_Wide\_Constants. 50/5

NOTE If a null Wide\_Wide\_Character\_Mapping\_Function is passed to any of the Wide\_Wide\_String handling subprograms, Constraint\_Error is propagated. 51/2

## A.4.9 String Hashing

### Static Semantics

The library function Strings.Hash has the following declaration: 1/2

```
with Ada.Containers;
function Ada.Strings.Hash (Key : String) return Containers.Hash_Type
with Pure; 2/5
```

Returns an implementation-defined value which is a function of the value of Key. If *A* and *B* are strings such that *A* equals *B*, Hash(*A*) equals Hash(*B*). 3/2

The library function Strings.Fixed.Hash has the following declaration: 4/2

```
with Ada.Containers, Ada.Strings.Hash;
function Ada.Strings.Fixed.Hash (Key : String) return Containers.Hash_Type
renames Ada.Strings.Hash; 5/3
```

The generic library function Strings.Bounded.Hash has the following declaration: 6/2

```
with Ada.Containers;
generic
with package Bounded is
new Ada.Strings.Bounded.Generic_Bounded_Length (<>);
function Ada.Strings.Bounded.Hash (Key : Bounded.Bounded_String)
return Containers.Hash_Type
with Preelaborate, Nonblocking, Global => in out synchronized; 7/5
```

Equivalent to Strings.Hash (Bounded.To\_String (Key)); 8/3

The library function Strings.Unbounded.Hash has the following declaration: 9/2

```
with Ada.Containers;
function Ada.Strings.Unbounded.Hash (Key : Unbounded_String)
return Containers.Hash_Type
with Preelaborate, Nonblocking, Global => in out synchronized; 10/5
```

Equivalent to Strings.Hash (To\_String (Key)); 11/3

The library function Strings.Hash\_Case\_Insensitive has the following declaration: 11.1/3

```
with Ada.Containers;
function Ada.Strings.Hash_Case_Insensitive (Key : String)
return Containers.Hash_Type
with Pure; 11.2/5
```

Returns an implementation-defined value which is a function of the value of Key, converted to lower case. If *A* and *B* are strings such that Strings.Equal\_Case\_Insensitive (*A*, *B*) (see A.4.10) is True, then Hash\_Case\_Insensitive(*A*) equals Hash\_Case\_Insensitive(*B*). 11.3/3

The library function Strings.Fixed.Hash\_Case\_Insensitive has the following declaration: 11.4/3

```
with Ada.Containers, Ada.Strings.Hash_Case_Insensitive;
function Ada.Strings.Fixed.Hash_Case_Insensitive (Key : String)
return Containers.Hash_Type renames Ada.Strings.Hash_Case_Insensitive; 11.5/3
```

11.6/3 The generic library function `Strings.Bounded.Hash_Case_Insensitive` has the following declaration:

```
11.7/5   with Ada.Containers;
        generic
          with package Bounded is
            new Ada.Strings.Bounded.Generic_Bounded_Length (<>);
          function Ada.Strings.Bounded.Hash_Case_Insensitive
            (Key : Bounded.Bounded_String) return Containers.Hash_Type
            with Preelaborate, Nonblocking, Global => in out synchronized;
```

11.8/3 Equivalent to `Strings.Hash_Case_Insensitive (Bounded.To_String (Key))`;

11.9/3 The library function `Strings.Unbounded.Hash_Case_Insensitive` has the following declaration:

```
11.10/5 with Ada.Containers;
        function Ada.Strings.Unbounded.Hash_Case_Insensitive
          (Key : Unbounded_String) return Containers.Hash_Type
          with Preelaborate, Nonblocking, Global => in out synchronized;
```

11.11/3 Equivalent to `Strings.Hash_Case_Insensitive (To_String (Key))`;

#### *Implementation Advice*

12/2 The Hash functions should be good hash functions, returning a wide spread of values for different string values. It should be unlikely for similar strings to return the same value.

## A.4.10 String Comparison

### *Static Semantics*

1/3 The library function `Strings.Equal_Case_Insensitive` has the following declaration:

```
2/5   function Ada.Strings.Equal_Case_Insensitive (Left, Right : String)
        return Boolean with Pure;
```

3/5 Returns True if the strings consist of the same sequence of characters after applying locale-independent simple case folding, as defined by documents referenced in Clause 2 of ISO/IEC 10646:2020. Otherwise, returns False. This function uses the same method as is used to determine whether two identifiers are the same.

4/3 The library function `Strings.Fixed.Equal_Case_Insensitive` has the following declaration:

```
5/3   with Ada.Strings.Equal_Case_Insensitive;
        function Ada.Strings.Fixed.Equal_Case_Insensitive
          (Left, Right : String) return Boolean
          renames Ada.Strings.Equal_Case_Insensitive;
```

6/3 The generic library function `Strings.Bounded.Equal_Case_Insensitive` has the following declaration:

```
7/5   generic
          with package Bounded is
            new Ada.Strings.Bounded.Generic_Bounded_Length (<>);
          function Ada.Strings.Bounded.Equal_Case_Insensitive
            (Left, Right : Bounded.Bounded_String) return Boolean
            with Preelaborate, Nonblocking, Global => in out synchronized;
```

8/3 Equivalent to `Strings.Equal_Case_Insensitive (Bounded.To_String (Left), Bounded.To_String (Right))`;

9/3 The library function `Strings.Unbounded.Equal_Case_Insensitive` has the following declaration:

```
10/5  function Ada.Strings.Unbounded.Equal_Case_Insensitive
          (Left, Right : Unbounded_String) return Boolean
          with Preelaborate, Nonblocking, Global => in out synchronized;
```

|                                                                                                                                                                                                                                                                                                                                                |      |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|
| Equivalent to <code>Strings.Equal_Case_Insensitive (To_String (Left), To_String (Right));</code>                                                                                                                                                                                                                                               | 11/3 |
| The library function <code>Strings.Less_Case_Insensitive</code> has the following declaration:                                                                                                                                                                                                                                                 | 12/3 |
| <pre><b>function</b> Ada.Strings.Less_Case_Insensitive (Left, Right : String) <b>return</b> Boolean <b>with</b> Pure;</pre>                                                                                                                                                                                                                    | 13/5 |
| Performs a lexicographic comparison of strings <code>Left</code> and <code>Right</code> , converted to lower case.                                                                                                                                                                                                                             | 14/3 |
| The library function <code>Strings.Fixed.Less_Case_Insensitive</code> has the following declaration:                                                                                                                                                                                                                                           | 15/3 |
| <pre><b>with</b> Ada.Strings.Less_Case_Insensitive; <b>function</b> Ada.Strings.Fixed.Less_Case_Insensitive   (Left, Right : String) <b>return</b> Boolean   <b>renames</b> Ada.Strings.Less_Case_Insensitive;</pre>                                                                                                                           | 16/3 |
| The generic library function <code>Strings.Bounded.Less_Case_Insensitive</code> has the following declaration:                                                                                                                                                                                                                                 | 17/3 |
| <pre><b>generic</b> <b>with</b> package Bounded <b>is</b>   <b>new</b> Ada.Strings.Bounded.Generic_Bounded_Length (&lt;&gt;); <b>function</b> Ada.Strings.Bounded.Less_Case_Insensitive   (Left, Right : Bounded.Bounded_String) <b>return</b> Boolean   <b>with</b> Preelaborate, Nonblocking, Global =&gt; <b>in out</b> synchronized;</pre> | 18/5 |
| Equivalent to <code>Strings.Less_Case_Insensitive (Bounded.To_String (Left), Bounded.To_String (Right));</code>                                                                                                                                                                                                                                | 19/3 |
| The library function <code>Strings.Unbounded.Less_Case_Insensitive</code> has the following declaration:                                                                                                                                                                                                                                       | 20/3 |
| <pre><b>function</b> Ada.Strings.Unbounded.Less_Case_Insensitive   (Left, Right : Unbounded_String) <b>return</b> Boolean   <b>with</b> Preelaborate, Nonblocking, Global =&gt; <b>in out</b> synchronized;</pre>                                                                                                                              | 21/5 |
| Equivalent to <code>Strings.Less_Case_Insensitive (To_String (Left), To_String (Right));</code>                                                                                                                                                                                                                                                | 22/3 |

## A.4.11 String Encoding

Facilities for encoding, decoding, and converting strings in various character encoding schemes are provided by packages `Strings.UTF_Encoding`, `Strings.UTF_Encoding.Conversions`, `Strings.UTF_Encoding.Strings`, `Strings.UTF_Encoding.Wide_Strings`, and `Strings.UTF_Encoding.Wide_Wide_Strings`. 1/3

### Static Semantics

|                                                                                                                                                      |     |
|------------------------------------------------------------------------------------------------------------------------------------------------------|-----|
| The encoding library packages have the following declarations:                                                                                       | 2/3 |
| <pre><b>package</b> Ada.Strings.UTF_Encoding <b>with</b> Pure <b>is</b></pre>                                                                        | 3/5 |
| <pre>  -- Declarations common to the string encoding packages   <b>type</b> Encoding_Scheme <b>is</b> (UTF_8, UTF_16BE, UTF_16LE);</pre>             | 4/3 |
| <pre>  <b>subtype</b> UTF_String <b>is</b> String;</pre>                                                                                             | 5/3 |
| <pre>  <b>subtype</b> UTF_8_String <b>is</b> String;</pre>                                                                                           | 6/3 |
| <pre>  <b>subtype</b> UTF_16_Wide_String <b>is</b> Wide_String;</pre>                                                                                | 7/3 |
| <pre>  Encoding_Error : <b>exception</b>;</pre>                                                                                                      | 8/3 |
| <pre>  BOM_8      : <b>constant</b> UTF_8 String :=     Character'Val(16#EF#) &amp;     Character'Val(16#BB#) &amp;     Character'Val(16#BF#);</pre> | 9/3 |

```

10/3     BOM_16BE : constant UTF_String :=
          Character'Val(16#FE#) &
          Character'Val(16#FF#);
11/3     BOM_16LE : constant UTF_String :=
          Character'Val(16#FF#) &
          Character'Val(16#FE#);
12/3     BOM_16   : constant UTF_16_Wide_String :=
          (1 => Wide_Character'Val(16#FEFF#));
13/3     function Encoding (Item      : UTF_String;
          Default : EncOding_Scheme := UTF_8)
          return Encoding_Scheme;
14/3     end Ada.Strings.UTF_Encoding;
15/5     package Ada.Strings.UTF_Encoding.Conversions
          with Pure is
16/3       -- Conversions between various encoding schemes
          function Convert (Item      : UTF_String;
          Input_Scheme  : EncOding_Scheme;
          Output_Scheme : EncOding_Scheme;
          Output_BOM    : Boolean := False) return UTF_String;
17/3       function Convert (Item      : UTF_String;
          Input_Scheme  : EncOding_Scheme;
          Output_BOM    : Boolean := False)
          return UTF_16_Wide_String;
18/3       function Convert (Item      : UTF_8_String;
          Output_BOM    : Boolean := False)
          return UTF_16_Wide_String;
19/3       function Convert (Item      : UTF_16_Wide_String;
          Output_Scheme : EncOding_Scheme;
          Output_BOM    : Boolean := False) return UTF_String;
20/3       function Convert (Item      : UTF_16_Wide_String;
          Output_BOM    : Boolean := False) return UTF_8_String;
21/3     end Ada.Strings.UTF_Encoding.Conversions;
22/5     package Ada.Strings.UTF_Encoding.Strings
          with Pure is
23/3       -- Encoding / decoding between String and various encoding schemes
          function Encode (Item      : String;
          Output_Scheme : EncOding_Scheme;
          Output_BOM    : Boolean := False) return UTF_String;
24/3       function Encode (Item      : String;
          Output_BOM    : Boolean := False) return UTF_8_String;
25/3       function Encode (Item      : String;
          Output_BOM    : Boolean := False)
          return UTF_16_Wide_String;
26/3       function Decode (Item      : UTF_String;
          Input_Scheme  : EncOding_Scheme) return String;
27/3       function Decode (Item : UTF_8_String) return String;
28/3       function Decode (Item : UTF_16_Wide_String) return String;
29/3     end Ada.Strings.UTF_Encoding.Strings;
30/5     package Ada.Strings.UTF_Encoding.Wide_Strings
          with Pure is
31/3       -- Encoding / decoding between Wide_String and various encoding schemes
          function Encode (Item      : Wide_String;
          Output_Scheme : EncOding_Scheme;
          Output_BOM    : Boolean := False) return UTF_String;
32/3       function Encode (Item      : Wide_String;
          Output_BOM    : Boolean := False) return UTF_8_String;

```

```

function Encode (Item          : Wide_String;
                 Output_BOM    : Boolean := False) 33/3
    return UTF_16_Wide_String;

function Decode (Item          : UTF_String;
                 Input_Scheme  : Encoding_Scheme) return Wide_String; 34/3

function Decode (Item : UTF_8_String) return Wide_String; 35/3
function Decode (Item : UTF_16_Wide_String) return Wide_String; 36/3
end Ada.Strings.UTF_Encoding.Wide_Strings; 37/3
package Ada.Strings.UTF_Encoding.Wide_Wide_Strings 38/5
with Pure is
    -- Encoding / decoding between Wide_Wide_String and various encoding schemes 39/3
    function Encode (Item          : Wide_Wide_String;
                   Output_Scheme : Encoding_Scheme;
                   Output_BOM    : Boolean := False) return UTF_String;

    function Encode (Item          : Wide_Wide_String;
                   Output_BOM    : Boolean := False) return UTF_8_String; 40/3

    function Encode (Item          : Wide_Wide_String;
                   Output_BOM    : Boolean := False) 41/3
        return UTF_16_Wide_String;

    function Decode (Item          : UTF_String;
                   Input_Scheme  : Encoding_Scheme) return Wide_Wide_String; 42/3

    function Decode (Item : UTF_8_String) return Wide_Wide_String; 43/3
    function Decode (Item : UTF_16_Wide_String) return Wide_Wide_String; 44/3
end Ada.Strings.UTF_Encoding.Wide_Wide_Strings; 45/3

```

The type `Encoding_Scheme` defines encoding schemes. `UTF_8` corresponds to the UTF-8 encoding scheme defined by Annex D of ISO/IEC 10646. `UTF_16BE` corresponds to the UTF-16 encoding scheme defined by Annex C of ISO/IEC 10646 in 8 bit, big-endian order; and `UTF_16LE` corresponds to the UTF-16 encoding scheme in 8 bit, little-endian order. 46/3

The subtype `UTF_String` is used to represent a `String` of 8-bit values containing a sequence of values encoded in one of three ways (UTF-8, UTF-16BE, or UTF-16LE). The subtype `UTF_8_String` is used to represent a `String` of 8-bit values containing a sequence of values encoded in UTF-8. The subtype `UTF_16_Wide_String` is used to represent a `Wide_String` of 16-bit values containing a sequence of values encoded in UTF-16. 47/3

The `BOM_8`, `BOM_16BE`, `BOM_16LE`, and `BOM_16` constants correspond to values used at the start of a string to indicate the encoding. 48/3

Each of the `Encode` functions takes a `String`, `Wide_String`, or `Wide_Wide_String` `Item` parameter that is assumed to be an array of unencoded characters. Each of the `Convert` functions takes a `UTF_String`, `UTF_8_String`, or `UTF_16_String` `Item` parameter that is assumed to contain characters whose position values correspond to a valid encoding sequence according to the encoding scheme required by the function or specified by its `Input_Scheme` parameter. 49/3

Each of the `Convert` and `Encode` functions returns a `UTF_String`, `UTF_8_String`, or `UTF_16_String` value whose characters have position values that correspond to the encoding of the `Item` parameter according to the encoding scheme required by the function or specified by its `Output_Scheme` parameter. For `UTF_8`, no overlong encoding is returned. A BOM is included at the start of the returned string if the `Output_BOM` parameter is set to `True`. The lower bound of the returned string is 1. 50/3

Each of the `Decode` functions takes a `UTF_String`, `UTF_8_String`, or `UTF_16_String` `Item` parameter which is assumed to contain characters whose position values correspond to a valid encoding sequence according to the encoding scheme required by the function or specified by its `Input_Scheme` parameter, 51/3

and returns the corresponding `String`, `Wide_String`, or `Wide_Wide_String` value. The lower bound of the returned string is 1.

52/3 For each of the `Convert` and `Decode` functions, an initial BOM in the input that matches the expected encoding scheme is ignored, and a different initial BOM causes `Encoding_Error` to be propagated.

53/3 The exception `Encoding_Error` is also propagated in the following situations:

- 54/4 • By a `Convert` or `Decode` function when a UTF encoded string contains an invalid encoding sequence.
- 55/4 • By a `Convert` or `Decode` function when the expected encoding is UTF-16BE or UTF-16LE and the input string has an odd length.
- 56/3 • By a `Decode` function yielding a `String` when the decoding of a sequence results in a code point whose value exceeds 16#FF#.
- 57/3 • By a `Decode` function yielding a `Wide_String` when the decoding of a sequence results in a code point whose value exceeds 16#FFFF#.
- 58/3 • By an `Encode` function taking a `Wide_String` as input when an invalid character appears in the input. In particular, the characters whose position is in the range 16#D800# .. 16#DFFF# are invalid because they conflict with UTF-16 surrogate encodings, and the characters whose position is 16#FFFE# or 16#FFFF# are also invalid because they conflict with BOM codes.

```
59/3 function Encoding (Item      : UTF_String;
                   Default   : Encoding_Scheme := UTF_8)
return Encoding_Scheme;
```

60/3 Inspects a `UTF_String` value to determine whether it starts with a BOM for UTF-8, UTF-16BE, or UTF-16LE. If so, returns the scheme corresponding to the BOM; otherwise, returns the value of `Default`.

```
61/3 function Convert (Item          : UTF_String;
                  Input_Scheme   : Encoding_Scheme;
                  Output_Scheme  : Encoding_Scheme;
                  Output_BOM     : Boolean := False) return UTF_String;
```

62/3 Returns the value of `Item` (originally encoded in UTF-8, UTF-16LE, or UTF-16BE as specified by `Input_Scheme`) encoded in one of these three schemes as specified by `Output_Scheme`.

```
63/3 function Convert (Item          : UTF_String;
                  Input_Scheme   : Encoding_Scheme;
                  Output_BOM     : Boolean := False)
return UTF_16_Wide_String;
```

64/3 Returns the value of `Item` (originally encoded in UTF-8, UTF-16LE, or UTF-16BE as specified by `Input_Scheme`) encoded in UTF-16.

```
65/3 function Convert (Item          : UTF_8_String;
                  Output_BOM     : Boolean := False)
return UTF_16_Wide_String;
```

66/3 Returns the value of `Item` (originally encoded in UTF-8) encoded in UTF-16.

```
67/3 function Convert (Item          : UTF_16_Wide_String;
                  Output_Scheme  : Encoding_Scheme;
                  Output_BOM     : Boolean := False) return UTF_String;
```

68/3 Returns the value of `Item` (originally encoded in UTF-16) encoded in UTF-8, UTF-16LE, or UTF-16BE as specified by `Output_Scheme`.

|                                                                                                                                             |      |
|---------------------------------------------------------------------------------------------------------------------------------------------|------|
| <b>function</b> Convert (Item : UTF_16_Wide_String;<br>Output_BOM : Boolean := False) <b>return</b> UTF_8_String;                           | 69/3 |
| Returns the value of Item (originally encoded in UTF-16) encoded in UTF-8.                                                                  | 70/3 |
| <b>function</b> Encode (Item : String;<br>Output_Scheme : Encoding_Scheme;<br>Output_BOM : Boolean := False) <b>return</b> UTF_String;      | 71/3 |
| Returns the value of Item encoded in UTF-8, UTF-16LE, or UTF-16BE as specified by Output_Scheme.                                            | 72/3 |
| <b>function</b> Encode (Item : String;<br>Output_BOM : Boolean := False) <b>return</b> UTF_8_String;                                        | 73/3 |
| Returns the value of Item encoded in UTF-8.                                                                                                 | 74/3 |
| <b>function</b> Encode (Item : String;<br>Output_BOM : Boolean := False) <b>return</b> UTF_16_Wide_String;                                  | 75/3 |
| Returns the value of Item encoded in UTF_16.                                                                                                | 76/3 |
| <b>function</b> Decode (Item : UTF_String;<br>Input_Scheme : Encoding_Scheme) <b>return</b> String;                                         | 77/3 |
| Returns the result of decoding Item, which is encoded in UTF-8, UTF-16LE, or UTF-16BE as specified by Input_Scheme.                         | 78/3 |
| <b>function</b> Decode (Item : UTF_8_String) <b>return</b> String;                                                                          | 79/3 |
| Returns the result of decoding Item, which is encoded in UTF-8.                                                                             | 80/3 |
| <b>function</b> Decode (Item : UTF_16_Wide_String) <b>return</b> String;                                                                    | 81/3 |
| Returns the result of decoding Item, which is encoded in UTF-16.                                                                            | 82/3 |
| <b>function</b> Encode (Item : Wide_String;<br>Output_Scheme : Encoding_Scheme;<br>Output_BOM : Boolean := False) <b>return</b> UTF_String; | 83/3 |
| Returns the value of Item encoded in UTF-8, UTF-16LE, or UTF-16BE as specified by Output_Scheme.                                            | 84/3 |
| <b>function</b> Encode (Item : Wide_String;<br>Output_BOM : Boolean := False) <b>return</b> UTF_8_String;                                   | 85/3 |
| Returns the value of Item encoded in UTF-8.                                                                                                 | 86/3 |
| <b>function</b> Encode (Item : Wide_String;<br>Output_BOM : Boolean := False) <b>return</b> UTF_16_Wide_String;                             | 87/3 |
| Returns the value of Item encoded in UTF_16.                                                                                                | 88/3 |
| <b>function</b> Decode (Item : UTF_String;<br>Input_Scheme : Encoding_Scheme) <b>return</b> Wide_String;                                    | 89/3 |
| Returns the result of decoding Item, which is encoded in UTF-8, UTF-16LE, or UTF-16BE as specified by Input_Scheme.                         | 90/3 |
| <b>function</b> Decode (Item : UTF_8_String) <b>return</b> Wide_String;                                                                     | 91/3 |
| Returns the result of decoding Item, which is encoded in UTF-8.                                                                             | 92/3 |
| <b>function</b> Decode (Item : UTF_16_Wide_String) <b>return</b> Wide_String;                                                               | 93/3 |
| Returns the result of decoding Item, which is encoded in UTF-16.                                                                            | 94/3 |

- 95/3     **function** Encode (Item            : Wide\_Wide\_String;  
                      Output\_Scheme : Encoding\_Scheme;  
                      Output\_BOM    : Boolean := False) **return** UTF\_String;
- 96/3     Returns the value of Item encoded in UTF-8, UTF-16LE, or UTF-16BE as specified by Output\_Scheme.
- 97/3     **function** Encode (Item            : Wide\_Wide\_String;  
                      Output\_BOM    : Boolean := False) **return** UTF\_8\_String;
- 98/3     Returns the value of Item encoded in UTF-8.
- 99/3     **function** Encode (Item            : Wide\_Wide\_String;  
                      Output\_BOM    : Boolean := False) **return** UTF\_16\_Wide\_String;
- 100/3    Returns the value of Item encoded in UTF\_16.
- 101/3    **function** Decode (Item            : UTF\_String;  
                      Input\_Scheme  : Encoding\_Scheme) **return** Wide\_Wide\_String;
- 102/3    Returns the result of decoding Item, which is encoded in UTF-8, UTF-16LE, or UTF-16BE as specified by Input\_Scheme.
- 103/3    **function** Decode (Item : UTF\_8\_String) **return** Wide\_Wide\_String;
- 104/3    Returns the result of decoding Item, which is encoded in UTF-8.
- 105/3    **function** Decode (Item : UTF\_16\_Wide\_String) **return** Wide\_Wide\_String;
- 106/3    Returns the result of decoding Item, which is encoded in UTF-16.

*Implementation Advice*

- 107/3    If an implementation supports other encoding schemes, another similar child of Ada.Strings should be defined.
- 108/3    NOTE A BOM (Byte-Order Mark, code position 16#FEFF#) can be included in a file or other entity to indicate the encoding; it is skipped when decoding. Typically, only the first line of a file or other entity contains a BOM. When decoding, the Encoding function can be called on the first line to determine the encoding; this encoding will then be used in subsequent calls to Decode to convert all of the lines to an internal format.

## A.4.12 Universal Text Buffers

- 1/5     A universal text buffer can be used to save and retrieve text of any language-defined string type. The types used to save and retrieve the text can be different.

*Static Semantics*

- 2/5     The text buffer library packages have the following declarations:

```

3/5     with Ada.Strings.UTF_Encoding.Wide_Wide_Strings;
package Ada.Strings.Text_Buffers
      with Pure is
4/5         type Text_Buffer_Count is range 0 .. implementation-defined;
5/5         New_Line_Count : constant Text_Buffer_Count := implementation-defined;
6/5         type Root_Buffer_Type is abstract tagged private
              with Default_Initial_Condition =>
                  Current_Indent (Root_Buffer_Type) = 0;
7/5         procedure Put (
              Buffer : in out Root_Buffer_Type;
              Item   : in     String) is abstract;

```



```

procedure Wide_Put (
  Buffer : in out Root_Buffer_Type;
  Item   : in      Wide_String) is abstract;
8/5

procedure Wide_Wide_Put (
  Buffer : in out Root_Buffer_Type;
  Item   : in      Wide_Wide_String) is abstract;
9/5

procedure Put_UTF_8 (
  Buffer : in out Root_Buffer_Type;
  Item   : in      UTF_Encoding.UTF_8_String) is abstract;
10/5

procedure Wide_Put_UTF_16 (
  Buffer : in out Root_Buffer_Type;
  Item   : in      UTF_Encoding.UTF_16_Wide_String) is abstract;
11/5

procedure New_Line (Buffer : in out Root_Buffer_Type) is abstract;
12/5
Standard_Indent : constant Text_Buffer_Count := 3;
13/5

function Current_Indent (
  Buffer : Root_Buffer_Type) return Text_Buffer_Count;
14/5

procedure Increase_Indent (
  Buffer : in out Root_Buffer_Type;
  Amount : in      Text_Buffer_Count := Standard_Indent)
with Post'Class =>
  Current_Indent (Buffer) = Current_Indent (Buffer)'Old + Amount;
15/5

procedure Decrease_Indent (
  Buffer : in out Root_Buffer_Type;
  Amount : in      Text_Buffer_Count := Standard_Indent)
with Pre'Class =>
  Current_Indent (Buffer) >= Amount
  or else raise Constraint_Error,
  Post'Class =>
  Current_Indent (Buffer) =
    Current_Indent (Buffer)'Old - Amount;
16/5

private
  ... -- not specified by the language
17/5
end Ada.Strings.Text_Buffers;

package Ada.Strings.Text_Buffers.Unbounded
with Preelaborate, Nonblocking, Global => null is
18/5

type Buffer_Type is new Root_Buffer_Type with private;
19/5

function Get (
  Buffer : in out Buffer_Type)
return String
with Post'Class =>
  Get'Result'First = 1 and then Current_Indent (Buffer) = 0;
20/5

function Wide_Get (
  Buffer : in out Buffer_Type)
return Wide_String
with Post'Class =>
  Wide_Get'Result'First = 1 and then Current_Indent (Buffer) = 0;
21/5

function Wide_Wide_Get (
  Buffer : in out Buffer_Type)
return Wide_Wide_String
with Post'Class =>
  Wide_Wide_Get'Result'First = 1
  and then Current_Indent (Buffer) = 0;
22/5

function Get_UTF_8 (
  Buffer : in out Buffer_Type)
return UTF_Encoding.UTF_8_String
with Post'Class =>
  Get_UTF_8'Result'First = 1 and then Current_Indent (Buffer) = 0;
23/5

```

```

24/5     function Wide_Get_UTF_16 (
          Buffer : in out Buffer_Type)
          return UTF_Encoding.UTF_16_Wide_String
          with Post'Class =>
            Wide_Get_UTF_16'Result'First = 1
            and then Current_Indent (Buffer) = 0;

25/5     private
          ... -- not specified by the language, but will include nonabstract
          -- overridings of all inherited subprograms that require overriding.
          end Ada.Strings.Text_Buffers.Unbounded;

26/5     package Ada.Strings.Text_Buffers.Bounded
          with Pure, Nonblocking, Global => null is

27/5         type Buffer_Type (Max_Characters : Text_Buffer_Count)
          is new Root_Buffer_Type with private
          with Default_Initial_Condition => not Text_Truncated (Buffer_Type);

28/5         function Text_Truncated (Buffer : in Buffer_Type) return Boolean;

29/5         -- Get, Wide_Get, Wide_Wide_Get, Get_UTF_8, and Wide_Get_UTF_16
          -- are declared here just as in the Unbounded child.

30/5     private
          ... -- not specified by the language, but will include nonabstract
          -- overridings of all inherited subprograms that require overriding.
          end Ada.Strings.Text_Buffers.Bounded;

```

31/5 Character\_Count returns the number of characters currently stored in a text buffer.

32/5 New\_Line stores New\_Line\_Count characters that represent a new line into a text buffer. Current\_Indent returns the current indentation associated with the buffer, with zero meaning there is no indentation in effect; Increase\_Indent and Decrease\_Indent increase or decrease the indentation associated with the buffer.

33/5 A call to Put, Wide\_Put, Wide\_Wide\_Put, Put\_UTF\_8, or Wide\_Put\_UTF\_16 stores a sequence of characters into the text buffer, preceded by Current\_Indent(Buffer) spaces (Wide\_Wide\_Characters with position 32) if there is at least one character in Item and it would have been the first character on the current line.

34/5 A call to function Get, Wide\_Get, Wide\_Wide\_Get, Get\_UTF\_8, or Wide\_Get\_UTF\_16 returns the same sequence of characters as was present in the calls that stored the characters into the buffer, if representable. For a call to Get, if any character in the sequence is not defined in Character, the result is implementation defined. Similarly, for a call to Wide\_Get, if any character in the sequence is not defined in Wide\_Character, the result is implementation defined. As part of a call on any of the Get functions, the buffer is reset to an empty state, with no stored characters.

35/5 In the case of a Buf of type Text\_Buffers.Bounded.Buffer\_Type, Text\_Truncated (Buf) returns True if the various Put procedures together have attempted to store more than Buf.Max\_Characters into Buf. If this function returns True, then the various Get functions return a representation of only the first Buf.Max\_Characters characters that were stored in Buf.

#### *Implementation Advice*

36/5 Bounded buffer objects should be implemented without dynamic allocation.

## A.5 The Numerics Packages

The library package Numerics is the parent of several child units that provide facilities for mathematical computation. One child, the generic package `Generic_Elementary_Functions`, is defined in A.5.1, together with nongeneric equivalents; two others, the package `Float_Random` and the generic package `Discrete_Random`, are defined in A.5.2. Additional (optional) children are defined in Annex G, “Numerics”.

### Static Semantics

*This paragraph was deleted.*

```

package Ada.Numerics
  with Pure is
    Argument_Error : exception;
    Pi : constant :=
      3.14159_26535_89793_23846_26433_83279_50288_41971_69399_37511;
     $\pi$  : constant := Pi;
    e : constant :=
      2.71828_18284_59045_23536_02874_71352_66249_77572_47093_69996;
end Ada.Numerics;

```

The `Argument_Error` exception is raised by a subprogram in a child unit of Numerics to signal that one or more of the actual subprogram parameters are outside the domain of the corresponding mathematical function.

### Implementation Permissions

The implementation may specify the values of Pi and e to a larger number of significant digits.

## A.5.1 Elementary Functions

Implementation-defined approximations to the mathematical functions known as the “elementary functions” are provided by the subprograms in `Numerics.Generic_Elementary_Functions`. Nongeneric equivalents of this generic package for each of the predefined floating point types are also provided as children of Numerics.

### Static Semantics

The generic library package `Numerics.Generic_Elementary_Functions` has the following declaration:

```

generic
  type Float_Type is digits <>;

package Ada.Numerics.Generic_Elementary_Functions
  with Pure, Nonblocking is
    function Sqrt (X : Float_Type'Base) return Float_Type'Base;
    function Log (X : Float_Type'Base) return Float_Type'Base;
    function Log (X, Base : Float_Type'Base) return Float_Type'Base;
    function Exp (X : Float_Type'Base) return Float_Type'Base;
    function "***" (Left, Right : Float_Type'Base) return Float_Type'Base;

    function Sin (X : Float_Type'Base) return Float_Type'Base;
    function Sin (X, Cycle : Float_Type'Base) return Float_Type'Base;
    function Cos (X : Float_Type'Base) return Float_Type'Base;
    function Cos (X, Cycle : Float_Type'Base) return Float_Type'Base;
    function Tan (X : Float_Type'Base) return Float_Type'Base;
    function Tan (X, Cycle : Float_Type'Base) return Float_Type'Base;
    function Cot (X : Float_Type'Base) return Float_Type'Base;
    function Cot (X, Cycle : Float_Type'Base) return Float_Type'Base;

```

```

6      function Arcsin (X           : Float_Type'Base) return Float_Type'Base;
      function Arcsin (X, Cycle    : Float_Type'Base) return Float_Type'Base;
      function Arccos (X           : Float_Type'Base) return Float_Type'Base;
      function Arccos (X, Cycle    : Float_Type'Base) return Float_Type'Base;
      function Arctan (Y           : Float_Type'Base;
                      X           : Float_Type'Base := 1.0)
      return Float_Type'Base;

      function Arctan (Y           : Float_Type'Base;
                      X           : Float_Type'Base := 1.0;
                      Cycle       : Float_Type'Base) return Float_Type'Base;

      function Arccot (X           : Float_Type'Base;
                      Y           : Float_Type'Base := 1.0)
      return Float_Type'Base;

      function Arccot (X           : Float_Type'Base;
                      Y           : Float_Type'Base := 1.0;
                      Cycle       : Float_Type'Base) return Float_Type'Base;

7      function Sinh (X           : Float_Type'Base) return Float_Type'Base;
      function Cosh (X           : Float_Type'Base) return Float_Type'Base;
      function Tanh (X           : Float_Type'Base) return Float_Type'Base;
      function Coth (X           : Float_Type'Base) return Float_Type'Base;
      function Arcsinh (X        : Float_Type'Base) return Float_Type'Base;
      function Arccosh (X        : Float_Type'Base) return Float_Type'Base;
      function Arctanh (X        : Float_Type'Base) return Float_Type'Base;
      function Arccoth (X        : Float_Type'Base) return Float_Type'Base;

8      end Ada.Numerics.Generic_Elementary_Functions;

```

9/1 The library package `Numerics.Elementary_Functions` is declared pure and defines the same subprograms as `Numerics.Generic_Elementary_Functions`, except that the predefined type `Float` is systematically substituted for `Float_Type'Base` throughout. Nongeneric equivalents of `Numerics.Generic_Elementary_Functions` for each of the other predefined floating point types are defined similarly, with the names `Numerics.Short_Elementary_Functions`, `Numerics.Long_Elementary_Functions`, etc.

10 The functions have their usual mathematical meanings. When the `Base` parameter is specified, the `Log` function computes the logarithm to the given base; otherwise, it computes the natural logarithm. When the `Cycle` parameter is specified, the parameter `X` of the forward trigonometric functions (`Sin`, `Cos`, `Tan`, and `Cot`) and the results of the inverse trigonometric functions (`Arcsin`, `Arccos`, `Arctan`, and `Arccot`) are measured in units such that a full cycle of revolution has the given value; otherwise, they are measured in radians.

11 The computed results of the mathematically multivalued functions are rendered single-valued by the following conventions, which are meant to imply the principal branch:

- 12 • The results of the `Sqrt` and `Arccosh` functions and that of the exponentiation operator are nonnegative.
- 13 • The result of the `Arcsin` function is in the quadrant containing the point  $(1.0, x)$ , where  $x$  is the value of the parameter `X`. This quadrant is I or IV; thus, the range of the `Arcsin` function is approximately  $-\pi/2.0$  to  $\pi/2.0$  ( $-Cycle/4.0$  to  $Cycle/4.0$ , if the parameter `Cycle` is specified).
- 14 • The result of the `Arccos` function is in the quadrant containing the point  $(x, 1.0)$ , where  $x$  is the value of the parameter `X`. This quadrant is I or II; thus, the `Arccos` function ranges from  $0.0$  to approximately  $\pi$  ( $Cycle/2.0$ , if the parameter `Cycle` is specified).
- 15 • The results of the `Arctan` and `Arccot` functions are in the quadrant containing the point  $(x, y)$ , where  $x$  and  $y$  are the values of the parameters `X` and `Y`, respectively. This may be any quadrant (I through IV) when the parameter `X` (resp., `Y`) of `Arctan` (resp., `Arccot`) is specified, but it is restricted to quadrants I and IV (resp., I and II) when that parameter is omitted. Thus, the range when that parameter is specified is approximately  $-\pi$  to  $\pi$  ( $-Cycle/2.0$  to  $Cycle/2.0$ , if the parameter `Cycle` is specified); when omitted, the range of `Arctan` (resp., `Arccot`) is that of `Arcsin`

(resp.,  $\text{Arccos}$ ), as given above. When the point  $(x, y)$  lies on the negative  $x$ -axis, the result approximates

- $\pi$  (resp.,  $-\pi$ ) when the sign of the parameter  $Y$  is positive (resp., negative), if `Float_Type'Signed_Zeros` is `True`; 16
- $\pi$ , if `Float_Type'Signed_Zeros` is `False`. 17

(In the case of the inverse trigonometric functions, in which a result lying on or near one of the axes may not be exactly representable, the approximation inherent in computing the result may place it in an adjacent quadrant, close to but on the wrong side of the axis.) 18

#### *Dynamic Semantics*

The exception `Numerics.Argument_Error` is raised, signaling a parameter value outside the domain of the corresponding mathematical function, in the following cases: 19

- by any forward or inverse trigonometric function with specified cycle, when the value of the parameter `Cycle` is zero or negative; 20
- by the `Log` function with specified base, when the value of the parameter `Base` is zero, one, or negative; 21
- by the `Sqrt` and `Log` functions, when the value of the parameter `X` is negative; 22
- by the exponentiation operator, when the value of the left operand is negative or when both operands have the value zero; 23
- by the `Arcsin`, `Arccos`, and `Arctanh` functions, when the absolute value of the parameter `X` exceeds one; 24
- by the `Arctan` and `Arccot` functions, when the parameters `X` and `Y` both have the value zero; 25
- by the `Arccosh` function, when the value of the parameter `X` is less than one; and 26
- by the `Arcoth` function, when the absolute value of the parameter `X` is less than one. 27

The exception `Constraint_Error` is raised, signaling a pole of the mathematical function (analogous to dividing by zero), in the following cases, provided that `Float_Type'Machine_Overflows` is `True`: 28

- by the `Log`, `Cot`, and `Coth` functions, when the value of the parameter `X` is zero; 29
- by the exponentiation operator, when the value of the left operand is zero and the value of the exponent is negative; 30
- by the `Tan` function with specified cycle, when the value of the parameter `X` is an odd multiple of the quarter cycle; 31
- by the `Cot` function with specified cycle, when the value of the parameter `X` is zero or a multiple of the half cycle; and 32
- by the `Arctanh` and `Arcoth` functions, when the absolute value of the parameter `X` is one. 33

`Constraint_Error` can also be raised when a finite result overflows (see G.2.4); this may occur for parameter values sufficiently *near* poles, and, in the case of some of the functions, for parameter values with sufficiently large magnitudes. When `Float_Type'Machine_Overflows` is `False`, the result at poles is unspecified. 34

When one parameter of a function with multiple parameters represents a pole and another is outside the function's domain, the latter takes precedence and `Numerics.Argument_Error` is raised. 35/5

*Implementation Requirements*

36 In the implementation of `Numerics.Generic_Elementary_Functions`, the range of intermediate values allowed during the calculation of a final result shall not be affected by any range constraint of the subtype `Float_Type`.

37 In the following cases, evaluation of an elementary function shall yield the *prescribed result*, provided that the preceding rules do not call for an exception to be raised:

- 38 • When the parameter `X` has the value zero, the `Sqrt`, `Sin`, `Arcsin`, `Tan`, `Sinh`, `Arcsinh`, `Tanh`, and `Arctanh` functions yield a result of zero, and the `Exp`, `Cos`, and `Cosh` functions yield a result of one.
- 39 • When the parameter `X` has the value one, the `Sqrt` function yields a result of one, and the `Log`, `Arccos`, and `Arccosh` functions yield a result of zero.
- 40 • When the parameter `Y` has the value zero and the parameter `X` has a positive value, the `Arctan` and `Arccot` functions yield a result of zero.
- 41 • The results of the `Sin`, `Cos`, `Tan`, and `Cot` functions with specified cycle are exact when the mathematical result is zero; those of the first two are also exact when the mathematical result is  $\pm 1.0$ .
- 42 • Exponentiation by a zero exponent yields the value one. Exponentiation by a unit exponent yields the value of the left operand. Exponentiation of the value one yields the value one. Exponentiation of the value zero yields the value zero.

43 Other accuracy requirements for the elementary functions, which apply only in implementations conforming to the Numerics Annex, and then only in the “strict” mode defined there (see G.2), are given in G.2.4.

44 When `Float_Type'Signed_Zeros` is `True`, the sign of a zero result shall be as follows:

- 45 • A prescribed zero result delivered *at the origin* by one of the odd functions (`Sin`, `Arcsin`, `Sinh`, `Arcsinh`, `Tan`, `Arctan` or `Arccot` as a function of `Y` when `X` is fixed and positive, `Tanh`, and `Arctanh`) has the sign of the parameter `X` (`Y`, in the case of `Arctan` or `Arccot`).
- 46 • A prescribed zero result delivered by one of the odd functions *away from the origin*, or by some other elementary function, has an implementation-defined sign.
- 47/5 • A zero result that is not a prescribed result (that is, one that results from rounding or underflow) has the correct mathematical sign.

*Implementation Permissions*

48/5 The nongeneric equivalent packages can be actual instantiations of the generic package for the appropriate predefined type, though that is not required.

## A.5.2 Random Number Generation

1 Facilities for the generation of pseudo-random floating point numbers are provided in the package `Numerics.Float_Random`; the generic package `Numerics.Discrete_Random` provides similar facilities for the generation of pseudo-random integers and pseudo-random values of enumeration types. For brevity, pseudo-random values of any of these types are called *random numbers*.

2 Some of the facilities provided are basic to all applications of random numbers. These include a limited private type each of whose objects serves as the generator of a (possibly distinct) sequence of random numbers; a function to obtain the “next” random number from a given sequence of random numbers (that

is, from its generator); and subprograms to initialize or reinitialize a given generator to a time-dependent state or a state denoted by a single integer.

Other facilities are provided specifically for advanced applications. These include subprograms to save and restore the state of a given generator; a private type whose objects can be used to hold the saved state of a generator; and subprograms to obtain a string representation of a given generator state, or, given such a string representation, the corresponding state.

*Static Semantics*

The library package `Numerics.Float_Random` has the following declaration:

```

package Ada.Numerics.Float_Random
  with Global => in out synchronized is
    -- Basic facilities
    type Generator is limited private;
    subtype Uniformly_Distributed is Float range 0.0 .. 1.0;
    function Random (Gen : Generator) return Uniformly_Distributed
      with Global => overriding in out Gen;
    procedure Reset (Gen      : in Generator;
                    Initiator : in Integer)
      with Global => overriding in out Gen;
    procedure Reset (Gen      : in Generator)
      with Global => overriding in out Gen;
    -- Advanced facilities
    type State is private;
    procedure Save  (Gen      : in Generator;
                   To_State : out State);
    procedure Reset (Gen      : in Generator;
                   From_State : in State)
      with Global => overriding in out Gen;
    Max_Image_Width : constant := implementation-defined integer value;
    function Image (Of_State : State) return String;
    function Value (Coded_State : String) return State;
private
  ... -- not specified by the language
end Ada.Numerics.Float_Random;

```

The type `Generator` needs finalization (see 7.6).

The generic library package `Numerics.Discrete_Random` has the following declaration:

```

generic
  type Result_Subtype is (<>);
package Ada.Numerics.Discrete_Random
  with Global => in out synchronized is
    -- Basic facilities
    type Generator is limited private;
    function Random (Gen : Generator) return Result_Subtype
      with Global => overriding in out Gen;
    function Random (Gen      : Generator;
                   First     : Result_Subtype;
                   Last      : Result_Subtype) return Result_Subtype
      with Post => Random'Result in First .. Last,
          Global => overriding in out Gen;

```

```

21/5     procedure Reset (Gen      : in Generator;
                    Initiator : in Integer)
                with Global => overriding in out Gen;
22     procedure Reset (Gen      : in Generator)
                with Global => overriding in out Gen;
23     -- Advanced facilities
24     type State is private;
24/5     procedure Save  (Gen      : in Generator;
                    To_State  : out State);
25     procedure Reset  (Gen      : in Generator;
                    From_State : in State)
                with Global => overriding in out Gen;
26     Max_Image_Width : constant := implementation-defined integer value;
27     function Image (Of_State : State) return String;
28     function Value (Coded_State : String) return State;
29     private
30     ... -- not specified by the language
31     end Ada.Numerics.Discrete_Random;

```

27.1/2 The type `Generator` needs finalization (see 7.6) in every instantiation of `Numerics.Discrete_Random`.

28 An object of the limited private type `Generator` is associated with a sequence of random numbers. Each generator has a hidden (internal) state, which the operations on generators use to determine the position in the associated sequence. All generators are implicitly initialized to an unspecified state that does not vary from one program execution to another; they may also be explicitly initialized, or reinitialized, to a time-dependent state, to a previously saved state, or to a state uniquely denoted by an integer value.

29/5 An object of the private type `State` can be used to hold the internal state of a generator. Such objects are only necessary if the application is designed to save and restore generator states or to examine or manufacture them. The implicit initial value of type `State` corresponds to the implicit initial value of all generators.

30 The operations on generators affect the state and therefore the future values of the associated sequence. The semantics of the operations on generators and states are defined below.

```

31     function Random (Gen : Generator) return Uniformly_Distributed;
32     function Random (Gen : Generator) return Result_Subtype;

```

32/5 Obtains the “next” random number from the given generator, relative to its current state, according to an implementation-defined algorithm.

```

32.1/5     function Random (Gen      : Generator;
                    First : Result_Subtype;
                    Last  : Result_Subtype) return Result_Subtype
                with Post => Random'Result in First .. Last;

```

32.2/5 Obtains the “next” random number from the given generator, relative to its current state, according to an implementation-defined algorithm. If the range `First .. Last` is a null range, `Constraint_Error` is raised.

```

33     procedure Reset (Gen      : in Generator;
                    Initiator : in Integer);
34     procedure Reset (Gen      : in Generator);

```

34 Sets the state of the specified generator to one that is an unspecified function of the value of the parameter `Initiator` (or to a time-dependent state, if only a generator parameter is specified). The latter form of the procedure is known as the *time-dependent Reset procedure*.



```

procedure Save  (Gen          : in Generator;
                 To_State    : out State);
procedure Reset (Gen          : in Generator;
                 From_State   : in State);

```

Save obtains the current state of a generator. Reset gives a generator the specified state. A generator that is reset to a state previously obtained by invoking Save is restored to the state it had when Save was invoked.

```

function Image (Of_State    : State) return String;
function Value (Coded_State : String) return State;

```

Image provides a representation of a state coded (in an implementation-defined way) as a string whose length is bounded by the value of Max\_Image\_Width. Value is the inverse of Image: Value(Image(S)) = S for each state S that can be obtained from a generator by invoking Save.

#### *Dynamic Semantics*

Instantiation of Numerics.Discrete\_Random with a subtype having a null range raises Constraint\_Error. 39

*This paragraph was deleted.* 40/1

#### *Bounded (Run-Time) Errors*

It is a bounded error to invoke Value with a string that is not the image of any generator state. If the error is detected, Constraint\_Error or Program\_Error is raised. Otherwise, a call to Reset with the resulting state will produce a generator such that calls to Random with this generator will produce a sequence of values of the appropriate subtype, but which are not necessarily random in character. That is, the sequence of values do not necessarily fulfill the implementation requirements of this subclause. 40.1/5

#### *Implementation Requirements*

Each call of a Random function has a *result range*; this is the range First .. Last for the version of Random with First and Last parameters and the range of the result subtype of the function otherwise. 40.2/5

A sufficiently long sequence of random numbers obtained by consecutive calls to Random that have the same generator and result range is approximately uniformly distributed over the result range. 41/5

A Random function in an instantiation of Numerics.Discrete\_Random is guaranteed to yield each value in its result range in a finite number of calls, provided that the number of such values does not exceed  $2^{15}$ . 42/5

Other performance requirements for the random number generator, which apply only in implementations conforming to the Numerics Annex, and then only in the “strict” mode defined there (see G.2), are given in G.2.5. 43

#### *Documentation Requirements*

No one algorithm for random number generation is best for all applications. To enable the user to determine the suitability of the random number generators for the intended application, the implementation shall describe the algorithm used and shall give its period, if known exactly, or a lower bound on the period, if the exact period is unknown. Periods that are so long that the periodicity is unobservable in practice can be described in such terms, without giving a numerical bound. 44

The implementation also shall document the minimum time interval between calls to the time-dependent Reset procedure that are guaranteed to initiate different sequences, and it shall document the nature of the strings that Value will accept without raising Constraint\_Error. 45

*Implementation Advice*

46 Any storage associated with an object of type Generator should be reclaimed on exit from the scope of the object.

47 If the generator period is sufficiently long in relation to the number of distinct initiator values, then each possible value of Initiator passed to Reset should initiate a sequence of random numbers that does not, in a practical sense, overlap the sequence initiated by any other value. If this is not possible, then the mapping between initiator values and generator states should be a rapidly varying function of the initiator value.

48 NOTE 1 If two or more tasks are to share the same generator, then the tasks have to synchronize their access to the generator as for any shared variable (see 9.10).

49 NOTE 2 Within a given implementation, a repeatable random number sequence can be obtained by relying on the implicit initialization of generators or by explicitly initializing a generator with a repeatable initiator value. Different sequences of random numbers can be obtained from a given generator in different program executions by explicitly initializing the generator to a time-dependent state.

50/5 NOTE 3 A given implementation of the Random function in Numerics.Float\_Random is not guaranteed to be capable of delivering the values 0.0 or 1.0. Applications will be more portable if they assume that these values, or values sufficiently close to them to behave indistinguishably from them, can occur. If a sequence of random integers from some range is necessary, the application should use one of the Random functions in an appropriate instantiation of Numerics.Discrete\_Random, rather than transforming the result of the Random function in Numerics.Float\_Random.

51/5 *This paragraph was deleted.*

52/5 Exponentially distributed (floating point) random numbers with mean and standard deviation 1.0 can be obtained by the transformation

53/2 `-Log(Random(G) + Float'Model_Small)`

54 where Log comes from Numerics.Elementary\_Functions (see A.5.1); in this expression, the addition of Float'Model\_Small avoids the exception that would be raised were Log to be given the value zero, without affecting the result (in most implementations) when Random returns a nonzero value.

*Examples*

55 *Example of a program that plays a simulated dice game:*

```
56 with Ada.Numerics.Discrete_Random;
   procedure Dice_Game is
     subtype Die is Integer range 1 .. 6;
     subtype Dice is Integer range 2*Die'First .. 2*Die'Last;
     package Random_Die is new Ada.Numerics.Discrete_Random (Die);
     use Random_Die;
     G : Generator;
     D : Dice;
   begin
     Reset (G); -- Start the generator in a unique state in each run
     loop
       -- Roll a pair of dice; sum and process the results
       D := Random(G) + Random(G);
       ...
     end loop;
   end Dice_Game;
```

*Example of a program that simulates coin tosses:*

```

with Ada.Numerics.Discrete_Random;
procedure Flip_A_Coin is
  type Coin is (Heads, Tails);
  package Random_Coin is new Ada.Numerics.Discrete_Random (Coin);
  use Random_Coin;
  G : Generator;
begin
  Reset (G); -- Start the generator in a unique state in each run
  loop
    -- Toss a coin and process the result
    case Random(G) is
      when Heads =>
        ...
      when Tails =>
        ...
    end case;
    ...
  end loop;
end Flip_A_Coin;

```

57

58

*Example of a parallel simulation of a physical system, with a separate generator of event probabilities in each task:*

```

with Ada.Numerics.Float_Random;
procedure Parallel_Simulation is
  use Ada.Numerics.Float_Random;
  task type Worker is
    entry Initialize_Generator (Initiator : in Integer);
    ...
  end Worker;
  W : array (1 .. 10) of Worker;
  task body Worker is
    G : Generator;
    Probability_Of_Event : Uniformly_Distributed;
  begin
    accept Initialize_Generator (Initiator : in Integer) do
      Reset (G, Initiator);
    end Initialize_Generator;
    loop
      ...
      Probability_Of_Event := Random(G);
      ...
    end loop;
  end Worker;
begin
  -- Initialize the generators in the Worker tasks to different states
  for I in W'Range loop
    W(I).Initialize_Generator (I);
  end loop;
  ... -- Wait for the Worker tasks to terminate
end Parallel_Simulation;

```

59

60

Although each Worker task initializes its generator to a different state, those states will be the same in every execution of the program. The generator states can be initialized uniquely in each program execution by instantiating `Ada.Numerics.Discrete_Random` for the type `Integer` in the main procedure, resetting the generator obtained from that instance to a time-dependent state, and then using random integers obtained from that generator to initialize the generators in each Worker task.

61/5

NOTE 4

62/5

## A.5.3 Attributes of Floating Point Types

### Static Semantics

1 The following *representation-oriented attributes* are defined for every subtype  $S$  of a floating point type  $T$ .

2 S'Machine\_Radix

Yields the radix of the hardware representation of the type  $T$ . The value of this attribute is of the type *universal\_integer*.

3 The values of other representation-oriented attributes of a floating point subtype, and of the “primitive function” attributes of a floating point subtype described later, are defined in terms of a particular representation of nonzero values called the *canonical form*. The canonical form (for the type  $T$ ) is the form

$$\pm \textit{mantissa} \cdot T\textit{Machine\_Radix}^{\textit{exponent}}$$

where

- 4 • *mantissa* is a fraction in the number base  $T\textit{Machine\_Radix}$ , the first digit of which is nonzero, and
- 5 • *exponent* is an integer.

6 S'Machine\_Mantissa

Yields the largest value of  $p$  such that every value expressible in the canonical form (for the type  $T$ ), having a  $p$ -digit *mantissa* and an *exponent* between  $T\textit{Machine\_Emin}$  and  $T\textit{Machine\_Emax}$ , is a machine number (see 3.5.7) of the type  $T$ . This attribute yields a value of the type *universal\_integer*.

7 S'Machine\_Emin

Yields the smallest (most negative) value of *exponent* such that every value expressible in the canonical form (for the type  $T$ ), having a *mantissa* of  $T\textit{Machine\_Mantissa}$  digits, is a machine number (see 3.5.7) of the type  $T$ . This attribute yields a value of the type *universal\_integer*.

8 S'Machine\_Emax

Yields the largest (most positive) value of *exponent* such that every value expressible in the canonical form (for the type  $T$ ), having a *mantissa* of  $T\textit{Machine\_Mantissa}$  digits, is a machine number (see 3.5.7) of the type  $T$ . This attribute yields a value of the type *universal\_integer*.

9 S'Denorm Yields the value True if every value expressible in the form

$$\pm \textit{mantissa} \cdot T\textit{Machine\_Radix}^{T\textit{Machine\_Emin}}$$

where *mantissa* is a nonzero  $T\textit{Machine\_Mantissa}$ -digit fraction in the number base  $T\textit{Machine\_Radix}$ , the first digit of which is zero, is a machine number (see 3.5.7) of the type  $T$ ; yields the value False otherwise. The value of this attribute is of the predefined type Boolean.

10 The values described by the formula in the definition of S'Denorm are called *denormalized numbers*. A nonzero machine number that is not a denormalized number is a *normalized number*. A normalized number  $x$  of a given type  $T$  is said to be *represented in canonical form* when it is expressed in the canonical form (for the type  $T$ ) with a *mantissa* having  $T\textit{Machine\_Mantissa}$  digits; the resulting form is the *canonical-form representation* of  $x$ .

11 S'Machine\_Rounds

Yields the value True if rounding is performed on inexact results of every predefined operation that yields a result of the type  $T$ ; yields the value False otherwise. The value of this attribute is of the predefined type Boolean.

|                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                |
|--------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| S'Machine_Overflows                                                                                                            | Yields the value True if overflow and divide-by-zero are detected and reported by raising Constraint_Error for every predefined operation that yields a result of the type <i>T</i> ; yields the value False otherwise. The value of this attribute is of the predefined type Boolean.                                                                                                                                                                                                                                                  | 12             |
| S'Signed_Zeros                                                                                                                 | Yields the value True if the hardware representation for the type <i>T</i> has the capability of representing both positively and negatively signed zeros, these being generated and used by the predefined operations of the type <i>T</i> as specified in IEC 559:1989; yields the value False otherwise. The value of this attribute is of the predefined type Boolean.                                                                                                                                                              | 13             |
| For every value <i>x</i> of a floating point type <i>T</i> , the <i>normalized exponent</i> of <i>x</i> is defined as follows: |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                |
|                                                                                                                                | <ul style="list-style-type: none"> <li>• the normalized exponent of zero is (by convention) zero;</li> <li>• for nonzero <i>x</i>, the normalized exponent of <i>x</i> is the unique integer <i>k</i> such that <math>TMachine\_Radix^{k-1} \leq  x  &lt; TMachine\_Radix^k</math>.</li> </ul>                                                                                                                                                                                                                                          | 14<br>15<br>16 |
| The following <i>primitive function attributes</i> are defined for any subtype <i>S</i> of a floating point type <i>T</i> .    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                |
| S'Exponent                                                                                                                     | S'Exponent denotes a function with the following specification:                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 18             |
|                                                                                                                                | <pre>function S'Exponent (X : T) return universal_integer</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 19             |
|                                                                                                                                | The function yields the normalized exponent of <i>X</i> .                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 20             |
| S'Fraction                                                                                                                     | S'Fraction denotes a function with the following specification:                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 21             |
|                                                                                                                                | <pre>function S'Fraction (X : T) return T</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 22             |
|                                                                                                                                | The function yields the value $X \cdot TMachine\_Radix^{-k}$ , where <i>k</i> is the normalized exponent of <i>X</i> . A zero result, which can only occur when <i>X</i> is zero, has the sign of <i>X</i> .                                                                                                                                                                                                                                                                                                                            | 23             |
| S'Compose                                                                                                                      | S'Compose denotes a function with the following specification:                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 24             |
|                                                                                                                                | <pre>function S'Compose (Fraction : T; Exponent : universal_integer) return T</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 25             |
|                                                                                                                                | Let <i>v</i> be the value $Fraction \cdot TMachine\_Radix^{Exponent-k}$ , where <i>k</i> is the normalized exponent of <i>Fraction</i> . If <i>v</i> is a machine number of the type <i>T</i> , or if $ v  \geq TModel\_Small$ , the function yields <i>v</i> ; otherwise, it yields either one of the machine numbers of the type <i>T</i> adjacent to <i>v</i> . Constraint_Error is optionally raised if <i>v</i> is outside the base range of <i>S</i> . A zero result has the sign of <i>Fraction</i> when S'Signed_Zeros is True. | 26             |
| S'Scaling                                                                                                                      | S'Scaling denotes a function with the following specification:                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 27             |
|                                                                                                                                | <pre>function S'Scaling (X : T; Adjustment : universal_integer) return T</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 28             |
|                                                                                                                                | Let <i>v</i> be the value $X \cdot TMachine\_Radix^{Adjustment}$ . If <i>v</i> is a machine number of the type <i>T</i> , or if $ v  \geq TModel\_Small$ , the function yields <i>v</i> ; otherwise, it yields either one of the machine numbers of the type <i>T</i> adjacent to <i>v</i> . Constraint_Error is optionally raised if <i>v</i> is outside the base range of <i>S</i> . A zero result has the sign of <i>X</i> when S'Signed_Zeros is True.                                                                              | 29             |
| S'Floor                                                                                                                        | S'Floor denotes a function with the following specification:                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | 30             |
|                                                                                                                                | <pre>function S'Floor (X : T) return T</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | 31             |
|                                                                                                                                | The function yields the value $\lfloor X \rfloor$ , that is, the largest (most positive) integral value less than or equal to <i>X</i> . When <i>X</i> is zero, the result has the sign of <i>X</i> ; a zero result otherwise has a positive sign.                                                                                                                                                                                                                                                                                      | 32/5           |

- 33 S'Ceiling S'Ceiling denotes a function with the following specification:  
 34 

```
function S'Ceiling (X : T)
  return T
```
- 35/5 | The function yields the value  $\lceil X \rceil$ , that is, the smallest (most negative) integral value greater than or equal to  $X$ . When  $X$  is zero, the result has the sign of  $X$ ; a zero result otherwise has a negative sign when S'Signed\_Zeros is True.
- 36 S'Rounding S'Rounding denotes a function with the following specification:  
 37 

```
function S'Rounding (X : T)
  return T
```
- 38 The function yields the integral value nearest to  $X$ , rounding away from zero if  $X$  lies exactly halfway between two integers. A zero result has the sign of  $X$  when S'Signed\_Zeros is True.
- 39 S'Unbiased\_Rounding  
 S'Unbiased\_Rounding denotes a function with the following specification:  
 40 

```
function S'Unbiased_Rounding (X : T)
  return T
```
- 41 The function yields the integral value nearest to  $X$ , rounding toward the even integer if  $X$  lies exactly halfway between two integers. A zero result has the sign of  $X$  when S'Signed\_Zeros is True.
- 41.1/2 S'Machine\_Rounding  
 S'Machine\_Rounding denotes a function with the following specification:  
 41.2/2 

```
function S'Machine_Rounding (X : T)
  return T
```
- 41.3/2 The function yields the integral value nearest to  $X$ . If  $X$  lies exactly halfway between two integers, one of those integers is returned, but which of them is returned is unspecified. A zero result has the sign of  $X$  when S'Signed\_Zeros is True. This function provides access to the rounding behavior which is most efficient on the target processor.
- 42 S'Truncation S'Truncation denotes a function with the following specification:  
 43 

```
function S'Truncation (X : T)
  return T
```
- 44 The function yields the value  $\lceil X \rceil$  when  $X$  is negative, and  $\lfloor X \rfloor$  otherwise. A zero result has the sign of  $X$  when S'Signed\_Zeros is True.
- 45 S'Remainder S'Remainder denotes a function with the following specification:  
 46 

```
function S'Remainder (X, Y : T)
  return T
```
- 47 For nonzero  $Y$ , let  $v$  be the value  $X - n \cdot Y$ , where  $n$  is the integer nearest to the exact value of  $X/Y$ ; if  $|n - X/Y| = 1/2$ , then  $n$  is chosen to be even. If  $v$  is a machine number of the type  $T$ , the function yields  $v$ ; otherwise, it yields zero. Constraint\_Error is raised if  $Y$  is zero. A zero result has the sign of  $X$  when S'Signed\_Zeros is True.
- 48 S'Adjacent S'Adjacent denotes a function with the following specification:  
 49 

```
function S'Adjacent (X, Towards : T)
  return T
```
- 50 If  $Towards = X$ , the function yields  $X$ ; otherwise, it yields the machine number of the type  $T$  adjacent to  $X$  in the direction of  $Towards$ , if that machine number exists. If the result would be outside the base range of S, Constraint\_Error is raised. When T'Signed\_Zeros is True, a zero result has the sign of  $X$ . When  $Towards$  is zero, its sign has no bearing on the result.
- 51 S'Copy\_Sign S'Copy\_Sign denotes a function with the following specification:

```

function S'Copy_Sign (Value, Sign : T)
return T

```

If the value of *Value* is nonzero, the function yields a result whose magnitude is that of *Value* and whose sign is that of *Sign*; otherwise, it yields the value zero. *Constraint\_Error* is optionally raised if the result is outside the base range of S. A zero result has the sign of *Sign* when *S'Signed\_Zeros* is True.

*S'Leading\_Part* 54

*S'Leading\_Part* denotes a function with the following specification:

```

function S'Leading_Part (X : T;
                        Radix_Digits : universal_integer)
return T

```

Let  $v$  be the value  $T\text{Machine\_Radix}^{k-\text{Radix\_Digits}}$ , where  $k$  is the normalized exponent of  $X$ . The function yields the value

- $\lfloor X/v \rfloor \cdot v$ , when  $X$  is nonnegative and *Radix\_Digits* is positive; 57
- $\lceil X/v \rceil \cdot v$ , when  $X$  is negative and *Radix\_Digits* is positive. 58

*Constraint\_Error* is raised when *Radix\_Digits* is zero or negative. A zero result, which can only occur when  $X$  is zero, has the sign of  $X$ . 59

*S'Machine* 60

```

function S'Machine (X : T)
return T

```

If  $X$  is a machine number of the type  $T$ , the function yields  $X$ ; otherwise, it yields the value obtained by rounding or truncating  $X$  to either one of the adjacent machine numbers of the type  $T$ . *Constraint\_Error* is raised if rounding or truncating  $X$  to the precision of the machine numbers results in a value outside the base range of S. A zero result has the sign of  $X$  when *S'Signed\_Zeros* is True. 62

The following *model-oriented attributes* are defined for any subtype S of a floating point type  $T$ . 63

*S'Model\_Mantissa* 64

If the Numerics Annex is not supported, this attribute yields an implementation defined value that is greater than or equal to  $\lceil d \cdot \log(10) / \log(T\text{Machine\_Radix}) \rceil + 1$ , where  $d$  is the requested decimal precision of  $T$ , and less than or equal to the value of *TMachine\_Mantissa*. See G.2.2 for further requirements that apply to implementations supporting the Numerics Annex. The value of this attribute is of the type *universal\_integer*.

*S'Model\_Emin* 65

If the Numerics Annex is not supported, this attribute yields an implementation defined value that is greater than or equal to the value of *TMachine\_Emin*. See G.2.2 for further requirements that apply to implementations supporting the Numerics Annex. The value of this attribute is of the type *universal\_integer*.

*S'Model\_Epsilon* 66

Yields the value  $T\text{Machine\_Radix}^{1 - T\text{Model\_Mantissa}}$ . The value of this attribute is of the type *universal\_real*.

*S'Model\_Small* 67

Yields the value  $T\text{Machine\_Radix}^{T\text{Model\_Emin} - 1}$ . The value of this attribute is of the type *universal\_real*.

*S'Model* 68

```

function S'Model (X : T)
return T

```

*S'Model* denotes a function with the following specification: 69

- 70 If the Numerics Annex is not supported, the meaning of this attribute is implementation defined; see G.2.2 for the definition that applies to implementations supporting the Numerics Annex.
- 71 **S'Safe\_First** Yields the lower bound of the safe range (see 3.5.7) of the type *T*. If the Numerics Annex is not supported, the value of this attribute is implementation defined; see G.2.2 for the definition that applies to implementations supporting the Numerics Annex. The value of this attribute is of the type *universal\_real*.
- 72 **S'Safe\_Last** Yields the upper bound of the safe range (see 3.5.7) of the type *T*. If the Numerics Annex is not supported, the value of this attribute is implementation defined; see G.2.2 for the definition that applies to implementations supporting the Numerics Annex. The value of this attribute is of the type *universal\_real*.

## A.5.4 Attributes of Fixed Point Types

### *Static Semantics*

- 1 The following *representation-oriented* attributes are defined for every subtype *S* of a fixed point type *T*.
- 2 **S'Machine\_Radix** Yields the radix of the hardware representation of the type *T*. The value of this attribute is of the type *universal\_integer*.
- 3 **S'Machine\_Rounds** Yields the value True if rounding is performed on inexact results of every predefined operation that yields a result of the type *T*; yields the value False otherwise. The value of this attribute is of the predefined type Boolean.
- 4 **S'Machine\_Overflows** Yields the value True if overflow and divide-by-zero are detected and reported by raising *Constraint\_Error* for every predefined operation that yields a result of the type *T*; yields the value False otherwise. The value of this attribute is of the predefined type Boolean.

## A.5.5 Big Numbers

- 1/5 Support is provided for integer arithmetic involving values larger than those supported by the target machine, and for arbitrary-precision real numbers.

### *Static Semantics*

- 2/5 The library package `Numerics.Big_Numbers` has the following declaration:

```
3/5 package Ada.Numerics.Big_Numbers
  with Pure, Nonblocking, Global => null is
  subtype Field is Integer range 0 .. implementation-defined;
  subtype Number Base is Integer range 2 .. 16;
end Ada.Numerics.Big_Numbers;
```

## A.5.6 Big Integers

### *Static Semantics*

- 1/5 The library package `Numerics.Big_Numbers.Big_Integers` has the following declaration:

```
2/5 with Ada.Strings.Text_Buffers;
package Ada.Numerics.Big_Numbers.Big_Integers
  with Preelaborate, Nonblocking, Global => in out synchronized is
```



```

type Big_Integer is private
  with Integer_Literal => From_Universal_Image,
        Put_Image => Put_Image;
function Is_Valid (Arg : Big_Integer) return Boolean
  with Convention => Intrinsic;
subtype Valid_Big_Integer is Big_Integer
  with Dynamic_Predicate => Is_Valid (Valid_Big_Integer),
        Predicate_Failure => (raise Program_Error);
function "=" (L, R : Valid_Big_Integer) return Boolean;
function "<" (L, R : Valid_Big_Integer) return Boolean;
function "<=" (L, R : Valid_Big_Integer) return Boolean;
function ">" (L, R : Valid_Big_Integer) return Boolean;
function ">=" (L, R : Valid_Big_Integer) return Boolean;
function To_Big_Integer (Arg : Integer) return Valid_Big_Integer;
subtype Big_Positive is Big_Integer
  with Dynamic_Predicate => (if Is_Valid (Big_Positive)
                            then Big_Positive > 0),
        Predicate_Failure => (raise Constraint_Error);
subtype Big_Natural is Big_Integer
  with Dynamic_Predicate => (if Is_Valid (Big_Natural)
                            then Big_Natural >= 0),
        Predicate_Failure => (raise Constraint_Error);
function In_Range (Arg, Low, High : Valid_Big_Integer) return Boolean is
  (Low <= Arg and Arg <= High);
function To_Integer (Arg : Valid_Big_Integer) return Integer
  with Pre => In_Range (Arg,
                      Low => To_Big_Integer (Integer'First),
                      High => To_Big_Integer (Integer'Last))
  or else raise Constraint_Error;
generic
  type Int is range <>;
package Signed_Conversions is
  function To_Big_Integer (Arg : Int) return Valid_Big_Integer;
  function From_Big_Integer (Arg : Valid_Big_Integer) return Int
  with Pre => In_Range (Arg,
                      Low => To_Big_Integer (Int'First),
                      High => To_Big_Integer (Int'Last))
  or else raise Constraint_Error;
end Signed_Conversions;
generic
  type Int is mod <>;
package Unsigned_Conversions is
  function To_Big_Integer (Arg : Int) return Valid_Big_Integer;
  function From_Big_Integer (Arg : Valid_Big_Integer) return Int
  with Pre => In_Range (Arg,
                      Low => To_Big_Integer (Int'First),
                      High => To_Big_Integer (Int'Last))
  or else raise Constraint_Error;
end Unsigned_Conversions;
function To_String (Arg : Valid_Big_Integer;
                   Width : Field := 0;
                   Base : Number_Base := 10) return String
  with Post => To_String'Result'First = 1;
function From_String (Arg : String) return Valid_Big_Integer;
function From_Universal_Image (Arg : String) return Valid_Big_Integer
  renames From_String;
procedure Put_Image
  (Buffer : in out Ada.Strings.Text_Buffers.Root_Buffer_Type'Class;
   Arg : in Valid_Big_Integer);

```

```

18/5  function "+" (L : Valid_Big_Integer) return Valid_Big_Integer;
      function "-" (L : Valid_Big_Integer) return Valid_Big_Integer;
      function "abs" (L : Valid_Big_Integer) return Valid_Big_Integer;
      function "+" (L, R : Valid_Big_Integer) return Valid_Big_Integer;
      function "-" (L, R : Valid_Big_Integer) return Valid_Big_Integer;
      function "*" (L, R : Valid_Big_Integer) return Valid_Big_Integer;
      function "/" (L, R : Valid_Big_Integer) return Valid_Big_Integer;
      function "mod" (L, R : Valid_Big_Integer) return Valid_Big_Integer;
      function "rem" (L, R : Valid_Big_Integer) return Valid_Big_Integer;
      function "***" (L : Valid_Big_Integer; R : Natural)
          return Valid_Big_Integer;
      function Min (L, R : Valid_Big_Integer) return Valid_Big_Integer;
      function Max (L, R : Valid_Big_Integer) return Valid_Big_Integer;
19/5  function Greatest_Common_Divisor
      (L, R : Valid_Big_Integer) return Big_Positive
      with Pre => (L /= 0 and R /= 0) or else raise Constraint_Error;
20/5  private
      ... -- not specified by the language
      end Ada.Numerics.Big_Numbers.Big_Integers;

```

21/5 To\_String and From\_String behave analogously to the Put and Get procedures defined in Text\_IO.Integer\_IO (in particular, with respect to the interpretation of the Width and Base parameters) except that Constraint\_Error, not Data\_Error, is propagated in error cases and the result of a call to To\_String with a Width parameter of 0 and a nonnegative Arg parameter does not include a leading blank. Put\_Image calls To\_String (passing in the default values for the Width and Base parameters), prepends a leading blank if the argument is nonnegative, and writes the resulting value to the buffer using Text\_Buffers.Put.

22/5 The other functions have their usual mathematical meanings.

23/5 The type Big\_Integer needs finalization (see 7.6).

#### *Dynamic Semantics*

24/5 For purposes of determining whether predicate checks are performed as part of default initialization, the type Big\_Integer is considered to have a subcomponent that has a default\_expression.

#### *Implementation Requirements*

25/5 No storage associated with a Big\_Integer object shall be lost upon assignment or scope exit.

## A.5.7 Big Reals

### *Static Semantics*

1/5 The library package Numerics.Big\_Numbers.Big\_Reals has the following declaration:

```

2/5  with Ada.Numerics.Big_Numbers.Big_Integers;
      use all type Big_Integers.Big_Integer;
      with Ada.Strings.Text_Buffers;
      package Ada.Numerics.Big_Numbers.Big_Reals
      with Preelaborate, Nonblocking, Global => in out synchronized is
3/5  type Big_Real is private
      with Real_Literal => From_Universal_Image,
          Put_Image => Put_Image;
4/5  function Is_Valid (Arg : Big_Real) return Boolean
      with Convention => Intrinsic;
5/5  subtype Valid_Big_Real is Big_Real
      with Dynamic_Predicate => Is_Valid (Valid_Big_Real),
          Predicate_Failure => raise Program_Error;

```

```

function "/" (Num, Den : Big_Integers.Valid_Big_Integer)
  return Valid_Big_Real
  with Pre => Den /= 0
  or else raise Constraint_Error;
6/5

function Numerator
  (Arg : Valid_Big_Real) return Big_Integers.Valid_Big_Integer
  with Post => (if Arg = 0.0 then Numerator'Result = 0);
7/5

function Denominator (Arg : Valid_Big_Real)
  return Big_Integers.Big_Positive
  with Post =>
    (if Arg = 0.0 then Denominator'Result = 1
     else Big_Integers.Greatest_Common_Divisor
      (Numerator (Arg), Denominator'Result) = 1);
8/5

function To_Big_Real (Arg : Big_Integers.Valid_Big_Integer)
  return Valid_Big_Real is (Arg / 1);
9/5

function To_Real (Arg : Integer) return Valid_Big_Real is
  (Big_Integers.To_Big_Integer (Arg) / 1);
10/5

function "=" (L, R : Valid_Big_Real) return Boolean;
function "<" (L, R : Valid_Big_Real) return Boolean;
function "<=" (L, R : Valid_Big_Real) return Boolean;
function ">" (L, R : Valid_Big_Real) return Boolean;
function ">=" (L, R : Valid_Big_Real) return Boolean;
11/5

function In_Range (Arg, Low, High : Valid_Big_Real) return Boolean is
  (Low <= Arg and Arg <= High);
12/5

generic
  type Num is digits <>;
13/5
package Float_Conversions is
  function To_Big_Real (Arg : Num) return Valid_Big_Real;
  function From_Big_Real (Arg : Valid_Big_Real) return Num
  with Pre => In_Range (Arg,
    Low => To_Big_Real (Num'First),
    High => To_Big_Real (Num'Last))
  or else (raise Constraint_Error);
end Float_Conversions;

generic
  type Num is delta <>;
14/5
package Fixed_Conversions is
  function To_Big_Real (Arg : Num) return Valid_Big_Real;
  function From_Big_Real (Arg : Valid_Big_Real) return Num
  with Pre => In_Range (Arg,
    Low => To_Big_Real (Num'First),
    High => To_Big_Real (Num'Last))
  or else (raise Constraint_Error);
end Fixed_Conversions;

function To_String (Arg : Valid_Big_Real;
  Fore : Field := 2;
  Aft : Field := 3;
  Exp : Field := 0) return String
  with Post => To_String'Result'First = 1;
15/5

function From_String (Arg : String) return Valid_Big_Real;
16/5

function From_Universal_Image (Arg : String) return Valid_Big_Real
  renames From_String;
17/5

function From_Universal_Image (Num, Den : String)
  return Valid_Big_Real is
  (Big_Integers.From_Universal_Image (Num) /
   Big_Integers.From_Universal_Image (Den));
18/5

function To_Quotient_String (Arg : Valid_Big_Real) return String is
  (To_String (Numerator (Arg)) & " / " & To_String (Denominator (Arg)));
19/5
function From_Quotient_String (Arg : String) return Valid_Big_Real;

```

```

20/5     procedure Put_Image
          (Buffer : in out Ada.Strings.Text_Buffers.Root_Buffer_Type'Class;
           Arg     : in Valid_Big_Real);

21/5     function "+" (L : Valid_Big_Real) return Valid_Big_Real;
          function "-" (L : Valid_Big_Real) return Valid_Big_Real;
          function "abs" (L : Valid_Big_Real) return Valid_Big_Real;
          function "+" (L, R : Valid_Big_Real) return Valid_Big_Real;
          function "-" (L, R : Valid_Big_Real) return Valid_Big_Real;
          function "*" (L, R : Valid_Big_Real) return Valid_Big_Real;
          function "/" (L, R : Valid_Big_Real) return Valid_Big_Real;
          function "***" (L : Valid_Big_Real; R : Integer)
            return Valid_Big_Real;
          function Min (L, R : Valid_Big_Real) return Valid_Big_Real;
          function Max (L, R : Valid_Big_Real) return Valid_Big_Real;

22/5     private
          ... -- not specified by the language
          end Ada.Numerics.Big_Numbers.Big_Reals;

```

23/5 To\_String and From\_String behave analogously to the Put and Get procedures defined in Text\_IO.Float\_IO (in particular, with respect to the interpretation of the Fore, Aft, and Exp parameters), except that Constraint\_Error (not Data\_Error) is propagated in error cases. From\_Quotient\_String implements the inverse function of To\_Quotient\_String; Constraint\_Error is propagated in error cases. Put\_Image calls To\_String, and writes the resulting value to the buffer using Text\_Buffers.Put.

24/5 For an instance of Float\_Conversions or Fixed\_Conversions, To\_Big\_Real is exact (that is, the result represents exactly the same mathematical value as the argument) and From\_Big\_Real is subject to the same precision rules as a type conversion of a value of type T to the target type Num, where T is a hypothetical floating point type whose model numbers include all of the model numbers of Num as well as the exact mathematical value of the argument.

25/5 The other functions have their usual mathematical meanings.

26/5 The type Big\_Real needs finalization (see 7.6).

#### *Dynamic Semantics*

27/5 For purposes of determining whether predicate checks are performed as part of default initialization, the type Big\_Real is considered to have a subcomponent that has a default\_expression.

#### *Implementation Requirements*

28/5 No storage associated with a Big\_Real object shall be lost upon assignment or scope exit.

## A.6 Input-Output

1/5 Input-output is provided through language-defined packages, each of which is a child of the root package Ada. The generic packages Sequential\_IO and Direct\_IO define input-output operations applicable to files containing elements of a given type. The generic package Storage\_IO supports reading from and writing to an in-memory buffer. Additional operations for text input-output are supplied in the packages Text\_IO, Wide\_Text\_IO, and Wide\_Wide\_Text\_IO. Heterogeneous input-output is provided through the child packages Streams.Stream\_IO and Text\_IO.Text\_Streams (see also 13.13). The package IO\_Exceptions defines the exceptions used by the predefined input-output packages.

## A.7 External Files and File Objects

### Static Semantics

Values input from the external environment of the program, or output to the external environment, are considered to occupy *external files*. An external file can be anything external to the program that can produce a value to be read or receive a value to be written. An external file is identified by a string (the *name*). A second string (the *form*) gives further system-dependent characteristics that may be associated with the file, such as the physical organization or access rights. The conventions governing the interpretation of such strings shall be documented.

Input and output operations are expressed as operations on objects of some *file type*, rather than directly in terms of the external files. In the remainder of this clause, the term *file* is always used to refer to a file object; the term *external file* is used otherwise.

Input-output for sequential files of values of a single element type is defined by means of the generic package `Sequential_IO`. In order to define sequential input-output for a given element type, an instantiation of this generic unit, with the given type as actual parameter, has to be declared. The resulting package contains the declaration of a file type (called `File_Type`) for files of such elements, as well as the operations applicable to these files, such as the `Open`, `Read`, and `Write` procedures.

Input-output for direct access files is likewise defined by a generic package called `Direct_IO`. Input-output in human-readable form is defined by the (nongeneric) packages `Text_IO` for `Character` and `String` data, `Wide_Text_IO` for `Wide_Character` and `Wide_String` data, and `Wide_Wide_Text_IO` for `Wide_Wide_Character` and `Wide_Wide_String` data. Input-output for files containing streams of elements representing values of possibly different types is defined by means of the (nongeneric) package `Streams.Stream_IO`.

Before input or output operations can be performed on a file, the file first has to be associated with an external file. While such an association is in effect, the file is said to be *open*, and otherwise the file is said to be *closed*.

The language does not define what happens to external files after the completion of the main program and all the library tasks (in particular, if corresponding files have not been closed). The effect of input-output for access types is unspecified.

An open file has a *current mode*, which is a value of one of the following enumeration types:

```
type File_Mode is (In_File, Inout_File, Out_File); -- for Direct_IO
```

These values correspond respectively to the cases where only reading, both reading and writing, or only writing are to be performed.

```
type File_Mode is (In_File, Out_File, Append_File);
-- for Sequential_IO, Text_IO, Wide_Text_IO, Wide_Wide_Text_IO, and Stream_IO
```

These values correspond respectively to the cases where only reading, only writing, or only appending are to be performed.

The mode of a file can be changed.

Several file management operations are common to `Sequential_IO`, `Direct_IO`, `Text_IO`, `Wide_Text_IO`, and `Wide_Wide_Text_IO`. These operations are described in A.8.2 for sequential and direct files. Any additional effects concerning text input-output are described in A.10.2.

14/5 The exceptions that can be propagated by the execution of an input-output subprogram are defined in the package `IO_Exceptions`; the situations in which they can be propagated are described following the description of the subprogram (and in A.13). The exceptions `Storage_Error` and `Program_Error` may be propagated. (`Program_Error` can only be propagated due to errors made by the caller of the subprogram.) Finally, exceptions can be propagated in certain implementation-defined situations.

15/2 NOTE 1 Each instantiation of the generic packages `Sequential_IO` and `Direct_IO` declares a different type `File_Type`. In the case of `Text_IO`, `Wide_Text_IO`, `Wide_Wide_Text_IO`, and `Streams.Stream_IO`, the corresponding type `File_Type` is unique.

16/5 NOTE 2 A bidirectional device can often be modeled as two sequential files associated with the device, one of mode `In_File`, and one of mode `Out_File`. An implementation can restrict the number of files that can be associated with a given external file.

## A.8 Sequential and Direct Files

### *Static Semantics*

1/2 Two kinds of access to external files are defined in this subclause: *sequential access* and *direct access*. The corresponding file types and the associated operations are provided by the generic packages `Sequential_IO` and `Direct_IO`. A file object to be used for sequential access is called a *sequential file*, and one to be used for direct access is called a *direct file*. Access to *stream files* is described in A.12.1.

2 For sequential access, the file is viewed as a sequence of values that are transferred in the order of their appearance (as produced by the program or by the external environment). When the file is opened with mode `In_File` or `Out_File`, transfer starts respectively from or to the beginning of the file. When the file is opened with mode `Append_File`, transfer to the file starts after the last element of the file.

3 For direct access, the file is viewed as a set of elements occupying consecutive positions in linear order; a value can be transferred to or from an element of the file at any selected position. The position of an element is specified by its *index*, which is a number, greater than zero, of the implementation-defined integer type `Count`. The first element, if any, has index one; the index of the last element, if any, is called the *current size*; the current size is zero if there are no elements. The current size is a property of the external file.

4 An open direct file has a *current index*, which is the index that will be used by the next read or write operation. When a direct file is opened, the current index is set to one. The current index of a direct file is a property of a file object, not of an external file.

### A.8.1 The Generic Package `Sequential_IO`

#### *Static Semantics*

1 The generic library package `Sequential_IO` has the following declaration:

```
2/5   with Ada.IO_Exceptions;
      generic
        type Element_Type(<>) is private;
      package Ada.Sequential_IO
        with Global => in out synchronized is
3       type File_Type is limited private;
4       type File_Mode is (In_File, Out_File, Append_File);
5       -- File management
```

|                                                                                                                                                                                              |         |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|
| <b>procedure</b> Create (File : <b>in out</b> File_Type;<br>Mode : <b>in</b> File_Mode := Out_File;<br>Name : <b>in</b> String := "";<br>Form : <b>in</b> String := "");                     | 6       |
| <b>procedure</b> Open (File : <b>in out</b> File_Type;<br>Mode : <b>in</b> File_Mode;<br>Name : <b>in</b> String;<br>Form : <b>in</b> String := "");                                         | 7       |
| <b>procedure</b> Close (File : <b>in out</b> File_Type);                                                                                                                                     | 8       |
| <b>procedure</b> Delete (File : <b>in out</b> File_Type);                                                                                                                                    |         |
| <b>procedure</b> Reset (File : <b>in out</b> File_Type; Mode : <b>in</b> File_Mode);                                                                                                         |         |
| <b>procedure</b> Reset (File : <b>in out</b> File_Type);                                                                                                                                     |         |
| <b>function</b> Mode (File : <b>in</b> File_Type) <b>return</b> File_Mode;                                                                                                                   | 9       |
| <b>function</b> Name (File : <b>in</b> File_Type) <b>return</b> String;                                                                                                                      |         |
| <b>function</b> Form (File : <b>in</b> File_Type) <b>return</b> String;                                                                                                                      |         |
| <b>function</b> Is_Open (File : <b>in</b> File_Type) <b>return</b> Boolean;                                                                                                                  | 10      |
| <b>procedure</b> Flush (File : <b>in</b> File_Type)<br>with Global => <b>overriding in out</b> File;                                                                                         | 10.1/5  |
| <i>-- Input and output operations</i>                                                                                                                                                        | 11      |
| <b>procedure</b> Read (File : <b>in</b> File_Type; Item : <b>out</b> Element_Type)<br>with Global => <b>overriding in out</b> File;                                                          | 12/5    |
| <b>procedure</b> Write (File : <b>in</b> File_Type; Item : <b>in</b> Element_Type)<br>with Global => <b>overriding in out</b> File;                                                          |         |
| <b>function</b> End_Of_File (File : <b>in</b> File_Type) <b>return</b> Boolean;                                                                                                              | 13      |
| <i>-- Exceptions</i>                                                                                                                                                                         | 14      |
| Status_Error : <b>exception renames</b> IO_Exceptions.Status_Error;                                                                                                                          | 15      |
| Mode_Error : <b>exception renames</b> IO_Exceptions.Mode_Error;                                                                                                                              |         |
| Name_Error : <b>exception renames</b> IO_Exceptions.Name_Error;                                                                                                                              |         |
| Use_Error : <b>exception renames</b> IO_Exceptions.Use_Error;                                                                                                                                |         |
| Device_Error : <b>exception renames</b> IO_Exceptions.Device_Error;                                                                                                                          |         |
| End_Error : <b>exception renames</b> IO_Exceptions.End_Error;                                                                                                                                |         |
| Data_Error : <b>exception renames</b> IO_Exceptions.Data_Error;                                                                                                                              |         |
| <b>package</b> Wide_File_Names <b>is</b>                                                                                                                                                     | 15.1/5  |
| <i>-- File management</i>                                                                                                                                                                    | 15.2/5  |
| <b>procedure</b> Create (File : <b>in out</b> File_Type;<br>Mode : <b>in</b> File_Mode := Out_File;<br>Name : <b>in</b> Wide_String := "";<br>Form : <b>in</b> Wide_String := "");           | 15.3/5  |
| <b>procedure</b> Open (File : <b>in out</b> File_Type;<br>Mode : <b>in</b> File_Mode;<br>Name : <b>in</b> Wide_String;<br>Form : <b>in</b> Wide_String := "");                               | 15.4/5  |
| <b>function</b> Name (File : <b>in</b> File_Type) <b>return</b> Wide_String;                                                                                                                 | 15.5/5  |
| <b>function</b> Form (File : <b>in</b> File_Type) <b>return</b> Wide_String;                                                                                                                 | 15.6/5  |
| <b>end</b> Wide_File_Names;                                                                                                                                                                  | 15.7/5  |
| <b>package</b> Wide_Wide_File_Names <b>is</b>                                                                                                                                                | 15.8/5  |
| <i>-- File management</i>                                                                                                                                                                    | 15.9/5  |
| <b>procedure</b> Create (File : <b>in out</b> File_Type;<br>Mode : <b>in</b> File_Mode := Out_File;<br>Name : <b>in</b> Wide_Wide_String := "";<br>Form : <b>in</b> Wide_Wide_String := ""); | 15.10/5 |
| <b>procedure</b> Open (File : <b>in out</b> File_Type;<br>Mode : <b>in</b> File_Mode;<br>Name : <b>in</b> Wide_Wide_String;<br>Form : <b>in</b> Wide_Wide_String := "");                     | 15.11/5 |
| <b>function</b> Name (File : <b>in</b> File_Type) <b>return</b> Wide_Wide_String;                                                                                                            | 15.12/5 |

```

15.13/3      function Form    (File : in File_Type) return Wide_Wide_String;
15.14/3      end Wide_Wide_File_Names;
16          private
            ... -- not specified by the language
            end Ada.Sequential_IO;

```

17/2 The type `File_Type` needs finalization (see 7.6) in every instantiation of `Sequential_IO`.

## A.8.2 File Management

### *Static Semantics*

1/5 The procedures and functions described in this subclause provide for the control of external files; their declarations are repeated in each of the packages for sequential, direct, text, and stream input-output. For text input-output, the procedures `Create`, `Open`, and `Reset` have additional effects described in A.10.2.

```

2      procedure Create (File : in out File_Type;
                       Mode : in File_Mode := default_mode;
                       Name : in String := "";
                       Form : in String := "");

```

3/2 Establishes a new external file, with the given name and form, and associates this external file with the given file. The given file is left open. The current mode of the given file is set to the given access mode. The default access mode is the mode `Out_File` for sequential, stream, and text input-output; it is the mode `Inout_File` for direct input-output. For direct access, the size of the created file is implementation defined.

4 A null string for `Name` specifies an external file that is not accessible after the completion of the main program (a temporary file). A null string for `Form` specifies the use of the default options of the implementation for the external file.

5 The exception `Status_Error` is propagated if the given file is already open. The exception `Name_Error` is propagated if the string given as `Name` does not allow the identification of an external file. The exception `Use_Error` is propagated if, for the specified mode, the external environment does not support creation of an external file with the given name (in the absence of `Name_Error`) and form.

```

6      procedure Open (File : in out File_Type;
                     Mode : in File_Mode;
                     Name : in String;
                     Form : in String := "");

```

7 Associates the given file with an existing external file having the given name and form, and sets the current mode of the given file to the given mode. The given file is left open.

8 The exception `Status_Error` is propagated if the given file is already open. The exception `Name_Error` is propagated if the string given as `Name` does not allow the identification of an external file; in particular, this exception is propagated if no external file with the given name exists. The exception `Use_Error` is propagated if, for the specified mode, the external environment does not support opening for an external file with the given name (in the absence of `Name_Error`) and form.

```

9      procedure Close (File : in out File_Type);

```

10 Severs the association between the given file and its associated external file. The given file is left closed. In addition, for sequential files, if the file being closed has mode `Out_File` or `Append_File`, then the last element written since the most recent open or reset is the last element



that can be read from the file. If no elements have been written and the file mode is `Out_File`, then the closed file is empty. If no elements have been written and the file mode is `Append_File`, then the closed file is unchanged.

The exception `Status_Error` is propagated if the given file is not open. 11

**procedure** `Delete`(`File` : **in out** `File_Type`); 12

Deletes the external file associated with the given file. The given file is closed, and the external file ceases to exist. 13

The exception `Status_Error` is propagated if the given file is not open. The exception `Use_Error` is propagated if deletion of the external file is not supported by the external environment. 14

**procedure** `Reset`(`File` : **in out** `File_Type`; `Mode` : **in** `File_Mode`); 15  
**procedure** `Reset`(`File` : **in out** `File_Type`);

Resets the given file so that reading from its elements can be restarted from the beginning of the external file (for modes `In_File` and `Inout_File`), and so that writing to its elements can be restarted at the beginning of the external file (for modes `Out_File` and `Inout_File`) or after the last element of the external file (for mode `Append_File`). In particular, for direct access this means that the current index is set to one. If a `Mode` parameter is supplied, the current mode of the given file is set to the given mode. In addition, for sequential files, if the given file has mode `Out_File` or `Append_File` when `Reset` is called, the last element written since the most recent open or reset is the last element that can be read from the external file. If no elements have been written and the file mode is `Out_File`, the reset file is empty. If no elements have been written and the file mode is `Append_File`, then the reset file is unchanged. 16/2

The exception `Status_Error` is propagated if the file is not open. The exception `Use_Error` is propagated if the external environment does not support resetting for the external file and, also, if the external environment does not support resetting to the specified mode for the external file. 17

**function** `Mode`(`File` : **in** `File_Type`) **return** `File_Mode`; 18

Returns the current mode of the given file. 19

The exception `Status_Error` is propagated if the file is not open. 20

**function** `Name`(`File` : **in** `File_Type`) **return** `String`; 21

Returns a string which uniquely identifies the external file currently associated with the given file (and may thus be used in an `Open` operation). 22/2

The exception `Status_Error` is propagated if the given file is not open. The exception `Use_Error` is propagated if the associated external file is a temporary file that cannot be opened by any name. 23

**function** `Form`(`File` : **in** `File_Type`) **return** `String`; 24

Returns the form string for the external file currently associated with the given file. If an external environment allows alternative specifications of the form (for example, abbreviations using default options), the string returned by the function should correspond to a full specification (that is, it should indicate explicitly all options selected, including default options). 25

The exception `Status_Error` is propagated if the given file is not open. 26

27       **function** Is\_Open(File : **in** File\_Type) **return** Boolean;

28.3       Returns True if the file is open (that is, if it is associated with an external file); otherwise, returns False.

28.1/4       **procedure** Flush(File : **in** File\_Type);

28.2/4       The Flush procedure synchronizes the external file with the internal file (by flushing any internal buffers) without closing the file. For a direct file, the current index is unchanged; for a stream file (see A.12.1), the current position is unchanged.

28.3/4       The exception Status\_Error is propagated if the file is not open. The exception Mode\_Error is propagated if the mode of the file is In\_File.

28.4/5       The nested package Wide\_File\_Names provides operations equivalent to the operations of the same name of the outer package except that Wide\_String is used instead of String for the name and form of the external file.

28.5/5       The nested package Wide\_Wide\_File\_Names provides operations equivalent to the operations of the same name of the outer package except that Wide\_Wide\_String is used instead of String for the name and form of the external file.

#### *Implementation Permissions*

29       An implementation may propagate Name\_Error or Use\_Error if an attempt is made to use an I/O feature that cannot be supported by the implementation due to limitations in the external environment. Any such restriction should be documented.

## A.8.3 Sequential Input-Output Operations

### *Static Semantics*

1       The operations available for sequential input and output are described in this subclause. The exception Status\_Error is propagated if any of these operations is attempted for a file that is not open.

2       **procedure** Read(File : **in** File\_Type; Item : **out** Element\_Type);

3       Operates on a file of mode In\_File. Reads an element from the given file, and returns the value of this element in the Item parameter.

4       The exception Mode\_Error is propagated if the mode is not In\_File. The exception End\_Error is propagated if no more elements can be read from the given file. The exception Data\_Error can be propagated if the element read cannot be interpreted as a value of the subtype Element\_Type (see A.13, “Exceptions in Input-Output”).

5       **procedure** Write(File : **in** File\_Type; Item : **in** Element\_Type);

6       Operates on a file of mode Out\_File or Append\_File. Writes the value of Item to the given file.

7       The exception Mode\_Error is propagated if the mode is not Out\_File or Append\_File. The exception Use\_Error is propagated if the capacity of the external file is exceeded.

8       **function** End\_Of\_File(File : **in** File\_Type) **return** Boolean;

9/3       Operates on a file of mode In\_File. Returns True if no more elements can be read from the given file; otherwise, returns False.

10       The exception Mode\_Error is propagated if the mode is not In\_File.

## A.8.4 The Generic Package Direct\_IO

### Static Semantics

The generic library package Direct\_IO has the following declaration:

```

with Ada.IO_Exceptions;
generic
  type Element_Type is private;
package Ada.Direct_IO
  with Global => in out synchronized is
  type File_Type is limited private;
  type File_Mode is (In_File, Inout_File, Out_File);
  type Count is range 0 .. implementation-defined;
  subtype Positive_Count is Count range 1 .. Count'Last;
  -- File management
  procedure Create (File : in out File_Type;
                   Mode : in File_Mode := Inout_File;
                   Name : in String := "";
                   Form : in String := "");
  procedure Open  (File : in out File_Type;
                   Mode : in File_Mode;
                   Name : in String;
                   Form : in String := "");
  procedure Close (File : in out File_Type);
  procedure Delete (File : in out File_Type);
  procedure Reset (File : in out File_Type; Mode : in File_Mode);
  procedure Reset (File : in out File_Type);
  function Mode   (File : in File_Type) return File_Mode;
  function Name   (File : in File_Type) return String;
  function Form   (File : in File_Type) return String;
  function Is_Open (File : in File_Type) return Boolean;
  procedure Flush (File : in File_Type)
    with Global => overriding in out File;
  -- Input and output operations
  procedure Read (File : in File_Type; Item : out Element_Type;
                 From : in Positive_Count)
    with Global => overriding in out File;
  procedure Read (File : in File_Type; Item : out Element_Type)
    with Global => overriding in out File;
  procedure Write (File : in File_Type; Item : in Element_Type;
                  To : in Positive_Count)
    with Global => overriding in out File;
  procedure Write (File : in File_Type; Item : in Element_Type)
    with Global => overriding in out File;
  procedure Set_Index (File : in File_Type; To : in Positive_Count)
    with Global => overriding in out File;
  function Index (File : in File_Type) return Positive_Count;
  function Size (File : in File_Type) return Count;
  function End_Of_File (File : in File_Type) return Boolean;

```

```

17      -- Exceptions
18      Status_Error : exception renames IO_Exceptions.Status_Error;
19      Mode_Error   : exception renames IO_Exceptions.Mode_Error;
20      Name_Error   : exception renames IO_Exceptions.Name_Error;
21      Use_Error    : exception renames IO_Exceptions.Use_Error;
22      Device_Error : exception renames IO_Exceptions.Device_Error;
23      End_Error    : exception renames IO_Exceptions.End_Error;
24      Data_Error   : exception renames IO_Exceptions.Data_Error;
25
26      package Wide_File_Names is
27          -- File management
28          procedure Create (File : in out File_Type;
29                          Mode : in File_Mode := Inout_File;
30                          Name : in Wide_String := "";
31                          Form : in Wide_String := "");
32
33          procedure Open  (File : in out File_Type;
34                          Mode : in File_Mode;
35                          Name : in Wide_String;
36                          Form : in Wide_String := "");
37
38          function Name   (File : in File_Type) return Wide_String;
39          function Form   (File : in File_Type) return Wide_String;
40      end Wide_File_Names;
41
42      package Wide_Wide_File_Names is
43          -- File management
44          procedure Create (File : in out File_Type;
45                          Mode : in File_Mode := Inout_File;
46                          Name : in Wide_Wide_String := "";
47                          Form : in Wide_Wide_String := "");
48
49          procedure Open  (File : in out File_Type;
50                          Mode : in File_Mode;
51                          Name : in Wide_Wide_String;
52                          Form : in Wide_Wide_String := "");
53
54          function Name   (File : in File_Type) return Wide_Wide_String;
55          function Form   (File : in File_Type) return Wide_Wide_String;
56      end Wide_Wide_File_Names;
57
58      private
59          ... -- not specified by the language
60      end Ada.Direct_IO;
61
62      The type File_Type needs finalization (see 7.6) in every instantiation of Direct_IO.

```

## A.8.5 Direct Input-Output Operations

### *Static Semantics*

1 The operations available for direct input and output are described in this subclause. The exception Status\_Error is propagated if any of these operations is attempted for a file that is not open.

```

2      procedure Read (File : in File_Type; Item : out Element_Type;
3                    From : in Positive_Count);
4      procedure Read (File : in File_Type; Item : out Element_Type);

```

3 Operates on a file of mode In\_File or Inout\_File. In the case of the first form, sets the current index of the given file to the index value given by the parameter From. Then (for both forms) returns, in the parameter Item, the value of the element whose position in the given file is specified by the current index of the file; finally, increases the current index by one.

The exception `Mode_Error` is propagated if the mode of the given file is `Out_File`. The exception `End_Error` is propagated if the index to be used exceeds the size of the external file. The exception `Data_Error` can be propagated if the element read cannot be interpreted as a value of the subtype `Element_Type` (see A.13).

```
procedure Write(File : in File_Type; Item : in Element_Type;
                To   : in Positive_Count);
```

```
procedure Write(File : in File_Type; Item : in Element_Type);
```

Operates on a file of mode `Inout_File` or `Out_File`. In the case of the first form, sets the index of the given file to the index value given by the parameter `To`. Then (for both forms) gives the value of the parameter `Item` to the element whose position in the given file is specified by the current index of the file; finally, increases the current index by one.

The exception `Mode_Error` is propagated if the mode of the given file is `In_File`. The exception `Use_Error` is propagated if the capacity of the external file is exceeded.

```
procedure Set_Index(File : in File_Type; To : in Positive_Count);
```

Operates on a file of any mode. Sets the current index of the given file to the given index value (which may exceed the current size of the file).

```
function Index(File : in File_Type) return Positive_Count;
```

Operates on a file of any mode. Returns the current index of the given file.

```
function Size(File : in File_Type) return Count;
```

Operates on a file of any mode. Returns the current size of the external file that is associated with the given file.

```
function End_Of_File(File : in File_Type) return Boolean;
```

Operates on a file of mode `In_File` or `Inout_File`. Returns `True` if the current index exceeds the size of the external file; otherwise, returns `False`.

The exception `Mode_Error` is propagated if the mode of the given file is `Out_File`.

NOTE `Append_File` mode is not supported for the generic package `Direct_IO`.

## A.9 The Generic Package `Storage_IO`

The generic package `Storage_IO` provides for reading from and writing to an in-memory buffer. This generic package supports the construction of user-defined input-output packages.

### *Static Semantics*

The generic library package `Storage_IO` has the following declaration:

```
with Ada.IO_Exceptions;
with System.Storage_Elements;
generic
  type Element_Type is private;
package Ada.Storage_IO
  with Preelaborate, Global => in out synchronized is
  Buffer_Size : constant System.Storage_Elements.Storage_Count :=
    implementation-defined;
  subtype Buffer_Type is
    System.Storage_Elements.Storage_Array(1..Buffer_Size);
  -- Input and output operations
```

```

6      procedure Read (Buffer : in Buffer_Type; Item : out Element_Type);
7      procedure Write(Buffer : out Buffer_Type; Item : in Element_Type);
8      -- Exceptions
9      Data_Error : exception renames IO_Exceptions.Data_Error;
10     end Ada.Storage_IO;

```

In each instance, the constant `Buffer_Size` has a value that is the size (in storage elements) of the buffer required to represent the content of an object of subtype `Element_Type`, including any implicit levels of indirection used by the implementation. The `Read` and `Write` procedures of `Storage_IO` correspond to the `Read` and `Write` procedures of `Direct_IO` (see A.8.4), but with the content of the `Item` parameter being read from or written into the specified `Buffer`, rather than an external file.

NOTE A buffer used for `Storage_IO` holds only one element at a time; an external file used for `Direct_IO` holds a sequence of elements.

## A.10 Text Input-Output

### *Static Semantics*

1/5 This subclause describes the package `Text_IO`, which provides facilities for input and output in human-readable form. Each file is read or written sequentially, as a sequence of characters grouped into lines, and as a sequence of lines grouped into pages. The specification of the package is given below in A.10.1.

2/5 The facilities for file management given above, in A.8.2 and A.8.3, are available for text input-output. In place of `Read` and `Write`, however, there are procedures `Get` and `Put` that input values of suitable types from text files, and output values to them. These values are provided to the `Put` procedures, and returned by the `Get` procedures, in a parameter `Item`. Several overloaded procedures of these names exist, for different types of `Item`. These `Get` procedures analyze the input sequences of characters based on lexical elements (see Clause 2) and return the corresponding values; the `Put` procedures output the given values as appropriate lexical elements. Procedures `Get` and `Put` are also available that input and output individual characters treated as character values rather than as lexical elements. Related to character input are procedures to look ahead at the next character without reading it, and to read a character “immediately” without waiting for an end-of-line to signal availability.

3 In addition to the procedures `Get` and `Put` for numeric and enumeration types of `Item` that operate on text files, analogous procedures are provided that read from and write to a parameter of type `String`. These procedures perform the same analysis and composition of character sequences as their counterparts which have a file parameter.

4 For all `Get` and `Put` procedures that operate on text files, and for many other subprograms, there are forms with and without a file parameter. Each such `Get` procedure operates on an input file, and each such `Put` procedure operates on an output file. If no file is specified, a default input file or a default output file is used.

5 At the beginning of program execution the default input and output files are the so-called standard input file and standard output file. These files are open, have respectively the current modes `In_File` and `Out_File`, and are associated with two implementation-defined external files. Procedures are provided to change the current default input file and the current default output file.

6 At the beginning of program execution a default file for program-dependent error-related text output is the so-called standard error file. This file is open, has the current mode `Out_File`, and is associated with an implementation-defined external file. A procedure is provided to change the current default error file.

From a logical point of view, a text file is a sequence of pages, a page is a sequence of lines, and a line is a sequence of characters; the end of a line is marked by a *line terminator*; the end of a page is marked by the combination of a line terminator immediately followed by a *page terminator*; and the end of a file is marked by the combination of a line terminator immediately followed by a page terminator and then a *file terminator*. Terminators are generated during output; either by calls of procedures provided expressly for that purpose; or implicitly as part of other operations, for example, when a bounded line length, a bounded page length, or both, have been specified for a file.

The actual nature of terminators is not defined by the language and hence depends on the implementation. Although terminators are recognized or generated by certain of the procedures that follow, they are not necessarily implemented as characters or as sequences of characters. Whether they are characters (and if so which ones) in any particular implementation is not of concern to a user who neither explicitly outputs nor explicitly inputs control characters. The effect of input (Get) or output (Put) of control characters (other than horizontal tabulation) is not specified by the language.

The characters of a line are numbered, starting from one; the number of a character is called its *column number*. For a line terminator, a column number is also defined: it is one more than the number of characters in the line. The lines of a page, and the pages of a file, are similarly numbered. The current column number is the column number of the next character or line terminator to be transferred. The current line number is the number of the current line. The current page number is the number of the current page. These numbers are values of the subtype `Positive_Count` of the type `Count` (by convention, the value zero of the type `Count` is used to indicate special conditions).

```
type Count is range 0 .. implementation-defined;
subtype Positive_Count is Count range 1 .. Count'Last;
```

For an output file or an append file, a *maximum line length* can be specified and a *maximum page length* can be specified. If a value to be output cannot fit on the current line, for a specified maximum line length, then a new line is automatically started before the value is output; if, further, this new line cannot fit on the current page, for a specified maximum page length, then a new page is automatically started before the value is output. Functions are provided to determine the maximum line length and the maximum page length. When a file is opened with mode `Out_File` or `Append_File`, both values are zero: by convention, this means that the line lengths and page lengths are unbounded. (Consequently, output consists of a single line if the subprograms for explicit control of line and page structure are not used.) The constant `Unbounded` is provided for this purpose.

## A.10.1 The Package `Text_IO`

### *Static Semantics*

The library package `Text_IO` has the following declaration:

```
with Ada.IO_Exceptions;
package Ada.Text_IO
with Global => in out synchronized is
  type File_Type is limited private;
  type File_Mode is (In_File, Out_File, Append_File);
  type Count is range 0 .. implementation-defined;
  subtype Positive_Count is Count range 1 .. Count'Last;
  Unbounded : constant Count := 0; -- line and page length
  subtype Field is Integer range 0 .. implementation-defined;
  subtype Number_Base is Integer range 2 .. 16;
  type Type_Set is (Lower_Case, Upper_Case);
```

```

8      -- File Management
9      procedure Create (File : in out File_Type;
10         Mode : in File_Mode := Out_File;
11         Name : in String := "";
12         Form : in String := "");
13
14     procedure Open (File : in out File_Type;
15         Mode : in File_Mode;
16         Name : in String;
17         Form : in String := "");
18
19     procedure Close (File : in out File_Type);
20     procedure Delete (File : in out File_Type);
21     procedure Reset (File : in out File_Type; Mode : in File_Mode);
22     procedure Reset (File : in out File_Type);
23
24     function Mode (File : in File_Type) return File_Mode;
25     function Name (File : in File_Type) return String;
26     function Form (File : in File_Type) return String;
27
28     function Is_Open (File : in File_Type) return Boolean;
29
30     -- Control of default input and output files
31
32     procedure Set_Input (File : in File_Type);
33     procedure Set_Output (File : in File_Type);
34     procedure Set_Error (File : in File_Type);
35
36     function Standard_Input return File_Type;
37     function Standard_Output return File_Type;
38     function Standard_Error return File_Type;
39
40     function Current_Input return File_Type;
41     function Current_Output return File_Type;
42     function Current_Error return File_Type;
43
44     type File_Access is access constant File_Type;
45
46     function Standard_Input return File_Access;
47     function Standard_Output return File_Access;
48     function Standard_Error return File_Access;
49
50     function Current_Input return File_Access;
51     function Current_Output return File_Access;
52     function Current_Error return File_Access;
53
54 -- Buffer control
55 procedure Flush (File : in File_Type)
56     with Global => overriding in out File;
57 procedure Flush
58     with Global => in out all;
59
60 -- Specification of line and page lengths
61
62 procedure Set_Line_Length (File : in File_Type; To : in Count)
63     with Global => overriding in out File;
64 procedure Set_Line_Length (To : in Count)
65     with Global => in out all;
66
67 procedure Set_Page_Length (File : in File_Type; To : in Count)
68     with Global => overriding in out File;
69 procedure Set_Page_Length (To : in Count)
70     with Global => in out all;
71
72 function Line_Length (File : in File_Type) return Count;
73 function Line_Length return Count
74     with Global => in all;
75
76 function Page_Length (File : in File_Type) return Count;
77 function Page_Length return Count
78     with Global => in all;
79
80 -- Column, Line, and Page Control

```



```

procedure New_Line (File : in File_Type;                               28/5
                    Spacing : in Positive_Count := 1)
    with Global => overriding in out File;
procedure New_Line (Spacing : in Positive_Count := 1)
    with Global => in out all;

procedure Skip_Line (File : in File_Type;                               29/5
                    Spacing : in Positive_Count := 1)
    with Global => overriding in out File;
procedure Skip_Line (Spacing : in Positive_Count := 1)
    with Global => in out all;

function End_Of_Line(File : in File_Type) return Boolean;             30/5
function End_Of_Line return Boolean;

procedure New_Page (File : in File_Type)                               31/5
    with Global => overriding in out File;
procedure New_Page
    with Global => in out all;

procedure Skip_Page (File : in File_Type)                               32/5
    with Global => overriding in out File;
procedure Skip_Page
    with Global => in out all;

function End_Of_Page(File : in File_Type) return Boolean;           33/5
function End_Of_Page return Boolean
    with Global => in all;

function End_Of_File(File : in File_Type) return Boolean;           34/5
function End_Of_File return Boolean
    with Global => in all;

procedure Set_Col (File : in File_Type; To : in Positive_Count)       35/5
    with Global => overriding in out File;
procedure Set_Col (To : in Positive_Count)
    with Global => in out all;

procedure Set_Line(File : in File_Type; To : in Positive_Count)       36/5
    with Global => overriding in out File;
procedure Set_Line(To : in Positive_Count)
    with Global => in out all;

function Col (File : in File_Type) return Positive_Count;           37/5
function Col return Positive_Count
    with Global => in all;

function Line(File : in File_Type) return Positive_Count;           38/5
function Line return Positive_Count
    with Global => in all;

function Page(File : in File_Type) return Positive_Count;           39/5
function Page return Positive_Count
    with Global => in all;

-- Character Input-Output   40

procedure Get(File : in File_Type; Item : out Character)              41/5
    with Global => overriding in out File;
procedure Get(Item : out Character)
    with Global => in out all;

procedure Put(File : in File_Type; Item : in Character)              42/5
    with Global => overriding in out File;
procedure Put(Item : in Character)
    with Global => in out all;

procedure Look_Ahead (File : in File_Type;                               43/5
                      Item : out Character;
                      End_Of_Line : out Boolean)
    with Global => overriding in out File;
procedure Look_Ahead (Item : out Character;
                      End_Of_Line : out Boolean)
    with Global => in out all;

```

```

44/5     procedure Get_Immediate(File      : in File_Type;
                                Item      : out Character)
                                with Global => overriding in out File;
45/5     procedure Get_Immediate(Item     : out Character)
                                with Global => in out all;

46/5     procedure Get_Immediate(File      : in File_Type;
                                Item      : out Character;
                                Available  : out Boolean)
                                with Global => overriding in out File;
47/5     procedure Get_Immediate(Item     : out Character;
                                Available  : out Boolean)
                                with Global => in out all;

48     -- String Input-Output

49/5     procedure Get(File : in File_Type; Item : out String)
                                with Global => overriding in out File;
50/5     procedure Get(Item : out String)
                                with Global => in out all;

51/5     procedure Put(File : in File_Type; Item : in String)
                                with Global => overriding in out File;
52/5     procedure Put(Item : in String)
                                with Global => in out all;

53/5     procedure Get_Line(File : in File_Type;
                            Item : out String;
                            Last : out Natural)
                                with Global => overriding in out File;
54/5     procedure Get_Line(Item : out String; Last : out Natural)
                                with Global => in out all;

55/5     function Get_Line(File : in File_Type) return String
                                with Global => overriding in out File;
56/5     function Get_Line return String
                                with Global => in out all;

57/5     procedure Put_Line(File : in File_Type; Item : in String)
                                with Global => overriding in out File;
58/5     procedure Put_Line(Item : in String)
                                with Global => in out all;

59     -- Generic packages for Input-Output of Integer Types

60     generic
61         type Num is range <>;
62     package Integer_IO is

63         Default_Width : Field := Num'Width;
64         Default_Base  : Number_Base := 10;

65         procedure Get(File : in File_Type;
                        Item : out Num;
                        Width : in Field := 0)
                                with Global => overriding in out File;
66         procedure Get(Item : out Num;
                        Width : in Field := 0)
                                with Global => in out all;

```

```

procedure Put(File : in File_Type;
              Item : in Num;
              Width : in Field := Default_Width;
              Base : in Number_Base := Default_Base)
  with Global => overriding in out File;
procedure Put(Item : in Num;
              Width : in Field := Default_Width;
              Base : in Number_Base := Default_Base)
  with Global => in out all;
procedure Get(From : in String;
              Item : out Num;
              Last : out Positive)
  with Nonblocking;
procedure Put(To : out String;
              Item : in Num;
              Base : in Number_Base := Default_Base)
  with Nonblocking;
end Integer_IO;
55/5

generic
type Num is mod <>;
56
package Modular_IO is
57
  Default_Width : Field := Num'Width;
  Default_Base : Number_Base := 10;
58
  procedure Get(File : in File_Type;
                Item : out Num;
                Width : in Field := 0)
    with Global => overriding in out File;
59/5
  procedure Get(Item : out Num;
                Width : in Field := 0)
    with Global => in out all;
  procedure Put(File : in File_Type;
                Item : in Num;
                Width : in Field := Default_Width;
                Base : in Number_Base := Default_Base)
    with Global => overriding in out File;
60/5
  procedure Put(Item : in Num;
                Width : in Field := Default_Width;
                Base : in Number_Base := Default_Base)
    with Global => in out all;
  procedure Get(From : in String;
                Item : out Num;
                Last : out Positive)
    with Nonblocking;
  procedure Put(To : out String;
                Item : in Num;
                Base : in Number_Base := Default_Base)
    with Nonblocking;
end Modular_IO;
61

-- Generic packages for Input-Output of Real Types
62
generic
type Num is digits <>;
63
package Float_IO is
64
  Default_Fore : Field := 2;
  Default_Aft : Field := Num'Digits-1;
  Default_Exp : Field := 3;
65/5
  procedure Get(File : in File_Type;
                Item : out Num;
                Width : in Field := 0)
    with Global => overriding in out File;
  procedure Get(Item : out Num;
                Width : in Field := 0)
    with Global => in out all;

```

```

66/5      procedure Put(File : in File_Type;
                Item : in Num;
                Fore : in Field := Default_Fore;
                Aft : in Field := Default_Aft;
                Exp : in Field := Default_Exp)
        with Global => overriding in out File;
        procedure Put(Item : in Num;
                Fore : in Field := Default_Fore;
                Aft : in Field := Default_Aft;
                Exp : in Field := Default_Exp)
        with Global => in out all;
67/5      procedure Get(From : in String;
                Item : out Num;
                Last : out Positive)
        with Nonblocking;
        procedure Put(To : out String;
                Item : in Num;
                Aft : in Field := Default_Aft;
                Exp : in Field := Default_Exp)
        with Nonblocking;
end Float_IO;
68      generic
        type Num is delta <>;
        package Fixed_IO is
69          Default_Fore : Field := Num'Fore;
          Default_Aft : Field := Num'Aft;
          Default_Exp : Field := 0;
70/5      procedure Get(File : in File_Type;
                Item : out Num;
                Width : in Field := 0)
        with Global => overriding in out File;
        procedure Get(Item : out Num;
                Width : in Field := 0)
        with Global => in out all;
71/5      procedure Put(File : in File_Type;
                Item : in Num;
                Fore : in Field := Default_Fore;
                Aft : in Field := Default_Aft;
                Exp : in Field := Default_Exp)
        with Global => overriding in out File;
        procedure Put(Item : in Num;
                Fore : in Field := Default_Fore;
                Aft : in Field := Default_Aft;
                Exp : in Field := Default_Exp)
        with Global => in out all;
72/5      procedure Get(From : in String;
                Item : out Num;
                Last : out Positive)
        with Nonblocking;
        procedure Put(To : out String;
                Item : in Num;
                Aft : in Field := Default_Aft;
                Exp : in Field := Default_Exp)
        with Nonblocking;
end Fixed_IO;
73      generic
        type Num is delta <> digits <>;
        package Decimal_IO is
74          Default_Fore : Field := Num'Fore;
          Default_Aft : Field := Num'Aft;
          Default_Exp : Field := 0;

```

```

procedure Get(File : in File_Type;
              Item : out Num;
              Width : in Field := 0)
  with Global => overriding in out File;
procedure Get(Item : out Num;
              Width : in Field := 0)
  with Global => in out all;
procedure Put(File : in File_Type;
              Item : in Num;
              Fore : in Field := Default_Fore;
              Aft  : in Field := Default_Aft;
              Exp  : in Field := Default_Exp)
  with Global => overriding in out File;
procedure Put(Item : in Num;
              Fore : in Field := Default_Fore;
              Aft  : in Field := Default_Aft;
              Exp  : in Field := Default_Exp)
  with Global => in out all;
procedure Get(From : in String;
              Item : out Num;
              Last : out Positive)
  with Nonblocking;
procedure Put(To   : out String;
              Item : in Num;
              Aft  : in Field := Default_Aft;
              Exp  : in Field := Default_Exp)
  with Nonblocking;
end Decimal_IO;
-- Generic package for Input-Output of Enumeration Types
generic
  type Enum is (<>);
package Enumeration_IO is
  Default_Width   : Field := 0;
  Default_Setting : Type_Set := Upper_Case;
  procedure Get(File : in File_Type;
                Item : out Enum)
    with Global => overriding in out File;
  procedure Get(Item : out Enum)
    with Global => in out all;
  procedure Put(File : in File_Type;
                Item : in Enum;
                Width : in Field := Default_Width;
                Set   : in Type_Set := Default_Setting)
    with Global => overriding in out File;
  procedure Put(Item : in Enum;
                Width : in Field := Default_Width;
                Set   : in Type_Set := Default_Setting)
    with Global => in out all;
  procedure Get(From : in String;
                Item : out Enum;
                Last : out Positive)
    with Nonblocking;
  procedure Put(To   : out String;
                Item : in Enum;
                Set   : in Type_Set := Default_Setting)
    with Nonblocking;
end Enumeration_IO;

```

```

84      -- Exceptions
85/5      Status_Error : exception renames IO_Exceptions.Status_Error;
      Mode_Error    : exception renames IO_Exceptions.Mode_Error;
      Name_Error    : exception renames IO_Exceptions.Name_Error;
      Use_Error     : exception renames IO_Exceptions.Use_Error;
      Device_Error  : exception renames IO_Exceptions.Device_Error;
      End_Error     : exception renames IO_Exceptions.End_Error;
      Data_Error    : exception renames IO_Exceptions.Data_Error;
      Layout_Error  : exception renames IO_Exceptions.Layout_Error;
85.1/5      package Wide_File_Names is
85.2/5          -- File management
85.3/5          procedure Create (File : in out File_Type;
                                Mode : in File_Mode := Out_File;
                                Name : in Wide_String := "";
                                Form : in Wide_String := "");
85.4/5          procedure Open   (File : in out File_Type;
                                Mode : in File_Mode;
                                Name : in Wide_String;
                                Form : in Wide_String := "");
85.5/5          function Name    (File : in File_Type) return Wide_String;
85.6/5          function Form    (File : in File_Type) return Wide_String;
85.7/5      end Wide_File_Names;
85.8/5      package Wide_Wide_File_Names is
85.9/5          -- File management
85.10/5         procedure Create (File : in out File_Type;
                                 Mode : in File_Mode := Out_File;
                                 Name : in Wide_Wide_String := "";
                                 Form : in Wide_Wide_String := "");
85.11/5         procedure Open   (File : in out File_Type;
                                 Mode : in File_Mode;
                                 Name : in Wide_Wide_String;
                                 Form : in Wide_Wide_String := "");
85.12/5         function Name    (File : in File_Type) return Wide_Wide_String;
85.13/5         function Form    (File : in File_Type) return Wide_Wide_String;
85.14/5     end Wide_Wide_File_Names;
85.15/5     private
      ... -- not specified by the language
      end Ada.Text_IO;
86/2     The type File_Type needs finalization (see 7.6).

```

## A.10.2 Text File Management

### *Static Semantics*

1/5 The only allowed file modes for text files are the modes `In_File`, `Out_File`, and `Append_File`. The subprograms given in A.8.2 for the control of external files, and the function `End_Of_File` given in A.8.3 for sequential input-output, are also available for text files. There is also a version of `End_Of_File` that refers to the current default input file. For text files, the procedures have the following additional effects:

- 2
  - For the procedures `Create` and `Open`: After a file with mode `Out_File` or `Append_File` is opened, the page length and line length are unbounded (both have the conventional value zero). After a file (of any mode) is opened, the current column, current line, and current page numbers are set to one. If the mode is `Append_File`, it is implementation defined whether a page terminator will separate preexisting text in the file from the new text to be written.

- For the procedure `Close`: If the file has the current mode `Out_File` or `Append_File`, has the effect of calling `New_Page`, unless the current page is already terminated; then outputs a file terminator. 3
- For the procedure `Reset`: If the file has the current mode `Out_File` or `Append_File`, has the effect of calling `New_Page`, unless the current page is already terminated; then outputs a file terminator. The current column, line, and page numbers are set to one, and the line and page lengths to `Unbounded`. If the new mode is `Append_File`, it is implementation defined whether a page terminator will separate preexisting text in the file from the new text to be written. 4

The exception `Mode_Error` is propagated by the procedure `Reset` upon an attempt to change the mode of a file that is the current default input file, the current default output file, or the current default error file. 5

NOTE An implementation can define the `Form` parameter of `Create` and `Open` to control effects including the following: 6

- the interpretation of line and column numbers for an interactive file, and 7
- the interpretation of text formats in a file created by a foreign program. 8

### A.10.3 Default Input, Output, and Error Files

#### *Static Semantics*

The following subprograms provide for the control of the particular default files that are used when a file parameter is omitted from a `Get`, `Put`, or other operation of text input-output described below, or when application-dependent error-related text is to be output. 1

```
procedure Set_Input (File : in File_Type); 2
```

Operates on a file of mode `In_File`. Sets the current default input file to `File`. 3

The exception `Status_Error` is propagated if the given file is not open. The exception `Mode_Error` is propagated if the mode of the given file is not `In_File`. 4

```
procedure Set_Output (File : in File_Type); 5
procedure Set_Error (File : in File_Type);
```

Each operates on a file of mode `Out_File` or `Append_File`. `Set_Output` sets the current default output file to `File`. `Set_Error` sets the current default error file to `File`. The exception `Status_Error` is propagated if the given file is not open. The exception `Mode_Error` is propagated if the mode of the given file is not `Out_File` or `Append_File`. 6

```
function Standard_Input return File_Type; 7
function Standard_Input return File_Access;
```

Returns the standard input file (see A.10), or an access value designating the standard input file, respectively. 8

```
function Standard_Output return File_Type; 9
function Standard_Output return File_Access;
```

Returns the standard output file (see A.10) or an access value designating the standard output file, respectively. 10

```
function Standard_Error return File_Type; 11
function Standard_Error return File_Access;
```

Returns the standard error file (see A.10), or an access value designating the standard error file, respectively. 12/1

13 The Form strings implicitly associated with the opening of Standard\_Input, Standard\_Output, and Standard\_Error at the start of program execution are implementation defined.

```
14     function Current_Input return File_Type;
15     function Current_Input return File_Access;
```

15 Returns the current default input file, or an access value designating the current default input file, respectively.

```
16     function Current_Output return File_Type;
17     function Current_Output return File_Access;
```

17 Returns the current default output file, or an access value designating the current default output file, respectively.

```
18     function Current_Error return File_Type;
19     function Current_Error return File_Access;
```

19 Returns the current default error file, or an access value designating the current default error file, respectively.

```
20/1 procedure Flush (File : in File_Type);
21/4 procedure Flush;
```

21/4 The effect of Flush is the same as the corresponding subprogram in Sequential\_IO (see A.8.2). If File is not explicitly specified, Current\_Output is used.

#### *Erroneous Execution*

22/1 The execution of a program is erroneous if it invokes an operation on a current default input, default output, or default error file, and if the corresponding file object is closed or no longer exists.

23/1 *This paragraph was deleted.*

24 NOTE 1 The standard input, standard output, and standard error files cannot be opened, closed, reset, or deleted, because the parameter File of the corresponding procedures has the mode **in out**.

25 NOTE 2 The standard input, standard output, and standard error files are different file objects, but not necessarily different external files.

## A.10.4 Specification of Line and Page Lengths

### *Static Semantics*

1/5 The subprograms described in this subclause are concerned with the line and page structure of a file of mode Out\_File or Append\_File. They operate either on the file given as the first parameter, or, in the absence of such a file parameter, on the current default output file. They provide for output of text with a specified maximum line length or page length. In these cases, line and page terminators are output implicitly and automatically when necessary. When line and page lengths are unbounded (that is, when they have the conventional value zero), as in the case of a newly opened file, new lines and new pages are only started when explicitly called for.

2 In all cases, the exception Status\_Error is propagated if the file to be used is not open; the exception Mode\_Error is propagated if the mode of the file is not Out\_File or Append\_File.

```
3     procedure Set_Line_Length(File : in File_Type; To : in Count);
4     procedure Set_Line_Length(To : in Count);
```

4 Sets the maximum line length of the specified output or append file to the number of characters specified by To. The value zero for To specifies an unbounded line length.



The exception `Use_Error` is propagated if the specified line length is inappropriate for the associated external file. 5

```
procedure Set_Page_Length(File : in File_Type; To : in Count); 6
procedure Set_Page_Length(To : in Count);
```

Sets the maximum page length of the specified output or append file to the number of lines specified by `To`. The value zero for `To` specifies an unbounded page length. 7

The exception `Use_Error` is propagated if the specified page length is inappropriate for the associated external file. 8

```
function Line_Length(File : in File_Type) return Count; 9
function Line_Length return Count;
```

Returns the maximum line length currently set for the specified output or append file, or zero if the line length is unbounded. 10

```
function Page_Length(File : in File_Type) return Count; 11
function Page_Length return Count;
```

Returns the maximum page length currently set for the specified output or append file, or zero if the page length is unbounded. 12

## A.10.5 Operations on Columns, Lines, and Pages

### *Static Semantics*

The subprograms described in this subclause provide for explicit control of line and page structure; they operate either on the file given as the first parameter, or, in the absence of such a file parameter, on the appropriate (input or output) current default file. The exception `Status_Error` is propagated by any of these subprograms if the file to be used is not open. 1

```
procedure New_Line(File : in File_Type; Spacing : in Positive_Count := 1); 2
procedure New_Line(Spacing : in Positive_Count := 1);
```

Operates on a file of mode `Out_File` or `Append_File`. 3

For a `Spacing` of one: Outputs a line terminator and sets the current column number to one. Then increments the current line number by one, except in the case that the current line number is already greater than or equal to the maximum page length, for a bounded page length; in that case a page terminator is output, the current page number is incremented by one, and the current line number is set to one. 4

For a `Spacing` greater than one, the above actions are performed `Spacing` times. 5

The exception `Mode_Error` is propagated if the mode is not `Out_File` or `Append_File`. 6

```
procedure Skip_Line(File : in File_Type; Spacing : in Positive_Count := 1); 7
procedure Skip_Line(Spacing : in Positive_Count := 1);
```

Operates on a file of mode `In_File`. 8

For a `Spacing` of one: Reads and discards all characters until a line terminator has been read, and then sets the current column number to one. If the line terminator is not immediately followed by a page terminator, the current line number is incremented by one. Otherwise, if the line terminator is immediately followed by a page terminator, then the page terminator is skipped, the current page number is incremented by one, and the current line number is set to one. 9

10 For a Spacing greater than one, the above actions are performed Spacing times.

11 The exception Mode\_Error is propagated if the mode is not In\_File. The exception End\_Error is propagated if an attempt is made to read a file terminator.

```
12 function End_Of_Line(File : in File_Type) return Boolean;
function End_Of_Line return Boolean;
```

13/3 Operates on a file of mode In\_File. Returns True if a line terminator or a file terminator is next; otherwise, returns False.

14 The exception Mode\_Error is propagated if the mode is not In\_File.

```
15 procedure New_Page(File : in File_Type);
procedure New_Page;
```

16 Operates on a file of mode Out\_File or Append\_File. Outputs a line terminator if the current line is not terminated, or if the current page is empty (that is, if the current column and line numbers are both equal to one). Then outputs a page terminator, which terminates the current page. Adds one to the current page number and sets the current column and line numbers to one.

17 The exception Mode\_Error is propagated if the mode is not Out\_File or Append\_File.

```
18 procedure Skip_Page(File : in File_Type);
procedure Skip_Page;
```

19 Operates on a file of mode In\_File. Reads and discards all characters and line terminators until a page terminator has been read. Then adds one to the current page number, and sets the current column and line numbers to one.

20 The exception Mode\_Error is propagated if the mode is not In\_File. The exception End\_Error is propagated if an attempt is made to read a file terminator.

```
21 function End_Of_Page(File : in File_Type) return Boolean;
function End_Of_Page return Boolean;
```

22/3 Operates on a file of mode In\_File. Returns True if the combination of a line terminator and a page terminator is next, or if a file terminator is next; otherwise, returns False.

23 The exception Mode\_Error is propagated if the mode is not In\_File.

```
24 function End_Of_File(File : in File_Type) return Boolean;
function End_Of_File return Boolean;
```

25/3 Operates on a file of mode In\_File. Returns True if a file terminator is next, or if the combination of a line, a page, and a file terminator is next; otherwise, returns False.

26 The exception Mode\_Error is propagated if the mode is not In\_File.

27 The following subprograms provide for the control of the current position of reading or writing in a file. In all cases, the default file is the current output file.

```
28 procedure Set_Col(File : in File_Type; To : in Positive_Count);
procedure Set_Col(To : in Positive_Count);
```

29 If the file mode is Out\_File or Append\_File:

- 30 • If the value specified by To is greater than the current column number, outputs spaces, adding one to the current column number after each space, until the current column number equals the specified value. If the value specified by To is equal to the current column number, there is no effect. If the value specified by To is less than the current

column number, has the effect of calling `New_Line` (with a spacing of one), then outputs  $(To - 1)$  spaces, and sets the current column number to the specified value.

- The exception `Layout_Error` is propagated if the value specified by `To` exceeds `Line_Length` when the line length is bounded (that is, when it does not have the conventional value zero). 31

If the file mode is `In_File`: 32

- Reads (and discards) individual characters, line terminators, and page terminators, until the next character to be read has a column number that equals the value specified by `To`; there is no effect if the current column number already equals this value. Each transfer of a character or terminator maintains the current column, line, and page numbers in the same way as a `Get` procedure (see A.10.6). (Short lines will be skipped until a line is reached that has a character at the specified column position.) 33
- The exception `End_Error` is propagated if an attempt is made to read a file terminator. 34

```
procedure Set_Line(File : in File_Type; To : in Positive_Count); 35
procedure Set_Line(To   : in Positive_Count);
```

If the file mode is `Out_File` or `Append_File`: 36

- If the value specified by `To` is greater than the current line number, has the effect of repeatedly calling `New_Line` (with a spacing of one), until the current line number equals the specified value. If the value specified by `To` is equal to the current line number, there is no effect. If the value specified by `To` is less than the current line number, has the effect of calling `New_Page` followed, if `To` is greater than 1, by a call of `New_Line` with a spacing equal to  $(To - 1)$ . 37/3
- The exception `Layout_Error` is propagated if the value specified by `To` exceeds `Page_Length` when the page length is bounded (that is, when it does not have the conventional value zero). 38

If the mode is `In_File`: 39

- Has the effect of repeatedly calling `Skip_Line` (with a spacing of one), until the current line number equals the value specified by `To`; there is no effect if the current line number already equals this value. (Short pages will be skipped until a page is reached that has a line at the specified line position.) 40
- The exception `End_Error` is propagated if an attempt is made to read a file terminator. 41

```
function Col(File : in File_Type) return Positive_Count; 42
function Col return Positive_Count;
```

Returns the current column number. 43

The exception `Layout_Error` is propagated if this number exceeds `Count'Last`. 44

```
function Line(File : in File_Type) return Positive_Count; 45
function Line return Positive_Count;
```

Returns the current line number. 46

The exception `Layout_Error` is propagated if this number exceeds `Count'Last`. 47

```
function Page(File : in File_Type) return Positive_Count; 48
function Page return Positive_Count;
```

Returns the current page number. 49

The exception `Layout_Error` is propagated if this number exceeds `Count'Last`. 50

51 The column number, line number, or page number are allowed to exceed Count'Last (as a consequence of the input or output of sufficiently many characters, lines, or pages). These events do not cause any exception to be propagated. However, a call of Col, Line, or Page propagates the exception Layout\_Error if the corresponding number exceeds Count'Last.

52/5 | NOTE A page terminator is always skipped whenever the preceding line terminator is skipped. An implementation can represent the combination of these terminators by a single character, provided that it is properly recognized on input.

## A.10.6 Get and Put Procedures

### *Static Semantics*

- 1 The procedures Get and Put for items of the type Character, String, numeric types, and enumeration types are described in subsequent subclauses. Features of these procedures that are common to most of these types are described in this subclause. The Get and Put procedures for items of type Character and String deal with individual character values; the Get and Put procedures for numeric and enumeration types treat the items as lexical elements.
- 2 All procedures Get and Put have forms with a file parameter, written first. Where this parameter is omitted, the appropriate (input or output) current default file is understood to be specified. Each procedure Get operates on a file of mode In\_File. Each procedure Put operates on a file of mode Out\_File or Append\_File.
- 3 All procedures Get and Put maintain the current column, line, and page numbers of the specified file: the effect of each of these procedures upon these numbers is the result of the effects of individual transfers of characters and of individual output or skipping of terminators. Each transfer of a character adds one to the current column number. Each output of a line terminator sets the current column number to one and adds one to the current line number. Each output of a page terminator sets the current column and line numbers to one and adds one to the current page number. For input, each skipping of a line terminator sets the current column number to one and adds one to the current line number; each skipping of a page terminator sets the current column and line numbers to one and adds one to the current page number. Similar considerations apply to the procedures Get\_Line, Put\_Line, and Set\_Col.
- 4 Several Get and Put procedures, for numeric and enumeration types, have *format* parameters which specify field lengths; these parameters are of the nonnegative subtype Field of the type Integer.
- 5/2 Input-output of enumeration values uses the syntax of the corresponding lexical elements. Any Get procedure for an enumeration type begins by skipping any leading blanks, or line or page terminators. A *blank* is defined as a space or a horizontal tabulation character. Next, characters are input only so long as the sequence input is an initial sequence of an identifier or of a character literal (in particular, input ceases when a line terminator is encountered). The character or line terminator that causes input to cease remains available for subsequent input.
- 6 For a numeric type, the Get procedures have a format parameter called Width. If the value given for this parameter is zero, the Get procedure proceeds in the same manner as for enumeration types, but using the syntax of numeric literals instead of that of enumeration literals. If a nonzero value is given, then exactly Width characters are input, or the characters up to a line terminator, whichever comes first; any skipped leading blanks are included in the count. The syntax used for numeric literals is an extended syntax that allows a leading sign (but no intervening blanks, or line or page terminators) and that also allows (for real types) an integer literal as well as forms that have digits only before the point or only after the point.
- 7/5 Any Put procedure, for an item of a numeric or an enumeration type, outputs the value of the item as a numeric literal, identifier, or character literal, as appropriate. This is preceded by leading spaces if required

by the format parameters `Width` or `Fore` (as described in later subclauses), and then a minus sign for a negative value; for an enumeration type, the spaces follow instead of leading. The format given for a `Put` procedure is overridden if it is insufficiently wide, by using the minimum necessary width.

Two further cases arise for `Put` procedures for numeric and enumeration types, if the line length of the specified output file is bounded (that is, if it does not have the conventional value zero). If the number of characters to be output does not exceed the maximum line length, but is such that they cannot fit on the current line, starting from the current column, then (in effect) `New_Line` is called (with a spacing of one) before output of the item. Otherwise, if the number of characters exceeds the maximum line length, then the exception `Layout_Error` is propagated and nothing is output.

The exception `Status_Error` is propagated by any of the procedures `Get`, `Get_Line`, `Put`, and `Put_Line` if the file to be used is not open. The exception `Mode_Error` is propagated by the procedures `Get` and `Get_Line` if the mode of the file to be used is not `In_File`; and by the procedures `Put` and `Put_Line`, if the mode is not `Out_File` or `Append_File`.

The exception `End_Error` is propagated by a `Get` procedure if an attempt is made to skip a file terminator. The exception `Data_Error` is propagated by a `Get` procedure if the sequence finally input is not a lexical element corresponding to the type, in particular if no characters were input; for this test, leading blanks are ignored; for an item of a numeric type, when a sign is input, this rule applies to the succeeding numeric literal. The exception `Layout_Error` is propagated by a `Put` procedure that outputs to a parameter of type `String`, if the length of the actual string is insufficient for the output of the item.

#### Examples

In the examples, here and in A.10.8 and A.10.9, the string quotes and the lower case letter `b` are not transferred: they are shown only to reveal the layout and spaces.

```
N : Integer;
...
Get (N);
-- Characters at input  Sequence input  Value of N
-- bb-12535b          -12535          -12535
-- bb12_535e1b       12_535e1        125350
-- bb12_535e;        12_535e         (none) Data_Error raised
```

Example of overridden width parameter:

```
Put (Item => -23, Width => 2); -- "-23"
```

## A.10.7 Input-Output of Characters and Strings

### Static Semantics

For an item of type `Character` the following procedures are provided:

```
procedure Get (File : in File_Type; Item : out Character);
procedure Get (Item : out Character);
```

After skipping any line terminators and any page terminators, reads the next character from the specified input file and returns the value of this character in the out parameter `Item`.

The exception `End_Error` is propagated if an attempt is made to skip a file terminator.

```
5  procedure Put(File : in File_Type; Item : in Character);
procedure Put(Item : in Character);
```

6 If the line length of the specified output file is bounded (that is, does not have the conventional value zero), and the current column number exceeds it, has the effect of calling `New_Line` with a spacing of one. Then, or otherwise, outputs the given character to the file.

```
7  procedure Look_Ahead (File      : in File_Type;
                       Item      : out Character;
                       End_Of_Line : out Boolean);
procedure Look_Ahead (Item      : out Character;
                       End_Of_Line : out Boolean);
```

8/3 Status\_Error is propagated if the file is not open. Mode\_Error is propagated if the mode of the file is not `In_File`. Sets `End_Of_Line` to True if at end of line, including if at end of page or at end of file; in each of these cases the value of `Item` is not specified. Otherwise, `End_Of_Line` is set to False and `Item` is set to the next character (without consuming it) from the file.

```
9  procedure Get_Immediate(File : in File_Type;
                          Item : out Character);
procedure Get_Immediate(Item : out Character);
```

10/3 Reads the next character, either control or graphic, from the specified `File` or the default input file. Status\_Error is propagated if the file is not open. Mode\_Error is propagated if the mode of the file is not `In_File`. End\_Error is propagated if at the end of the file. The current column, line and page numbers for the file are not affected.

```
11 procedure Get_Immediate(File      : in File_Type;
                          Item      : out Character;
                          Available : out Boolean);
procedure Get_Immediate(Item      : out Character;
                          Available : out Boolean);
```

12/3 If a character, either control or graphic, is available from the specified `File` or the default input file, then the character is read; `Available` is True and `Item` contains the value of this character. If a character is not available, then `Available` is False and the value of `Item` is not specified. Status\_Error is propagated if the file is not open. Mode\_Error is propagated if the mode of the file is not `In_File`. End\_Error is propagated if at the end of the file. The current column, line and page numbers for the file are not affected.

13/2 For an item of type `String` the following subprograms are provided:

```
14 procedure Get(File : in File_Type; Item : out String);
procedure Get(Item : out String);
```

15 Determines the length of the given string and attempts that number of `Get` operations for successive characters of the string (in particular, no operation is performed if the string is null).

```
16 procedure Put(File : in File_Type; Item : in String);
procedure Put(Item : in String);
```

17 Determines the length of the given string and attempts that number of `Put` operations for successive characters of the string (in particular, no operation is performed if the string is null).

```
17.1/2 function Get_Line(File : in File_Type) return String;
function Get_Line return String;
```

17.2/2 Returns a result string constructed by reading successive characters from the specified input file, and assigning them to successive characters of the result string. The result string has a lower bound of 1 and an upper bound of the number of characters read. Reading stops when the end of the line is met; `Skip_Line` is then (in effect) called with a spacing of 1.

Constraint\_Error is raised if the length of the line exceeds Positive'Last; in this case, the line number and page number are unchanged, and the column number is unspecified but no less than it was before the call. The exception End\_Error is propagated if an attempt is made to skip a file terminator. 17.3/2

```

procedure Get_Line(File : in File_Type;
                   Item : out String;
                   Last : out Natural);
procedure Get_Line(Item : out String;
                   Last : out Natural);

```

18

Reads successive characters from the specified input file and assigns them to successive characters of the specified string. Reading stops if the end of the string is met. Reading also stops if the end of the line is met before meeting the end of the string; in this case Skip\_Line is (in effect) called with a spacing of 1. The values of characters not assigned are not specified. 19

If characters are read, returns in Last the index value such that Item(Last) is the last character assigned (the index of the first character assigned is Item'First). If no characters are read, returns in Last an index value that is one less than Item'First. The exception End\_Error is propagated if an attempt is made to skip a file terminator. 20

```

procedure Put_Line(File : in File_Type; Item : in String);
procedure Put_Line(Item : in String);

```

21

Calls the procedure Put for the given string, and then the procedure New\_Line with a spacing of one. 22

#### *Implementation Advice*

The Get\_Immediate procedures should be implemented with unbuffered input. For a device such as a keyboard, input should be “available” if a key has already been typed, whereas for a disk file, input should always be available except at end of file. For a file associated with a keyboard-like device, any line-editing features of the underlying operating system should be disabled during the execution of Get\_Immediate. 23

NOTE 1 Get\_Immediate can be used to read a single key from the keyboard “immediately”; that is, without waiting for an end of line. In a call of Get\_Immediate without the parameter Available, the caller will wait until a character is available. 24

NOTE 2 In a literal string parameter of Put, the enclosing string bracket characters are not output. Each doubled string bracket character in the enclosed string is output as a single string bracket character, as a consequence of the rule for string literals (see 2.6). 25

NOTE 3 A string read by Get or written by Put can extend over several lines. An implementation is allowed to assume that certain external files do not contain page terminators, in which case Get\_Line and Skip\_Line can return as soon as a line terminator is read. 26

## A.10.8 Input-Output for Integer Types

### *Static Semantics*

The following procedures are defined in the generic packages Integer\_IO and Modular\_IO, which have to be instantiated for the appropriate signed integer or modular type respectively (indicated by Num in the specifications). 1

Values are output as decimal or based literals, without low line characters or exponent, and, for Integer\_IO, preceded by a minus sign if negative. The format (which includes any leading spaces and minus sign) can be specified by an optional field width parameter. Values of widths of fields in output 2

formats are of the nonnegative integer subtype `Field`. Values of bases are of the integer subtype `Number_Base`.

```
3     subtype Number_Base is Integer range 2 .. 16;
```

4 The default field width and base to be used by output procedures are defined by the following variables that are declared in the generic packages `Integer_IO` and `Modular_IO`:

```
5     Default_Width : Field := Num'Width;
6     Default_Base  : Number_Base := 10;
```

6 The following procedures are provided:

```
7     procedure Get(File : in File_Type; Item : out Num; Width : in Field := 0);
8     procedure Get(Item : out Num; Width : in Field := 0);
```

8 If the value of the parameter `Width` is zero, skips any leading blanks, line terminators, or page terminators, then reads a plus sign if present or (for a signed type only) a minus sign if present, then reads the longest possible sequence of characters matching the syntax of a numeric literal without a point. If a nonzero value of `Width` is supplied, then exactly `Width` characters are input, or the characters (possibly none) up to a line terminator, whichever comes first; any skipped leading blanks are included in the count.

9 Returns, in the parameter `Item`, the value of type `Num` that corresponds to the sequence input.

10/3 The exception `Data_Error` is propagated if the sequence of characters read does not form a legal integer literal or if the value obtained is not of the subtype `Num`.

```
11     procedure Put(File : in File_Type;
12                 Item : in Num;
13                 Width : in Field := Default_Width;
14                 Base : in Number_Base := Default_Base);
15     procedure Put(Item : in Num;
16                 Width : in Field := Default_Width;
17                 Base : in Number_Base := Default_Base);
```

12 Outputs the value of the parameter `Item` as an integer literal, with no low lines, no exponent, and no leading zeros (but a single zero for the value zero), and a preceding minus sign for a negative value.

13 If the resulting sequence of characters to be output has fewer than `Width` characters, then leading spaces are first output to make up the difference.

14 Uses the syntax for decimal literal if the parameter `Base` has the value ten (either explicitly or through `Default_Base`); otherwise, uses the syntax for based literal, with any letters in upper case.

```
15     procedure Get(From : in String; Item : out Num; Last : out Positive);
```

16 Reads an integer value from the beginning of the given string, following the same rules as the `Get` procedure that reads an integer value from a file, but treating the end of the string as a file terminator. Returns, in the parameter `Item`, the value of type `Num` that corresponds to the sequence input. Returns in `Last` the index value such that `From(Last)` is the last character read.

17 The exception `Data_Error` is propagated if the sequence input does not have the required syntax or if the value obtained is not of the subtype `Num`.



```

procedure Put (To      : out String;
               Item    : in Num;
               Base    : in Number_Base := Default_Base);

```

Outputs the value of the parameter Item to the given string, following the same rule as for output to a file, using the length of the given string as the value for Width.

Integer\_Text\_IO is a library package that is a nongeneric equivalent to Text\_IO.Integer\_IO for the predefined type Integer:

```

with Ada.Text_IO;
package Ada.Integer_Text_IO is new Ada.Text_IO.Integer_IO (Integer);

```

For each predefined signed integer type, a nongeneric equivalent to Text\_IO.Integer\_IO is provided, with names such as Ada.Long\_Integer\_Text\_IO.

#### Implementation Permissions

The nongeneric equivalent packages can be actual instantiations of the generic package for the appropriate predefined type, though that is not required.

*This paragraph was deleted.*

#### Examples

Examples of use of an instantiation of Text\_IO.Integer\_IO:

```

subtype Byte_Int is Integer range -127 .. 127;
package Int_IO is new Integer_IO (Byte_Int); use Int_IO;
-- default format used at instantiation,
-- Default_Width = 4, Default_Base = 10

Put (126);
Put (-126, 7);
Put (126, Width => 13, Base => 2);

```

-- "b126"  
-- "bbb-126"  
-- "bbb2#1111110#"

## A.10.9 Input-Output for Real Types

#### Static Semantics

The following procedures are defined in the generic packages Float\_IO, Fixed\_IO, and Decimal\_IO, which have to be instantiated for the appropriate floating point, ordinary fixed point, or decimal fixed point type respectively (indicated by Num in the specifications).

Values are output as decimal literals without low line characters. The format of each value output consists of a Fore field, a decimal point, an Aft field, and (if a nonzero Exp parameter is supplied) the letter E and an Exp field. The two possible formats thus correspond to:

```

Fore . Aft

```

and to:

```

Fore . Aft E Exp

```

without any spaces between these fields. The Fore field may include leading spaces, and a minus sign for negative values. The Aft field includes only decimal digits (possibly with trailing zeros). The Exp field includes the sign (plus or minus) and the exponent (possibly with leading zeros).

For floating point types, the default lengths of these fields are defined by the following variables that are declared in the generic package Float\_IO:

```

8   Default_Fore : Field := 2;
   Default_Aft  : Field := Num'Digits-1;
   Default_Exp  : Field := 3;

```

9 For ordinary or decimal fixed point types, the default lengths of these fields are defined by the following variables that are declared in the generic packages Fixed\_IO and Decimal\_IO, respectively:

```

10  Default_Fore : Field := Num'Fore;
   Default_Aft  : Field := Num'Aft;
   Default_Exp  : Field := 0;

```

11 The following procedures are provided:

```

12  procedure Get(File : in File_Type; Item : out Num; Width : in Field := 0);
   procedure Get(Item : out Num; Width : in Field := 0);

```

13 If the value of the parameter Width is zero, skips any leading blanks, line terminators, or page terminators, then reads the longest possible sequence of characters matching the syntax of any of the following (see 2.4):

- 14 • [+−]numeric\_literal
- 15 • [+−]numeral.[exponent]
- 16 • [+−].numeral[exponent]
- 17 • [+−]base#based\_numeral.#[exponent]
- 18 • [+−]base#.based\_numeral#[exponent]

19 If a nonzero value of Width is supplied, then exactly Width characters are input, or the characters (possibly none) up to a line terminator, whichever comes first; any skipped leading blanks are included in the count.

20 Returns in the parameter Item the value of type Num that corresponds to the sequence input, preserving the sign (positive if none has been specified) of a zero value if Num is a floating point type and Num'Signed\_Zeros is True.

21 The exception Data\_Error is propagated if the sequence input does not have the required syntax or if the value obtained is not of the subtype Num.

```

22  procedure Put(File : in File_Type;
   Item : in Num;
   Fore : in Field := Default_Fore;
   Aft  : in Field := Default_Aft;
   Exp  : in Field := Default_Exp);

   procedure Put(Item : in Num;
   Fore : in Field := Default_Fore;
   Aft  : in Field := Default_Aft;
   Exp  : in Field := Default_Exp);

```

23 Outputs the value of the parameter Item as a decimal literal with the format defined by Fore, Aft and Exp. If the value is negative, or if Num is a floating point type where Num'Signed\_Zeros is True and the value is a negatively signed zero, then a minus sign is included in the integer part. If Exp has the value zero, then the integer part to be output has as many digits as are needed to represent the integer part of the value of Item, overriding Fore if necessary, or consists of the digit zero if the value of Item has no integer part.

24 If Exp has a value greater than zero, then the integer part to be output has a single digit, which is nonzero except for the value 0.0 of Item.

In both cases, however, if the integer part to be output has fewer than Fore characters, including any minus sign, then leading spaces are first output to make up the difference. The number of digits of the fractional part is given by Aft, or is one if Aft equals zero. The value is rounded; a value of exactly one half in the last place is rounded away from zero. 25

If Exp has the value zero, there is no exponent part. If Exp has a value greater than zero, then the exponent part to be output has as many digits as are needed to represent the exponent part of the value of Item (for which a single digit integer part is used), and includes an initial sign (plus or minus). If the exponent part to be output has fewer than Exp characters, including the sign, then leading zeros precede the digits, to make up the difference. For the value 0.0 of Item, the exponent has the value zero. 26

```
procedure Get (From : in String; Item : out Num; Last : out Positive); 27
```

Reads a real value from the beginning of the given string, following the same rule as the Get procedure that reads a real value from a file, but treating the end of the string as a file terminator. Returns, in the parameter Item, the value of type Num that corresponds to the sequence input. Returns in Last the index value such that From(Last) is the last character read. 28

The exception Data\_Error is propagated if the sequence input does not have the required syntax, or if the value obtained is not of the subtype Num. 29

```
procedure Put (To      : out String;
              Item    : in Num;
              Aft     : in Field := Default_Aft;
              Exp     : in Field := Default_Exp); 30
```

Outputs the value of the parameter Item to the given string, following the same rule as for output to a file, using a value for Fore such that the sequence of characters output exactly fills the string, including any leading spaces. 31

Float\_Text\_IO is a library package that is a nongeneric equivalent to Text\_IO.Float\_IO for the predefined type Float: 32

```
with Ada.Text_IO;
package Ada.Float_Text_IO is new Ada.Text_IO.Float_IO(Float); 33
```

For each predefined floating point type, a nongeneric equivalent to Text\_IO.Float\_IO is provided, with names such as Ada.Long\_Float\_Text\_IO. 34

#### *Implementation Permissions*

An implementation may extend Get and Put for floating point types to support special values such as infinities and NaNs. 35

The implementation of Put may produce an output value with no greater accuracy than that which is supported for the base subtype. The additional accuracy, if any, of the value produced by Put when the number of requested digits in the integer and fractional parts exceeds the required accuracy is implementation defined. 36/5

The nongeneric equivalent packages can be actual instantiations of the generic package for the appropriate predefined type, though that is not required. 37/5

NOTE 1 For an item with a positive value, if output to a string exactly fills the string without leading spaces, then output of the corresponding negative value will propagate Layout\_Error. 38

NOTE 2 The rules for the Value attribute (see 3.5) and the rules for Get are based on the same set of formats. 39

*Examples*

40/5 | *Examples of use of an instantiation of Text\_IO.Float\_IO:*

```

41     package Real_IO is new Float_IO(Real); use Real_IO;
      -- default format used at instantiation, Default_Exp = 3
42     X : Real := -123.4567; -- digits 8 (see 3.5.7)
43     Put(X); -- default format                                "-1.2345670E+02"
      Put(X, Fore => 5, Aft => 3, Exp => 2); -- "bbb-1.235E+2"
      Put(X, 5, 3, 0); -- "b-123.457"
```

**A.10.10 Input-Output for Enumeration Types***Static Semantics*

1 The following procedures are defined in the generic package Enumeration\_IO, which has to be instantiated for the appropriate enumeration type (indicated by Enum in the specification).

2 Values are output using either upper or lower case letters for identifiers. This is specified by the parameter Set, which is of the enumeration type Type\_Set.

```
3     type Type_Set is (Lower_Case, Upper_Case);
```

4 The format (which includes any trailing spaces) can be specified by an optional field width parameter. The default field width and letter case are defined by the following variables that are declared in the generic package Enumeration\_IO:

```
5     Default_Width   : Field := 0;
     Default_Setting : Type_Set := Upper_Case;
```

6 The following procedures are provided:

```
7     procedure Get(File : in File_Type; Item : out Enum);
     procedure Get(Item : out Enum);
```

8 After skipping any leading blanks, line terminators, or page terminators, reads an identifier according to the syntax of this lexical element (lower and upper case being considered equivalent), or a character literal according to the syntax of this lexical element (including the apostrophes). Returns, in the parameter Item, the value of type Enum that corresponds to the sequence input.

9 The exception Data\_Error is propagated if the sequence input does not have the required syntax, or if the identifier or character literal does not correspond to a value of the subtype Enum.

```
10    procedure Put(File : in File_Type;
                 Item : in Enum;
                 Width : in Field := Default_Width;
                 Set : in Type_Set := Default_Setting);

     procedure Put(Item : in Enum;
                 Width : in Field := Default_Width;
                 Set : in Type_Set := Default_Setting);
```

11 Outputs the value of the parameter Item as an enumeration literal (either an identifier or a character literal). The optional parameter Set indicates whether lower case or upper case is used for identifiers; it has no effect for character literals. If the sequence of characters produced has fewer than Width characters, then trailing spaces are finally output to make up the difference. If Enum is a character type, the sequence of characters produced is as for Enum'Image(Item), as modified by the Width and Set parameters.

```
procedure Get(From : in String; Item : out Enum; Last : out Positive);
```

 12

13 Reads an enumeration value from the beginning of the given string, following the same rule as the Get procedure that reads an enumeration value from a file, but treating the end of the string as a file terminator. Returns, in the parameter Item, the value of type Enum that corresponds to the sequence input. Returns in Last the index value such that From(Last) is the last character read.

14 The exception Data\_Error is propagated if the sequence input does not have the required syntax, or if the identifier or character literal does not correspond to a value of the subtype Enum.

```
procedure Put(To      : out String;
              Item    : in Enum;
              Set     : in Type_Set := Default_Setting);
```

 15

16 Outputs the value of the parameter Item to the given string, following the same rule as for output to a file, using the length of the given string as the value for Width.

17/1 Although the specification of the generic package Enumeration\_IO would allow instantiation for an integer type, this is not the intended purpose of this generic package, and the effect of such instantiations is not defined by the language.

NOTE 1 There is a difference between Put defined for characters, and for enumeration values. Thus

 18

```
Ada.Text_IO.Put('A'); -- outputs the character A
```

 19

```
package Char_IO is new Ada.Text_IO.Enumeration_IO(Character);
Char_IO.Put('A'); -- outputs the character 'A', between apostrophes
```

 20

NOTE 2 The type Boolean is an enumeration type, hence Enumeration\_IO can be instantiated for this type.

 21

## A.10.11 Input-Output for Bounded Strings

The package Text\_IO.Bounded\_IO provides input-output in human-readable form for Bounded\_Strings.

 1/2

### *Static Semantics*

The generic library package Text\_IO.Bounded\_IO has the following declaration:

 2/2

```
with Ada.Strings.Bounded;
generic
  with package Bounded is
    new Ada.Strings.Bounded.Generic_Bounded_Length (<>);
package Ada.Text_IO.Bounded_IO
  with Global => in out synchronized is
  procedure Put
    (File : in File_Type;
     Item : in Bounded.Bounded_String);
  procedure Put
    (Item : in Bounded.Bounded_String);
  procedure Put_Line
    (File : in File_Type;
     Item : in Bounded.Bounded_String);
  procedure Put_Line
    (Item : in Bounded.Bounded_String);
  function Get_Line
    (File : in File_Type)
    return Bounded.Bounded_String;
  function Get_Line
    return Bounded.Bounded_String;
```

```

10/2     procedure Get_Line
          (File : in File_Type; Item : out Bounded.Bounded_String);
11/2     procedure Get_Line
          (Item : out Bounded.Bounded_String);
12/2     end Ada.Text_IO.Bounded_IO;
13/2     For an item of type Bounded_String, the following subprograms are provided:
14/2     procedure Put
          (File : in File_Type;
           Item : in Bounded.Bounded_String);
15/2     Equivalent to Text_IO.Put (File, Bounded.To_String(Item));
16/2     procedure Put
          (Item : in Bounded.Bounded_String);
17/2     Equivalent to Text_IO.Put (Bounded.To_String(Item));
18/2     procedure Put_Line
          (File : in File_Type;
           Item : in Bounded.Bounded_String);
19/2     Equivalent to Text_IO.Put_Line (File, Bounded.To_String(Item));
20/2     procedure Put_Line
          (Item : in Bounded.Bounded_String);
21/2     Equivalent to Text_IO.Put_Line (Bounded.To_String(Item));
22/2     function Get_Line
          (File : in File_Type)
          return Bounded.Bounded_String;
23/2     Returns Bounded.To_Bounded_String(Text_IO.Get_Line(File));
24/2     function Get_Line
          return Bounded.Bounded_String;
25/2     Returns Bounded.To_Bounded_String(Text_IO.Get_Line);
26/2     procedure Get_Line
          (File : in File_Type; Item : out Bounded.Bounded_String);
27/2     Equivalent to Item := Get_Line (File);
28/2     procedure Get_Line
          (Item : out Bounded.Bounded_String);
29/2     Equivalent to Item := Get_Line;

```

## A.10.12 Input-Output for Unbounded Strings

1/2 The package `Text_IO.Unbounded_IO` provides input-output in human-readable form for `Unbounded_Strings`.

### *Static Semantics*

2/2 The library package `Text_IO.Unbounded_IO` has the following declaration:

```

3/5     with Ada.Strings.Unbounded;
       package Ada.Text_IO.Unbounded_IO
         with Global => in out synchronized is
4/2     procedure Put
          (File : in File_Type;
           Item : in Strings.Unbounded.Unbounded_String);

```

```

procedure Put                                     5/2
  (Item : in Strings.Unbounded.Unbounded_String);

procedure Put_Line                               6/2
  (File : in File_Type;
   Item : in Strings.Unbounded.Unbounded_String);

procedure Put_Line                               7/2
  (Item : in Strings.Unbounded.Unbounded_String);

function Get_Line                                8/2
  (File : in File_Type)
  return Strings.Unbounded.Unbounded_String;

function Get_Line                                9/2
  return Strings.Unbounded.Unbounded_String;

procedure Get_Line                               10/2
  (File : in File_Type; Item : out Strings.Unbounded.Unbounded_String);

procedure Get_Line                               11/2
  (Item : out Strings.Unbounded.Unbounded_String);

end Ada.Text_IO.Unbounded_IO;                    12/2

```

For an item of type `Unbounded_String`, the following subprograms are provided:

```

procedure Put                                     14/2
  (File : in File_Type;
   Item : in Strings.Unbounded.Unbounded_String);
  Equivalent to Text_IO.Put (File, Strings.Unbounded.To_String(Item)); 15/2

procedure Put                                     16/2
  (Item : in Strings.Unbounded.Unbounded_String);
  Equivalent to Text_IO.Put (Strings.Unbounded.To_String(Item)); 17/2

procedure Put_Line                               18/2
  (File : in File_Type;
   Item : in Strings.Unbounded.Unbounded_String);
  Equivalent to Text_IO.Put_Line (File, Strings.Unbounded.To_String(Item)); 19/2

procedure Put_Line                               20/2
  (Item : in Strings.Unbounded.Unbounded_String);
  Equivalent to Text_IO.Put_Line (Strings.Unbounded.To_String(Item)); 21/2

function Get_Line                                22/2
  (File : in File_Type)
  return Strings.Unbounded.Unbounded_String;
  Returns Strings.Unbounded.To_Unbounded_String(Text_IO.Get_Line(File)); 23/2

function Get_Line                                24/2
  return Strings.Unbounded.Unbounded_String;
  Returns Strings.Unbounded.To_Unbounded_String(Text_IO.Get_Line); 25/2

procedure Get_Line                               26/2
  (File : in File_Type; Item : out Strings.Unbounded.Unbounded_String);
  Equivalent to Item := Get_Line (File); 27/2

procedure Get_Line                               28/2
  (Item : out Strings.Unbounded.Unbounded_String);
  Equivalent to Item := Get_Line; 29/2

```

## A.11 Wide Text Input-Output and Wide Wide Text Input-Output

- 1/2 The packages `Wide_Text_IO` and `Wide_Wide_Text_IO` provide facilities for input and output in human-readable form. Each file is read or written sequentially, as a sequence of wide characters (or wide wide characters) grouped into lines, and as a sequence of lines grouped into pages.

### *Static Semantics*

- 2/2 The specification of package `Wide_Text_IO` is the same as that for `Text_IO`, except that in each `Get`, `Look_Ahead`, `Get_Immediate`, `Get_Line`, `Put`, and `Put_Line` subprogram, any occurrence of `Character` is replaced by `Wide_Character`, and any occurrence of `String` is replaced by `Wide_String`. Nongeneric equivalents of `Wide_Text_IO.Integer_IO` and `Wide_Text_IO.Float_IO` are provided (as for `Text_IO`) for each predefined numeric type, with names such as `Ada.Integer_Wide_Text_IO`, `Ada.Long_Integer_Wide_Text_IO`, `Ada.Float_Wide_Text_IO`, `Ada.Long_Float_Wide_Text_IO`.
- 3/2 The specification of package `Wide_Wide_Text_IO` is the same as that for `Text_IO`, except that in each `Get`, `Look_Ahead`, `Get_Immediate`, `Get_Line`, `Put`, and `Put_Line` subprogram, any occurrence of `Character` is replaced by `Wide_Wide_Character`, and any occurrence of `String` is replaced by `Wide_Wide_String`. Nongeneric equivalents of `Wide_Wide_Text_IO.Integer_IO` and `Wide_Wide_Text_IO.Float_IO` are provided (as for `Text_IO`) for each predefined numeric type, with names such as `Ada.Integer_Wide_Wide_Text_IO`, `Ada.Long_Integer_Wide_Wide_Text_IO`, `Ada.Float_Wide_Wide_Text_IO`, `Ada.Long_Float_Wide_Wide_Text_IO`.
- 4/3 The specification of package `Wide_Text_IO.Wide_Bounded_IO` is the same as that for `Text_IO.Bounded_IO`, except that any occurrence of `Bounded_String` is replaced by `Bounded_Wide_String`, and any occurrence of package `Bounded` is replaced by `Wide_Bounded`. The specification of package `Wide_Wide_Text_IO.Wide_Wide_Bounded_IO` is the same as that for `Text_IO.Bounded_IO`, except that any occurrence of `Bounded_String` is replaced by `Bounded_Wide_Wide_String`, and any occurrence of package `Bounded` is replaced by `Wide_Wide_Bounded`.
- 5/3 The specification of package `Wide_Text_IO.Wide_Unbounded_IO` is the same as that for `Text_IO.Unbounded_IO`, except that any occurrence of `Unbounded_String` is replaced by `Unbounded_Wide_String`, and any occurrence of package `Unbounded` is replaced by `Wide_Unbounded`. The specification of package `Wide_Wide_Text_IO.Wide_Wide_Unbounded_IO` is the same as that for `Text_IO.Unbounded_IO`, except that any occurrence of `Unbounded_String` is replaced by `Unbounded_Wide_Wide_String`, and any occurrence of package `Unbounded` is replaced by `Wide_Wide_Unbounded`.

## A.12 Stream Input-Output

- 1/2 The packages `Streams.Stream_IO`, `Text_IO.Text_Streams`, `Wide_Text_IO.Text_Streams`, and `Wide_Wide_Text_IO.Text_Streams` provide stream-oriented operations on files.

### A.12.1 The Package `Streams.Stream_IO`

- 1 The subprograms in the child package `Streams.Stream_IO` provide control over stream files. Access to a stream file is either sequential, via a call on `Read` or `Write` to transfer an array of stream elements, or positional (if supported by the implementation for the given file), by specifying a relative index for an element. Since a stream file can be converted to a `Stream_Access` value, calling stream-oriented attribute



subprograms of different element types with the same `Stream_Access` value provides heterogeneous input-output. See 13.13 for a general discussion of streams.

*Static Semantics*

The elements of a stream file are stream elements. If positioning is supported for the specified external file, a current index and current size are maintained for the file as described in A.8. If positioning is not supported, a current index is not maintained, and the current size is implementation defined. 1.1/1

The library package `Streams.Stream_IO` has the following declaration: 2

```

with Ada.IO_Exceptions;
package Ada.Streams.Stream_IO
with Preelaborate, Global => in out synchronized is
  type Stream_Access is access all Root_Stream_Type'Class;
  type File_Type is limited private
    with Preelaborable_Initialization;
  type File_Mode is (In_File, Out_File, Append_File);
  type Count
  subtype Positive_Count is Count range 1 .. Count'Last;
  -- Index into file, in stream elements.
  procedure Create (File : in out File_Type;
                   Mode : in File_Mode := Out_File;
                   Name : in String := "";
                   Form : in String := "");
  procedure Open (File : in out File_Type;
                 Mode : in File_Mode;
                 Name : in String;
                 Form : in String := "");
  procedure Close (File : in out File_Type);
  procedure Delete (File : in out File_Type);
  procedure Reset (File : in out File_Type; Mode : in File_Mode);
  procedure Reset (File : in out File_Type);
  function Mode (File : in File_Type) return File_Mode;
  function Name (File : in File_Type) return String;
  function Form (File : in File_Type) return String;
  function Is_Open (File : in File_Type) return Boolean;
  function End_Of_File (File : in File_Type) return Boolean;
  function Stream (File : in File_Type) return Stream_Access;
  -- Return stream access for use with T'Input and T'Output
This paragraph was deleted.
-- Read array of stream elements from file
procedure Read (File : in File_Type;
               Item : out Stream_Element_Array;
               Last : out Stream_Element_Offset;
               From : in Positive_Count)
  with Global => overriding in out File;
procedure Read (File : in File_Type;
               Item : out Stream_Element_Array;
               Last : out Stream_Element_Offset)
  with Global => overriding in out File;
This paragraph was deleted.
-- Write array of stream elements into file
procedure Write (File : in File_Type;
                Item : in Stream_Element_Array;
                To : in Positive_Count)
  with Global => overriding in out File;

```

```

19/5      procedure Write (File : in File_Type;
                       Item : in Stream_Element_Array)
           with Global => overriding in out File;
20/1
21      This paragraph was deleted.
22      -- Operations on position within file
23/5      procedure Set_Index(File : in File_Type; To : in Positive_Count)
           with Global => overriding in out File;
24      function Index(File : in File_Type) return Positive_Count;
           function Size (File : in File_Type) return Count;
25/1      procedure Set_Mode(File : in out File_Type; Mode : in File_Mode);
26      procedure Flush(File : in File_Type);
           -- exceptions
           Status_Error : exception renames IO_Exceptions.Status_Error;
           Mode_Error   : exception renames IO_Exceptions.Mode_Error;
           Name_Error   : exception renames IO_Exceptions.Name_Error;
           Use_Error    : exception renames IO_Exceptions.Use_Error;
           Device_Error : exception renames IO_Exceptions.Device_Error;
           End_Error    : exception renames IO_Exceptions.End_Error;
           Data_Error   : exception renames IO_Exceptions.Data_Error;
26.1/5   package Wide_File_Names is
26.2/5       -- File management
26.3/5       procedure Create (File : in out File_Type;
                             Mode : in File_Mode := Out_File;
                             Name : in Wide_String := "";
                             Form : in Wide_String := "");
26.4/5       procedure Open (File : in out File_Type;
                             Mode : in File_Mode;
                             Name : in Wide_String;
                             Form : in Wide_String := "");
26.5/5       function Name (File : in File_Type) return Wide_String;
26.6/5       function Form (File : in File_Type) return Wide_String;
26.7/5   end Wide_File_Names;
26.8/5   package Wide_Wide_File_Names is
26.9/5       -- File management
26.10/5      procedure Create (File : in out File_Type;
                              Mode : in File_Mode := Out_File;
                              Name : in Wide_Wide_String := "";
                              Form : in Wide_Wide_String := "");
26.11/5      procedure Open (File : in out File_Type;
                              Mode : in File_Mode;
                              Name : in Wide_Wide_String;
                              Form : in Wide_Wide_String := "");
26.12/5      function Name (File : in File_Type) return Wide_Wide_String;
26.13/5      function Form (File : in File_Type) return Wide_Wide_String;
26.14/5   end Wide_Wide_File_Names;
27      private
           ... -- not specified by the language
           end Ada.Streams.Stream_IO;

```

27.1/2 The type `File_Type` needs finalization (see 7.6).

28/5 The subprograms given in A.8.2 for the control of external files (Create, Open, Close, Delete, Reset, Mode, Name, Form, Is\_Open, and Flush) are available for stream files.

28.1/2 The `End_Of_File` function:

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |        |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| • Propagates <code>Mode_Error</code> if the mode of the file is not <code>In_File</code> ;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | 28.2/2 |
| • If positioning is supported for the given external file, the function returns <code>True</code> if the current index exceeds the size of the external file; otherwise, it returns <code>False</code> ;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 28.3/3 |
| • If positioning is not supported for the given external file, the function returns <code>True</code> if no more elements can be read from the given file; otherwise, it returns <code>False</code> .                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 28.4/3 |
| The <code>Set_Mode</code> procedure sets the mode of the file. If the new mode is <code>Append_File</code> , the file is positioned to its end; otherwise, the position in the file is unchanged.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | 28.5/2 |
| <i>This paragraph was deleted.</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 28.6/4 |
| The <code>Stream</code> function returns a <code>Stream_Access</code> result from a <code>File_Type</code> object, thus allowing the stream-oriented attributes <code>Read</code> , <code>Write</code> , <code>Input</code> , and <code>Output</code> to be used on the same file for multiple types. <code>Stream</code> propagates <code>Status_Error</code> if <code>File</code> is not open.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 29/1   |
| The procedures <code>Read</code> and <code>Write</code> are equivalent to the corresponding operations in the package <code>Streams</code> . <code>Read</code> propagates <code>Mode_Error</code> if the mode of <code>File</code> is not <code>In_File</code> . <code>Write</code> propagates <code>Mode_Error</code> if the mode of <code>File</code> is not <code>Out_File</code> or <code>Append_File</code> . The <code>Read</code> procedure with a <code>Positive_Count</code> parameter starts reading at the specified index. The <code>Write</code> procedure with a <code>Positive_Count</code> parameter starts writing at the specified index. For a file that supports positioning, <code>Read</code> without a <code>Positive_Count</code> parameter starts reading at the current index, and <code>Write</code> without a <code>Positive_Count</code> parameter starts writing at the current index. | 30/2   |
| The <code>Size</code> function returns the current size of the file.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 30.1/1 |
| The <code>Index</code> function returns the current index.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | 31/1   |
| The <code>Set_Index</code> procedure sets the current index to the specified value.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 32     |
| If positioning is supported for the external file, the current index is maintained as follows:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 32.1/1 |
| • For <code>Open</code> and <code>Create</code> , if the <code>Mode</code> parameter is <code>Append_File</code> , the current index is set to the current size of the file plus one; otherwise, the current index is set to one.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | 32.2/1 |
| • For <code>Reset</code> , if the <code>Mode</code> parameter is <code>Append_File</code> , or no <code>Mode</code> parameter is given and the current mode is <code>Append_File</code> , the current index is set to the current size of the file plus one; otherwise, the current index is set to one.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 32.3/1 |
| • For <code>Set_Mode</code> , if the new mode is <code>Append_File</code> , the current index is set to current size plus one; otherwise, the current index is unchanged.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | 32.4/1 |
| • For <code>Read</code> and <code>Write</code> without a <code>Positive_Count</code> parameter, the current index is incremented by the number of stream elements read or written.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 32.5/1 |
| • For <code>Read</code> and <code>Write</code> with a <code>Positive_Count</code> parameter, the value of the current index is set to the value of the <code>Positive_Count</code> parameter plus the number of stream elements read or written.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 32.6/1 |
| If positioning is not supported for the given file, then a call of <code>Index</code> or <code>Set_Index</code> propagates <code>Use_Error</code> . Similarly, a call of <code>Read</code> or <code>Write</code> with a <code>Positive_Count</code> parameter propagates <code>Use_Error</code> .                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | 33     |
| <i>Paragraphs 34 through 36 were deleted.</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |        |
| <i>Erroneous Execution</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |        |
| If the <code>File_Type</code> object passed to the <code>Stream</code> function is later closed or finalized, and the stream-oriented attributes are subsequently called (explicitly or implicitly) on the <code>Stream_Access</code> value returned by <code>Stream</code> , execution is erroneous. This rule applies even if the <code>File_Type</code> object was opened again after it had been closed.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 36.1/1 |

## A.12.2 The Package Text\_IO.Text\_Streams

1 The package Text\_IO.Text\_Streams provides a function for treating a text file as a stream.

*Static Semantics*

2 The library package Text\_IO.Text\_Streams has the following declaration:

```
3/5 with Ada.Streams;
   package Ada.Text_IO.Text_Streams
     with Global => in out synchronized is
       type Stream_Access is access all Streams.Root_Stream_Type'Class;
4     function Stream (File : in File_Type) return Stream_Access;
   end Ada.Text_IO.Text_Streams;
```

5 The Stream function has the same effect as the corresponding function in Streams.Stream\_IO.

6 NOTE 1 The ability to obtain a stream for a text file allows Current\_Input, Current\_Output, and Current\_Error to be processed with the functionality of streams, including the mixing of text and binary input-output, and the mixing of binary input-output for different types.

7 NOTE 2 Performing operations on the stream associated with a text file does not affect the column, line, or page counts.

## A.12.3 The Package Wide\_Text\_IO.Text\_Streams

1 The package Wide\_Text\_IO.Text\_Streams provides a function for treating a wide text file as a stream.

*Static Semantics*

2 The library package Wide\_Text\_IO.Text\_Streams has the following declaration:

```
3/5 with Ada.Streams;
   package Ada.Wide_Text_IO.Text_Streams
     with Global => in out synchronized is
       type Stream_Access is access all Streams.Root_Stream_Type'Class;
4     function Stream (File : in File_Type) return Stream_Access;
   end Ada.Wide_Text_IO.Text_Streams;
```

5 The Stream function has the same effect as the corresponding function in Streams.Stream\_IO.

## A.12.4 The Package Wide\_Wide\_Text\_IO.Text\_Streams

1/2 The package Wide\_Wide\_Text\_IO.Text\_Streams provides a function for treating a wide wide text file as a stream.

*Static Semantics*

2/2 The library package Wide\_Wide\_Text\_IO.Text\_Streams has the following declaration:

```
3/5 with Ada.Streams;
   package Ada.Wide_Wide_Text_IO.Text_Streams
     with Global => in out synchronized is
       type Stream_Access is access all Streams.Root_Stream_Type'Class;
4/2     function Stream (File : in File_Type) return Stream_Access;
   end Ada.Wide_Wide_Text_IO.Text_Streams;
```

5/2 The Stream function has the same effect as the corresponding function in Streams.Stream\_IO.

## A.13 Exceptions in Input-Output

The package `IO_Exceptions` defines the exceptions used by the predefined input-output packages.

### *Static Semantics*

The library package `IO_Exceptions` has the following declaration:

```

package Ada.IO_Exceptions
  with Pure is
    Status_Error : exception;
    Mode_Error   : exception;
    Name_Error   : exception;
    Use_Error    : exception;
    Device_Error : exception;
    End_Error    : exception;
    Data_Error   : exception;
    Layout_Error : exception;
end Ada.IO_Exceptions;

```

If more than one error condition exists, the corresponding exception that appears earliest in the following list is the one that is propagated.

The exception `Status_Error` is propagated by an attempt to operate upon a file that is not open, and by an attempt to open a file that is already open.

The exception `Mode_Error` is propagated by an attempt to read from, or test for the end of, a file whose current mode is `Out_File` or `Append_File`, and also by an attempt to write to a file whose current mode is `In_File`. In the case of `Text_IO`, the exception `Mode_Error` is also propagated by specifying a file whose current mode is `Out_File` or `Append_File` in a call of `Set_Input`, `Skip_Line`, `End_Of_Line`, `Skip_Page`, or `End_Of_Page`; and by specifying a file whose current mode is `In_File` in a call of `Set_Output`, `Set_Line_Length`, `Set_Page_Length`, `Line_Length`, `Page_Length`, `New_Line`, or `New_Page`.

The exception `Name_Error` is propagated by a call of `Create` or `Open` if the string given for the parameter `Name` does not allow the identification of an external file. For example, this exception is propagated if the string is improper, or, alternatively, if either none or more than one external file corresponds to the string.

The exception `Use_Error` is propagated if an operation is attempted that is not possible for reasons that depend on characteristics of the external file. For example, this exception is propagated by the procedure `Create`, among other circumstances, if the given mode is `Out_File` but the form specifies an input only device, if the parameter `Form` specifies invalid access rights, or if an external file with the given name already exists and overwriting is not allowed.

The exception `Device_Error` is propagated if an input-output operation cannot be completed because of a malfunction of the underlying system.

The exception `End_Error` is propagated by an attempt to skip (read past) the end of a file.

The exception `Data_Error` can be propagated by the procedure `Read` (or by the `Read` attribute) if the element read cannot be interpreted as a value of the required subtype. This exception is also propagated by a procedure `Get` (defined in the package `Text_IO`) if the input character sequence fails to satisfy the required syntax, or if the value input does not belong to the range of the required subtype.

The exception `Layout_Error` is propagated (in text input-output) by `Col`, `Line`, or `Page` if the value returned exceeds `Count'Last`. The exception `Layout_Error` is also propagated on output by an attempt to set column

or line numbers in excess of specified maximum line or page lengths, respectively (excluding the unbounded cases). It is also propagated by an attempt to Put too many characters to a string.

- 14.1/3 These exceptions are also propagated by various other language-defined packages and operations, see the definition of those entities for other reasons that these exceptions are propagated.

*Documentation Requirements*

- 15 The implementation shall document the conditions under which Name\_Error, Use\_Error and Device\_Error are propagated.

*Implementation Permissions*

- 16/5 When the associated check is complex, it is optional to propagate Data\_Error as part of a procedure Read (or the Read attribute) when the value read cannot be interpreted as a value of the required subtype.

*Erroneous Execution*

- 17 If the element read by the procedure Read (or by the Read attribute) cannot be interpreted as a value of the required subtype, but this is not detected and Data\_Error is not propagated, then the resulting value can be abnormal, and subsequent references to the value can lead to erroneous execution, as explained in 13.9.1.

## A.14 File Sharing

*Dynamic Semantics*

- 1 It is not specified by the language whether the same external file can be associated with more than one file object. If such sharing is supported by the implementation, the following effects are defined:
- 2
- Operations on one text file object do not affect the column, line, and page numbers of any other file object.
- 3/1
- *This paragraph was deleted.*
- 4
- For direct and stream files, the current index is a property of each file object; an operation on one file object does not affect the current index of any other file object.
- 5
- For direct and stream files, the current size of the file is a property of the external file.
- 6 All other effects are identical.

## A.15 The Package Command\_Line

- 1 The package Command\_Line allows a program to obtain the values of its arguments and to set the exit status code to be returned on normal termination.

*Static Semantics*

- 2 The library package Ada.Command\_Line has the following declaration:

```

3/5 package Ada.Command_Line
    with Preelaborate, Nonblocking, Global => in out synchronized is
4     function Argument_Count return Natural;
5     function Argument (Number : in Positive) return String;
6     function Command_Name return String;
7     type Exit_Status is implementation-defined integer type;
```

|                                                                                                      |        |
|------------------------------------------------------------------------------------------------------|--------|
| Success : <b>constant</b> Exit_Status;                                                               | 8      |
| Failure : <b>constant</b> Exit_Status;                                                               |        |
| <b>procedure</b> Set_Exit_Status (Code : <b>in</b> Exit_Status);                                     | 9      |
| <b>private</b>                                                                                       | 10     |
| ... -- <i>not specified by the language</i>                                                          |        |
| <b>end</b> Ada.Command_Line;                                                                         |        |
| <br>                                                                                                 |        |
| <b>function</b> Argument_Count <b>return</b> Natural;                                                | 11     |
| If the external execution environment supports passing arguments to a program, then                  | 12/3   |
| Argument_Count returns the number of arguments passed to the program invoking the function.          |        |
| Otherwise, it returns 0. The meaning of “number of arguments” is implementation defined.             |        |
| <br>                                                                                                 |        |
| <b>function</b> Argument (Number : <b>in</b> Positive) <b>return</b> String;                         | 13     |
| If the external execution environment supports passing arguments to a program, then                  | 14/5   |
| Argument returns an implementation-defined value with lower bound 1 corresponding to the argument at |        |
| relative position Number. If Number is outside the range 1..Argument_Count, then                     |        |
| Constraint_Error is propagated.                                                                      |        |
| <br>                                                                                                 |        |
| <b>function</b> Command_Name <b>return</b> String;                                                   | 15     |
| If the external execution environment supports passing arguments to a program, then                  | 16/5   |
| Command_Name returns an implementation-defined value with lower bound 1 corresponding to             |        |
| the name of the command invoking the program; otherwise, Command_Name returns the null               |        |
| string.                                                                                              |        |
| <br>                                                                                                 |        |
| <b>type</b> Exit_Status <b>is</b> <i>implementation-defined integer type</i> ;                       | 16.1/1 |
| The type Exit_Status represents the range of exit status values supported by the external            | 17     |
| execution environment. The constants Success and Failure correspond to success and failure,          |        |
| respectively.                                                                                        |        |
| <br>                                                                                                 |        |
| <b>procedure</b> Set_Exit_Status (Code : <b>in</b> Exit_Status);                                     | 18     |
| If the external execution environment supports returning an exit status from a program, then         | 19     |
| Set_Exit_Status sets Code as the status. Normal termination of a program returns as the exit         |        |
| status the value most recently set by Set_Exit_Status, or, if no such value has been set, then the   |        |
| value Success. If a program terminates abnormally, the status set by Set_Exit_Status is ignored,     |        |
| and an implementation-defined exit status value is set.                                              |        |
| <br>                                                                                                 |        |
| If the external execution environment does not support returning an exit value from a program,       | 20     |
| then Set_Exit_Status does nothing.                                                                   |        |

#### *Implementation Permissions*

|                                                                                                            |    |
|------------------------------------------------------------------------------------------------------------|----|
| An alternative declaration is allowed for package Command_Line if different functionality is appropriate   | 21 |
| for the external execution environment.                                                                    |    |
| <br>                                                                                                       |    |
| NOTE Argument_Count, Argument, and Command_Name correspond to the C language's argc, argv[n] (for n>0) and | 22 |
| argv[0], respectively.                                                                                     |    |

### **A.15.1 The Packages Wide\_Command\_Line and Wide\_Wide\_Command\_Line**

|                                                                                               |     |
|-----------------------------------------------------------------------------------------------|-----|
| The packages Wide_Command_Line and Wide_Wide_Command_Line allow a program to obtain the       | 1/5 |
| values of its arguments and to set the exit status code to be returned on normal termination. |     |

*Static Semantics*

- 2/5 | The specification of package `Wide_Command_Line` is the same as for `Command_Line`, except that each occurrence of `String` is replaced by `Wide_String`.
- 3/5 | The specification of package `Wide_Wide_Command_Line` is the same as for `Command_Line`, except that each occurrence of `String` is replaced by `Wide_Wide_String`.



## A.16 The Package Directories

The package Directories provides operations for manipulating files and directories, and their names. 1/2

### Static Semantics

The library package Directories has the following declaration: 2/2

```

with Ada.IO_Exceptions;
with Ada.Calendar;
package Ada.Directories
  with Global => in out synchronized is
  -- Directory and file operations:
  function Current_Directory return String;
  procedure Set_Directory (Directory : in String);
  procedure Create_Directory (New_Directory : in String;
                              Form          : in String := "");
  procedure Delete_Directory (Directory : in String);
  procedure Create_Path (New_Directory : in String;
                        Form          : in String := "");
  procedure Delete_Tree (Directory : in String);
  procedure Delete_File (Name : in String);
  procedure Rename (Old_Name, New_Name : in String);
  procedure Copy_File (Source_Name,
                      Target_Name : in String;
                      Form        : in String := "");
  -- File and directory name operations:
  function Full_Name (Name : in String) return String
    with Nonblocking;
  function Simple_Name (Name : in String) return String
    with Nonblocking;
  function Containing_Directory (Name : in String) return String
    with Nonblocking;
  function Extension (Name : in String) return String
    with Nonblocking;
  function Base_Name (Name : in String) return String
    with Nonblocking;
  function Compose (Containing_Directory : in String := "";
                   Name                 : in String;
                   Extension             : in String := "") return String
    with Nonblocking;
  type Name_Case_Kind is
    (Unknown, Case_Sensitive, Case_Insensitive, Case_Preserving);
  function Name_Case_Equivalence (Name : in String) return Name_Case_Kind;
  -- File and directory queries:
  type File_Kind is (Directory, Ordinary_File, Special_File);
  type File_Size is range 0 .. implementation-defined;
  function Exists (Name : in String) return Boolean;
  function Kind (Name : in String) return File_Kind;
  function Size (Name : in String) return File_Size;
  function Modification_Time (Name : in String) return Ada.Calendar.Time;

```

```

28/2      -- Directory searching:
29/2      type Directory_Entry_Type is limited private;
30/2      type Filter_Type is array (File_Kind) of Boolean;
31/2      type Search_Type is limited private;
32/2      procedure Start_Search (Search      : in out Search_Type;
                               Directory   : in String;
                               Pattern     : in String;
                               Filter      : in Filter_Type := (others => True));
33/2
34/2      procedure End_Search (Search : in out Search_Type);
35/2      function More_Entries (Search : in Search_Type) return Boolean;
36/2      procedure Get_Next_Entry (Search : in out Search_Type;
                                Directory_Entry : out Directory_Entry_Type);
37/2
38/2      procedure Search (
39/2          Directory : in String;
40/2          Pattern   : in String;
41/2          Filter    : in Filter_Type := (others => True);
42/2          Process   : not null access procedure (
43/2              Directory_Entry : in Directory_Entry_Type)
44/2          with Allows_Exit;
45/2      -- Operations on Directory Entries:
46/2      function Simple_Name (Directory_Entry : in Directory_Entry_Type)
47/2          return String;
48/2      function Full_Name (Directory_Entry : in Directory_Entry_Type)
49/2          return String;
50/2      function Kind (Directory_Entry : in Directory_Entry_Type)
51/2          return File_Kind;
52/2      function Size (Directory_Entry : in Directory_Entry_Type)
53/2          return File_Size;
54/2      function Modification_Time (Directory_Entry : in Directory_Entry_Type)
55/2          return Ada.Calendar.Time;
56/2      Status_Error : exception renames Ada.IO_Exceptions.Status_Error;
57/2      Name_Error   : exception renames Ada.IO_Exceptions.Name_Error;
58/2      Use_Error    : exception renames Ada.IO_Exceptions.Use_Error;
59/2      Device_Error : exception renames Ada.IO_Exceptions.Device_Error;
60/2
61/2      private
62/2          ... -- not specified by the language
63/2      end Ada.Directories;

```

44/2 External files may be classified as directories, special files, or ordinary files. A *directory* is an external file that is a container for files on the target system. A *special file* is an external file that cannot be created or read by a predefined Ada input-output package. External files that are not special files or directories are called *ordinary files*.

45/2 A *file name* is a string identifying an external file. Similarly, a *directory name* is a string identifying a directory. The interpretation of file names and directory names is implementation defined.

46/2 The *full name* of an external file is a full specification of the name of the file. If the external environment allows alternative specifications of the name (for example, abbreviations), the full name should not use such alternatives. A full name typically will include the names of all of the directories that contain the item. The *simple name* of an external file is the name of the item, not including any containing directory names. Unless otherwise specified, a file name or directory name parameter in a call to a predefined Ada input-output subprogram can be a full name, a simple name, or any other form of name supported by the implementation.

47.1/5 A *root directory* is a directory that has no containing directory.

The *default directory* is the directory that is used if a directory or file name is not a full name (that is, when the name does not fully identify all of the containing directories). 48/2

A *directory entry* is a single item in a directory, identifying a single external file (including directories and special files). 49/2

For each function that returns a string, the lower bound of the returned value is 1. 50/2

The following file and directory operations are provided: 51/2

**function** Current\_Directory **return** String; 52/2

Returns the full directory name for the current default directory. The name returned shall be suitable for a future call to Set\_Directory. The exception Use\_Error is propagated if a default directory is not supported by the external environment. 53/2

**procedure** Set\_Directory (Directory : **in** String); 54/2

Sets the current default directory. The exception Name\_Error is propagated if the string given as Directory does not identify an existing directory. The exception Use\_Error is propagated if the external environment does not support making Directory (in the absence of Name\_Error) a default directory. 55/2

**procedure** Create\_Directory (New\_Directory : **in** String;  
Form : **in** String := ""); 56/2

Creates a directory with name New\_Directory. The Form parameter can be used to give system-dependent characteristics of the directory; the interpretation of the Form parameter is implementation defined. A null string for Form specifies the use of the default options of the implementation of the new directory. The exception Name\_Error is propagated if the string given as New\_Directory does not allow the identification of a directory. The exception Use\_Error is propagated if the external environment does not support the creation of a directory with the given name (in the absence of Name\_Error) and form. 57/2

**procedure** Delete\_Directory (Directory : **in** String); 58/2

Deletes an existing empty directory with name Directory. The exception Name\_Error is propagated if the string given as Directory does not identify an existing directory. The exception Use\_Error is propagated if the directory is not empty or the external environment does not support the deletion of the directory with the given name (in the absence of Name\_Error). 59/3

**procedure** Create\_Path (New\_Directory : **in** String;  
Form : **in** String := ""); 60/2

Creates zero or more directories with name New\_Directory. Each nonexistent directory named by New\_Directory is created. For example, on a typical Unix system, Create\_Path ("/usr/me/my"); would create directory "me" in directory "usr", then create directory "my" in directory "me". The Form parameter can be used to give system-dependent characteristics of the directory; the interpretation of the Form parameter is implementation defined. A null string for Form specifies the use of the default options of the implementation of the new directory. The exception Name\_Error is propagated if the string given as New\_Directory does not allow the identification of any directory. The exception Use\_Error is propagated if the external environment does not support the creation of any directories with the given name (in the absence of Name\_Error) and form. If Use\_Error is propagated, it is unspecified whether a portion of the directory path is created. 61/3

62/2     **procedure** Delete\_Tree (Directory : in String);

63/2     Deletes an existing directory with name Directory. The directory and all of its contents (possibly including other directories) are deleted. The exception Name\_Error is propagated if the string given as Directory does not identify an existing directory. The exception Use\_Error is propagated if the external environment does not support the deletion of the directory or some portion of its contents with the given name (in the absence of Name\_Error). If Use\_Error is propagated, it is unspecified whether a portion of the contents of the directory is deleted.

64/2     **procedure** Delete\_File (Name : in String);

65/2     Deletes an existing ordinary or special file with name Name. The exception Name\_Error is propagated if the string given as Name does not identify an existing ordinary or special external file. The exception Use\_Error is propagated if the external environment does not support the deletion of the file with the given name (in the absence of Name\_Error).

66/2     **procedure** Rename (Old\_Name, New\_Name : in String);

67/3     Renames an existing external file (including directories) with name Old\_Name to New\_Name. The exception Name\_Error is propagated if the string given as Old\_Name does not identify an existing external file or if the string given as New\_Name does not allow the identification of an external file. The exception Use\_Error is propagated if the external environment does not support the renaming of the file with the given name (in the absence of Name\_Error). In particular, Use\_Error is propagated if a file or directory already exists with name New\_Name.

68/3     **procedure** Copy\_File (Source\_Name,  
                          Target\_Name : in String;  
                          Form         : in String := "");

69/3     Copies the contents of the existing external file with name Source\_Name to an external file with name Target\_Name. The resulting external file is a duplicate of the source external file. The Form parameter can be used to give system-dependent characteristics of the resulting external file; the interpretation of the Form parameter is implementation defined. Exception Name\_Error is propagated if the string given as Source\_Name does not identify an existing ordinary or special file, or if the string given as Target\_Name does not allow the identification of an external file. The exception Use\_Error is propagated if the external environment does not support creating the file with the name given by Target\_Name and form given by Form, or copying of the file with the name given by Source\_Name (in the absence of Name\_Error). If Use\_Error is propagated, it is unspecified whether a portion of the file is copied.

70/2     The following file and directory name operations are provided:

71/2     **function** Full\_Name (Name : in String) return String;

72/2     Returns the full name corresponding to the file name specified by Name. The exception Name\_Error is propagated if the string given as Name does not allow the identification of an external file (including directories and special files).

73/2     **function** Simple\_Name (Name : in String) return String;

74/5     Returns the simple name portion of the file name specified by Name. The simple name of a root directory is a name of the root itself. The exception Name\_Error is propagated if the string given as Name does not allow the identification of an external file (including directories and special files).

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                      |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------|
| <b>function</b> <code>Containing_Directory</code> ( <code>Name</code> : <b>in</b> <code>String</code> ) <b>return</b> <code>String</code> ;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 75/2                                 |
| Returns the name of the containing directory of the external file (including directories) identified by <code>Name</code> . (If more than one directory can contain <code>Name</code> , the directory name returned is implementation defined.) The exception <code>Name_Error</code> is propagated if the string given as <code>Name</code> does not allow the identification of an external file. The exception <code>Use_Error</code> is propagated if the external file does not have a containing directory.                                                                                                                 | 76/2                                 |
| <b>function</b> <code>Extension</code> ( <code>Name</code> : <b>in</b> <code>String</code> ) <b>return</b> <code>String</code> ;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 77/2                                 |
| Returns the extension name corresponding to <code>Name</code> . The extension name is a portion of a simple name (not including any separator characters), typically used to identify the file class. If the external environment does not have extension names, then the null string is returned. The exception <code>Name_Error</code> is propagated if the string given as <code>Name</code> does not allow the identification of an external file.                                                                                                                                                                            | 78/2                                 |
| <b>function</b> <code>Base_Name</code> ( <code>Name</code> : <b>in</b> <code>String</code> ) <b>return</b> <code>String</code> ;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 79/2                                 |
| Returns the base name corresponding to <code>Name</code> . The base name is the remainder of a simple name after removing any extension and extension separators. The exception <code>Name_Error</code> is propagated if the string given as <code>Name</code> does not allow the identification of an external file (including directories and special files).                                                                                                                                                                                                                                                                   | 80/2                                 |
| <b>function</b> <code>Compose</code> ( <code>Containing_Directory</code> : <b>in</b> <code>String</code> := "";<br><code>Name</code> : <b>in</b> <code>String</code> ;<br><code>Extension</code> : <b>in</b> <code>String</code> := "") <b>return</b> <code>String</code> ;                                                                                                                                                                                                                                                                                                                                                       | 81/2                                 |
| Returns the name of the external file with the specified <code>Containing_Directory</code> , <code>Name</code> , and <code>Extension</code> . If <code>Extension</code> is the null string, then <code>Name</code> is interpreted as a simple name; otherwise, <code>Name</code> is interpreted as a base name. The exception <code>Name_Error</code> is propagated if:                                                                                                                                                                                                                                                           | 82/5                                 |
| <ul style="list-style-type: none"> <li>• the string given as <code>Containing_Directory</code> is not null and does not allow the identification of a directory;</li> <li>• the string given as <code>Extension</code> is not null and is not a possible extension;</li> <li>• the string given as <code>Name</code> is not a possible simple name (if <code>Extension</code> is null) or base name (if <code>Extension</code> is nonnull); or</li> <li>• the string given as <code>Name</code> is a root directory, and <code>Containing_Directory</code> or <code>Extension</code> is nonnull.</li> </ul>                       | 82.1/5<br>82.2/5<br>82.3/5<br>82.4/5 |
| <b>function</b> <code>Name_Case_Equivalence</code> ( <code>Name</code> : <b>in</b> <code>String</code> ) <b>return</b> <code>Name_Case_Kind</code> ;                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | 82.5/3                               |
| Returns the file name equivalence rule for the directory containing <code>Name</code> . Raises <code>Name_Error</code> if <code>Name</code> is not a full name. Returns <code>Case_Sensitive</code> if file names that differ only in the case of letters are considered different names. If file names that differ only in the case of letters are considered the same name, then <code>Case_Preserving</code> is returned if names have the case of the file name used when a file is created; and <code>Case_Insensitive</code> is returned otherwise. Returns <code>Unknown</code> if the file name equivalence is not known. | 82.6/3                               |
| The following file and directory queries and types are provided:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 83/2                                 |
| <b>type</b> <code>File_Kind</code> <b>is</b> ( <code>Directory</code> , <code>Ordinary_File</code> , <code>Special_File</code> );                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 84/2                                 |
| The type <code>File_Kind</code> represents the kind of file represented by an external file or directory.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 85/2                                 |
| <b>type</b> <code>File_Size</code> <b>is range</b> 0 .. <i>implementation-defined</i> ;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | 86/2                                 |
| The type <code>File_Size</code> represents the size of an external file.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 87/2                                 |

- 88/2       **function** Exists (Name : **in** String) **return** Boolean;
- 89/2       Returns True if an external file represented by Name exists, and False otherwise. The exception Name\_Error is propagated if the string given as Name does not allow the identification of an external file (including directories and special files).
- 90/2       **function** Kind (Name : **in** String) **return** File\_Kind;
- 91/2       Returns the kind of external file represented by Name. The exception Name\_Error is propagated if the string given as Name does not allow the identification of an existing external file.
- 92/2       **function** Size (Name : **in** String) **return** File\_Size;
- 93/2       Returns the size of the external file represented by Name. The size of an external file is the number of stream elements contained in the file. If the external file is not an ordinary file, the result is implementation defined. The exception Name\_Error is propagated if the string given as Name does not allow the identification of an existing external file. The exception Constraint\_Error is propagated if the file size is not a value of type File\_Size.
- 94/2       **function** Modification\_Time (Name : **in** String) **return** Ada.Calendar.Time;
- 95/2       Returns the time that the external file represented by Name was most recently modified. If the external file is not an ordinary file, the result is implementation defined. The exception Name\_Error is propagated if the string given as Name does not allow the identification of an existing external file. The exception Use\_Error is propagated if the external environment does not support reading the modification time of the file with the name given by Name (in the absence of Name\_Error).
- 96/2       The following directory searching operations and types are provided:
- 97/2       **type** Directory\_Entry\_Type **is limited private**;
- 98/2       The type Directory\_Entry\_Type represents a single item in a directory. These items can only be created by the Get\_Next\_Entry procedure in this package. Information about the item can be obtained from the functions declared in this package. A default-initialized object of this type is invalid; objects returned from Get\_Next\_Entry are valid.
- 99/2       **type** Filter\_Type **is array** (File\_Kind) **of** Boolean;
- 100/2      The type Filter\_Type specifies which directory entries are provided from a search operation. If the Directory component is True, directory entries representing directories are provided. If the Ordinary\_File component is True, directory entries representing ordinary files are provided. If the Special\_File component is True, directory entries representing special files are provided.
- 101/2      **type** Search\_Type **is limited private**;
- 102/2      The type Search\_Type contains the state of a directory search. A default-initialized Search\_Type object has no entries available (function More\_Entries returns False). Type Search\_Type needs finalization (see 7.6).
- 103/2      **procedure** Start\_Search (Search       : **in out** Search\_Type;  
                          Directory : **in** String;  
                          Pattern    : **in** String;  
                          Filter     : **in** Filter\_Type := (**others** => True));
- 104/3      Starts a search in the directory named by Directory for entries matching Pattern and Filter. Pattern represents a pattern for matching file names. If Pattern is the null string, all items in the directory are matched; otherwise, the interpretation of Pattern is implementation defined. Only items that match Filter will be returned. After a successful call on Start\_Search, the object

Search may have entries available, but it may have no entries available if no files or directories match Pattern and Filter. The exception Name\_Error is propagated if the string given by Directory does not identify an existing directory, or if Pattern does not allow the identification of any possible external file or directory. The exception Use\_Error is propagated if the external environment does not support the searching of the directory with the given name (in the absence of Name\_Error). When Start\_Search propagates Name\_Error or Use\_Error, the object Search will have no entries available.

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |       |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|
| <b>procedure</b> End_Search (Search : <b>in out</b> Search_Type);                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 105/2 |
| Ends the search represented by Search. After a successful call on End_Search, the object Search will have no entries available.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | 106/2 |
| <b>function</b> More_Entries (Search : <b>in</b> Search_Type) <b>return</b> Boolean;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 107/2 |
| Returns True if more entries are available to be returned by a call to Get_Next_Entry for the specified search object, and False otherwise.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 108/2 |
| <b>procedure</b> Get_Next_Entry (Search : <b>in out</b> Search_Type;<br>Directory_Entry : <b>out</b> Directory_Entry_Type);                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 109/2 |
| Returns the next Directory_Entry for the search described by Search that matches the pattern and filter. If no further matches are available, Status_Error is raised. It is implementation defined as to whether the results returned by this subprogram are altered if the contents of the directory are altered while the Search object is valid (for example, by another program). The exception Use_Error is propagated if the external environment does not support continued searching of the directory represented by Search.                                                                                                                                                                                                                                                                      | 110/3 |
| <b>procedure</b> Search (<br>Directory : <b>in</b> String;<br>Pattern : <b>in</b> String;<br>Filter : <b>in</b> Filter_Type := (others => True);<br>Process : <b>not null access procedure</b> (<br>Directory_Entry : <b>in</b> Directory_Entry_Type))<br><b>with</b> Allows_Exit;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | 111/5 |
| Searches in the directory named by Directory for entries matching Pattern and Filter. The subprogram designated by Process is called with each matching entry in turn. Pattern represents a pattern for matching file names. If Pattern is the null string, all items in the directory are matched; otherwise, the interpretation of Pattern is implementation defined. Only items that match Filter will be returned. The exception Name_Error is propagated if the string given by Directory does not identify an existing directory, or if Pattern does not allow the identification of any possible external file or directory. The exception Use_Error is propagated if the external environment does not support the searching of the directory with the given name (in the absence of Name_Error). | 112/3 |
| <b>function</b> Simple_Name (Directory_Entry : <b>in</b> Directory_Entry_Type)<br><b>return</b> String;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 113/2 |
| Returns the simple external name of the external file (including directories) represented by Directory_Entry. The format of the name returned is implementation defined. The exception Status_Error is propagated if Directory_Entry is invalid.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 114/2 |

- 115/2     **function** Full\_Name (Directory\_Entry : **in** Directory\_Entry\_Type)  
          **return** String;
- 116/2     Returns the full external name of the external file (including directories) represented by Directory\_Entry. The format of the name returned is implementation defined. The exception Status\_Error is propagated if Directory\_Entry is invalid.
- 117/2     **function** Kind (Directory\_Entry : **in** Directory\_Entry\_Type)  
          **return** File\_Kind;
- 118/2     Returns the kind of external file represented by Directory\_Entry. The exception Status\_Error is propagated if Directory\_Entry is invalid.
- 119/2     **function** Size (Directory\_Entry : **in** Directory\_Entry\_Type)  
          **return** File\_Size;
- 120/2     Returns the size of the external file represented by Directory\_Entry. The size of an external file is the number of stream elements contained in the file. If the external file represented by Directory\_Entry is not an ordinary file, the result is implementation defined. The exception Status\_Error is propagated if Directory\_Entry is invalid. The exception Constraint\_Error is propagated if the file size is not a value of type File\_Size.
- 121/2     **function** Modification\_Time (Directory\_Entry : **in** Directory\_Entry\_Type)  
          **return** Ada.Calendar.Time;
- 122/2     Returns the time that the external file represented by Directory\_Entry was most recently modified. If the external file represented by Directory\_Entry is not an ordinary file, the result is implementation defined. The exception Status\_Error is propagated if Directory\_Entry is invalid. The exception Use\_Error is propagated if the external environment does not support reading the modification time of the file represented by Directory\_Entry.
- Implementation Requirements*
- 123/2     For Copy\_File, if Source\_Name identifies an existing external ordinary file created by a predefined Ada input-output package, and Target\_Name and Form can be used in the Create operation of that input-output package with mode Out\_File without raising an exception, then Copy\_File shall not propagate Use\_Error.
- Implementation Advice*
- 124/2     If other information about a file (such as the owner or creation date) is available in a directory entry, the implementation should provide functions in a child package Directories.Information to retrieve it.
- 125/5     Start\_Search and Search should raise Name\_Error if Pattern is malformed, but not if it can represent a file in the directory but does not actually do so.
- 126/2     Rename should be supported at least when both New\_Name and Old\_Name are simple names and New\_Name does not identify an existing external file.
- 127/5     NOTE 1 The operations Containing\_Directory, Full\_Name, Simple\_Name, Base\_Name, Extension, and Compose operate on file names, not external files. The files identified by these operations do not necessarily exist. Name\_Error is raised only if the file name is malformed and cannot possibly identify a file. Of these operations, only the result of Full\_Name depends on the current default directory; the result of the others depends only on their parameters.
- 128/2     NOTE 2 Using access types, values of Search\_Type and Directory\_Entry\_Type can be saved and queried later. However, another task or application can modify or delete the file represented by a Directory\_Entry\_Type value or the directory represented by a Search\_Type value; such a value can only give the information valid at the time it is created. Therefore, long-term storage of these values is not recommended.
- 129/2     NOTE 3 If the target system does not support directories inside of directories, then Kind will never return Directory and Containing\_Directory will always raise Use\_Error.



NOTE 4 If the target system does not support creation or deletion of directories, then `Create_Directory`, `Create_Path`, `Delete_Directory`, and `Delete_Tree` will always propagate `Use_Error`. 130/2

NOTE 5 To move a file or directory to a different location, use `Rename`. Most target systems will allow renaming of files from one directory to another. If the target file or directory can already exist, it should be deleted first. 131/5

## A.16.1 The Package `Directories.Hierarchical_File_Names`

The library package `Directories.Hierarchical_File_Names` is an optional package providing operations for file name construction and decomposition for targets with hierarchical file naming. 1/3

### *Static Semantics*

If provided, the library package `Directories.Hierarchical_File_Names` has the following declaration: 2/3

```

package Ada.Directories.Hierarchical_File_Names
  with Nonblocking, Global => in out synchronized is
    function Is_Simple_Name (Name : in String) return Boolean;
    function Is_Root_Directory_Name (Name : in String) return Boolean;
    function Is_Parent_Directory_Name (Name : in String) return Boolean;
    function Is_Current_Directory_Name (Name : in String) return Boolean;
    function Is_Full_Name (Name : in String) return Boolean;
    function Is_Relative_Name (Name : in String) return Boolean;
    function Simple_Name (Name : in String) return String
      renames Ada.Directories.Simple_Name;
    function Containing_Directory (Name : in String) return String
      renames Ada.Directories.Containing_Directory;
    function Initial_Directory (Name : in String) return String;
    function Relative_Name (Name : in String) return String;
    function Compose (Directory      : in String := "";
                    Relative_Name  : in String;
                    Extension      : in String := "") return String;
end Ada.Directories.Hierarchical_File_Names;

```

In addition to the operations provided in package `Directories.Hierarchical_File_Names`, the operations in package `Directories` can be used with hierarchical file names. In particular, functions `Full_Name`, `Base_Name`, and `Extension` provide additional capabilities for hierarchical file names. 16/3

```

function Is_Simple_Name (Name : in String) return Boolean;
  Returns True if Name is a simple name, and returns False otherwise.
function Is_Root_Directory_Name (Name : in String) return Boolean;
  Returns True if Name is syntactically a root (a directory that cannot be decomposed further), and
  returns False otherwise.
function Is_Parent_Directory_Name (Name : in String) return Boolean;
  Returns True if Name can be used to indicate symbolically the parent directory of any directory,
  and returns False otherwise.
function Is_Current_Directory_Name (Name : in String) return Boolean;
  Returns True if Name can be used to indicate symbolically the directory itself for any directory,
  and returns False otherwise.
function Is_Full_Name (Name : in String) return Boolean;
  Returns True if the leftmost directory part of Name is a root, and returns False otherwise.

```

- 27/3     **function** `Is_Relative_Name` (`Name` : **in** String) **return** Boolean;
- 28/3         Returns True if `Name` allows the identification of an external file (including directories and special files) but is not a full name, and returns False otherwise.
- 29/3     **function** `Initial_Directory` (`Name` : **in** String) **return** String;
- 30/3         Returns the leftmost directory part in `Name`. That is, it returns a root directory name (for a full name), or one of a parent directory name, a current directory name, or a simple name (for a relative name). The exception `Name_Error` is propagated if the string given as `Name` does not allow the identification of an external file (including directories and special files).
- 31/3     **function** `Relative_Name` (`Name` : **in** String) **return** String;
- 32/3         Returns the entire file name except the `Initial_Directory` portion. The exception `Name_Error` is propagated if the string given as `Name` does not allow the identification of an external file (including directories and special files), or if `Name` has a single part (this includes if any of `Is_Simple_Name`, `Is_Root_Directory_Name`, `Is_Parent_Directory_Name`, or `Is_Current_Directory_Name` are True).
- 33/3     **function** `Compose` (`Directory`         : **in** String := "";  
                          `Relative_Name`     : **in** String;  
                          `Extension`        : **in** String := "") **return** String;
- 34/3         Returns the name of the external file with the specified `Directory`, `Relative_Name`, and `Extension`. The exception `Name_Error` is propagated if the string given as `Directory` is not the null string and does not allow the identification of a directory, or if `Is_Relative_Name` (`Relative_Name`) is False, or if the string given as `Extension` is not the null string and is not a possible extension, or if `Extension` is not the null string and `Simple_Name` (`Relative_Name`) is not a base name.
- 35/3         The result of `Compose` is a full name if `Is_Full_Name` (`Directory`) is True; result is a relative name otherwise.

*Implementation Advice*

- 36/3     `Directories.Hierarchical_File_Names` should be provided for systems with hierarchical file naming, and should not be provided on other systems.
- 37/5     NOTE 1 These operations operate on file names, not external files. The files identified by these operations do not necessarily exist. `Name_Error` is raised only as specified or if the file name is malformed and cannot possibly identify a file. The result of these operations depends only on their parameters.
- 38/3     NOTE 2 `Containing_Directory` raises `Use_Error` if `Name` does not have a containing directory, including when any of `Is_Simple_Name`, `Is_Root_Directory_Name`, `Is_Parent_Directory_Name`, or `Is_Current_Directory_Name` are True.

**A.16.2 The Packages `Wide_Directories` and `Wide_Wide_Directories`**

- 1/5     The packages `Wide_Directories` and `Wide_Wide_Directories` provide operations for manipulating files and directories, and their names.

*Static Semantics*

- 2/5     The specification of package `Wide_Directories` is the same as for `Directories` (including its optional child packages `Information` and `Hierarchical_File_Names`), except that each occurrence of `String` is replaced by `Wide_String`.

The specification of package `Wide_Wide_Directories` is the same as for `Directories` (including its optional child packages `Information` and `Hierarchical_File_Names`), except that each occurrence of `String` is replaced by `Wide_Wide_String`.

3/5

## A.17 The Package `Environment_Variables`

The package `Environment_Variables` allows a program to read or modify environment variables. Environment variables are name-value pairs, where both the name and value are strings. The definition of what constitutes an *environment variable*, and the meaning of the name and value, are implementation defined.

1/2

### *Static Semantics*

The library package `Environment_Variables` has the following declaration:

2/2

```

package Ada.Environment_Variables
  with Preelaborate, Nonblocking, Global => in out synchronized is
    function Value (Name : in String) return String;
    function Value (Name : in String; Default : in String) return String;
    function Exists (Name : in String) return Boolean;
    procedure Set (Name : in String; Value : in String);
    procedure Clear (Name : in String);
    procedure Clear;
    procedure Iterate
      (Process : not null access procedure (Name, Value : in String))
      with Allows_Exit;
end Ada.Environment_Variables;
function Value (Name : in String) return String;

```

3/5

4/2

4.1/3

5/2

6/2

7/2

8/5

9/2

10/2

If the external execution environment supports environment variables, then `Value` returns the value of the environment variable with the given name. If no environment variable with the given name exists, then `Constraint_Error` is propagated. If the execution environment does not support environment variables, then `Program_Error` is propagated.

11/2

```

function Value (Name : in String; Default : in String) return String;

```

11.1/3

If the external execution environment supports environment variables and an environment variable with the given name currently exists, then `Value` returns its value; otherwise, it returns `Default`.

11.2/3

```

function Exists (Name : in String) return Boolean;

```

12/2

If the external execution environment supports environment variables and an environment variable with the given name currently exists, then `Exists` returns `True`; otherwise, it returns `False`.

13/3

```

procedure Set (Name : in String; Value : in String);

```

14/2

If the external execution environment supports environment variables, then `Set` first clears any existing environment variable with the given name, and then defines a single new environment variable with the given name and value. Otherwise, `Program_Error` is propagated.

15/3

If implementation-defined circumstances prohibit the definition of an environment variable with the given name and value, then `Constraint_Error` is propagated.

16/2

17/2 It is implementation defined whether there exist values for which the call `Set(Name, Value)` has the same effect as `Clear (Name)`.

18/2 **procedure** `Clear (Name : in String);`

19/3 If the external execution environment supports environment variables, then `Clear` deletes all existing environment variables with the given name. Otherwise, `Program_Error` is propagated.

20/2 **procedure** `Clear;`

21/3 If the external execution environment supports environment variables, then `Clear` deletes all existing environment variables. Otherwise, `Program_Error` is propagated.

22/5 **procedure** `Iterate`  
 (`Process : not null access procedure (Name, Value : in String)`)  
**with** `Allows_Exit;`

23/3 If the external execution environment supports environment variables, then `Iterate` calls the subprogram designated by `Process` for each existing environment variable, passing the name and value of that environment variable. Otherwise, `Program_Error` is propagated.

24/2 If several environment variables exist that have the same name, `Process` is called once for each such variable.

*Bounded (Run-Time) Errors*

25/2 It is a bounded error to call `Value` if more than one environment variable exists with the given name; the possible outcomes are that:

- 26/2 • one of the values is returned, and that same value is returned in subsequent calls in the absence of changes to the environment; or
- 27/2 • `Program_Error` is propagated.

*Erroneous Execution*

28/2 Making calls to the procedures `Set` or `Clear` concurrently with calls to any subprogram of package `Environment_Variables`, or to any instantiation of `Iterate`, results in erroneous execution.

29/2 Making calls to the procedures `Set` or `Clear` in the actual subprogram corresponding to the `Process` parameter of `Iterate` results in erroneous execution.

*Documentation Requirements*

30/2 An implementation shall document how the operations of this package behave if environment variables are changed by external mechanisms (for instance, calling operating system services).

*Implementation Permissions*

31/2 An implementation running on a system that does not support environment variables is permitted to define the operations of package `Environment_Variables` with the semantics corresponding to the case where the external execution environment does support environment variables. In this case, it shall provide a mechanism to initialize a nonempty set of environment variables prior to the execution of a partition.

*Implementation Advice*

32/2 If the execution environment supports subprocesses, the currently defined environment variables should be used to initialize the environment variables of a subprocess.

Changes to the environment variables made outside the control of this package should be reflected immediately in the effect of the operations of this package. Changes to the environment variables made using this package should be reflected immediately in the external execution environment. This package should not perform any buffering of the environment variables. 33/2

### A.17.1 The Packages `Wide_Environment_Variables` and `Wide_Wide_Environment_Variables`

The packages `Wide_Environment_Variables` and `Wide_Wide_Environment_Variables` allow a program to read or modify environment variables. 1/5

#### *Static Semantics*

The specification of package `Wide_Environment_Variables` is the same as for `Environment_Variables`, except that each occurrence of `String` is replaced by `Wide_String`. 2/5

The specification of package `Wide_Wide_Environment_Variables` is the same as for `Environment_Variables`, except that each occurrence of `String` is replaced by `Wide_Wide_String`. 3/5

## A.18 Containers

This clause presents the specifications of the package `Containers` and several child packages, which provide facilities for storing collections of elements. 1/2

A variety of sequence and associative containers are provided. Each container package defines a *cursor* type as well as a container type. A cursor is a reference to an element within a container. Many operations on cursors are common to all of the containers. A cursor referencing an element in a container is considered to be overlapping only with the element itself. 2/5

Some operations of the language-defined child units of `Ada.Containers` have access-to-subprogram parameters. To ensure such operations are well-defined, they guard against certain actions by the designated subprogram. An action on a container that can add or remove an element is considered to *tamper with cursors*, and these are prohibited during all such operations. An action on a container that can replace an element with one of a different size is considered to *tamper with elements*, and these are prohibited during certain of such operations. The details of the specific actions that are considered to tamper with cursors or elements are defined for each child unit of `Ada.Containers`. 2.1/5

Several of the language-defined child units of `Ada.Containers` include a nested package named `Stable`, which provides a view of a container that prohibits any operations that would tamper with elements. By using a `Stable` view for manipulating a container, the number of tampering checks performed while performing the operations can be reduced. The details of the `Stable` subpackage are defined separately for each child unit of `Ada.Containers` that includes such a nested package. 2.2/5

Within this clause we provide Implementation Advice for the desired average or worst case time complexity of certain operations on a container. This advice is expressed using the Landau symbol  $O(X)$ . Presuming  $f$  is some function of a length parameter  $N$  and  $t(N)$  is the time the operation takes (on average or worst case, as specified) for the length  $N$ , a complexity of  $O(f(N))$  means that there exists a finite  $A$  such that for any  $N$ ,  $t(N)/f(N) < A$ . 3/2

If the advice suggests that the complexity should be less than  $O(f(N))$ , then for any arbitrarily small positive real  $D$ , there should exist a positive integer  $M$  such that for all  $N > M$ ,  $t(N)/f(N) < D$ . 4/2

5/5 When a formal function is used to provide an ordering for a container, it is generally required to define a strict weak ordering. A function " $<$ " defines a *strict weak ordering* if it is irreflexive, asymmetric, transitive, and in addition, if  $x < y$  for any values  $x$  and  $y$ , then for all other values  $z$ , ( $x < z$ ) or ( $z < y$ ). Elements are in a *smallest first* order using such an operator if, for every element  $y$  with a predecessor  $x$  in the order, ( $y < x$ ) is false.

#### Static Semantics

6/5 Certain subprograms declared within instances of some of the generic packages presented in this clause are said to *perform indefinite insertion*. These subprograms are those corresponding (in the sense of the copying described in 12.3) to subprograms that have formal parameters of a generic formal indefinite type and that are identified as performing indefinite insertion in the subclause defining the generic package.

7/5 If a subprogram performs indefinite insertion, then certain run-time checks are performed as part of a call to the subprogram; if any of these checks fail, then the resulting exception is propagated to the caller and the container is not modified by the call. These checks are performed for each parameter corresponding (in the sense of the copying described in 12.3) to a parameter in the corresponding generic whose type is a generic formal indefinite type. The checks performed for a given parameter are those checks explicitly specified in 4.8 that would be performed as part of the evaluation of an initialized allocator whose access type is declared immediately within the instance, where:

- 8/4 • the value of the `qualified_expression` is that of the parameter; and
- 9/4 • the designated subtype of the access type is the subtype of the parameter; and
- 10/4 • finalization of the collection of the access type has started if and only if the finalization of the instance has started.

#### Implementation Requirements

11/5 For an indefinite container (one whose type is defined in an instance of a child package of Containers whose `defining_identifier` contains "Indefinite"), each element of the container shall be created when it is inserted into the container and finalized when it is deleted from the container (or when the container object is finalized if the element has not been deleted). For a bounded container (one whose type is defined in an instance of a child package of Containers whose `defining_identifier` starts with "Bounded") that is not an indefinite container, all of the elements of the capacity of the container shall be created and default initialized when the container object is created; the elements shall be finalized when the container object is finalized. For other kinds of containers, when elements are created and finalized is unspecified.

12/5 For an instance  $I$  of a container package with a container type, the specific type  $T$  of the object returned from a function that returns an object of an iterator interface, as well as the primitive operations of  $T$ , shall be nonblocking. The Global aspect specified for  $T$  and the primitive operations of  $T$  shall be (**in all**, **out synchronized**) or a specification that allows access to fewer global objects.

## A.18.1 The Package Containers

1/2 The package Containers is the root of the containers subsystem.

#### Static Semantics

2/2 The library package Containers has the following declaration:

```
3/5 package Ada.Containers
    with Pure is
4/2     type Hash_Type is mod implementation-defined;
```

```

type Count_Type is range 0 .. implementation-defined;           5/2
Capacity_Error : exception;                                     5.1/3
end Ada.Containers;   6/2

```

Hash\_Type represents the range of the result of a hash function. Count\_Type represents the (potential or actual) number of elements of a container. 7/2

Capacity\_Error is raised when the capacity of a container is exceeded. 7.1/3

*Implementation Advice*

Hash\_Type'Modulus should be at least 2\*\*32. Count\_Type'Last should be at least 2\*\*31-1. 8/2

## A.18.2 The Generic Package Containers.Vectors

The language-defined generic package Containers.Vectors provides private types Vector and Cursor, and a set of operations for each type. A vector container allows insertion and deletion at any position, but it is specifically optimized for insertion and deletion at the high end (the end with the higher index) of the container. A vector container also provides random access to its elements. 1/2

A vector container behaves conceptually as an array that expands as necessary as items are inserted. The *length* of a vector is the number of elements that the vector contains. The *capacity* of a vector is the maximum number of elements that can be inserted into the vector prior to it being automatically expanded. 2/2

Elements in a vector container can be referred to by an index value of a generic formal type. The first element of a vector always has its index value equal to the lower bound of the formal type. 3/2

A vector container may contain *empty elements*. Empty elements do not have a specified value. 4/2

*Static Semantics*

The generic library package Containers.Vectors has the following declaration: 5/2

```

with Ada.Iterator_Interfaces;                                     6/5
generic
  type Index_Type is range <>;
  type Element_Type is private;
  with function "=" (Left, Right : Element_Type)
    return Boolean is <>;
package Ada.Containers.Vectors
  with Prelaborate, Remote_Types,
    Nonblocking, Global => in out synchronized is
  subtype Extended_Index is
    Index_Type'Base range
      Index_Type'First-1 ..
      Index_Type'Min (Index_Type'Base'Last - 1, Index_Type'Last) + 1;
  No_Index : constant Extended_Index := Extended_Index'First;

```

```

8/5      type Vector is tagged private
          with Constant_Indexing => Constant_Reference,
              Variable_Indexing => Reference,
              Default_Iterator  => Iterate,
              Iterator_Element  => Element_Type,
              Iterator_View     => Stable_Vector,
              Aggregate         => (Empty           => Empty,
                                   Add_Unnamed     => Append,
                                   New_Indexed     => New_Vector,
                                   Assign_Indexed  => Replace_Element),
              Stable_Properties => (Length, Capacity,
                                   Tampering_With_Cursors_Prohibited,
                                   Tampering_With_Elements_Prohibited),
              Default_Initial_Condition =>
                Length (Vector) = 0 and then
                  (not Tampering_With_Cursors_Prohibited (Vector)) and then
                    (not Tampering_With_Elements_Prohibited (Vector)),
                Preelaborable_Initialization;

9/5      type Cursor is private
          with Preelaborable_Initialization;

10/2     Empty_Vector : constant Vector;

11/2     No_Element : constant Cursor;

11.1/5   function Has_Element (Position : Cursor) return Boolean
          with Nonblocking, Global => in all, Use_Formal => null;

11.2/5   function Has_Element (Container : Vector; Position : Cursor)
          return Boolean
          with Nonblocking, Global => null, Use_Formal => null;

11.3/5   package Vector_Iterator_Interfaces is new
          Ada.Iterator_Interfaces (Cursor, Has_Element);

12/2     function "=" (Left, Right : Vector) return Boolean;

12.1/5   function Tampering_With_Cursors_Prohibited
          (Container : Vector) return Boolean
          with Nonblocking, Global => null, Use_Formal => null;

12.2/5   function Tampering_With_Elements_Prohibited
          (Container : Vector) return Boolean
          with Nonblocking, Global => null, Use_Formal => null;

12.3/5   function Maximum_Length return Count_Type
          with Nonblocking, Global => null, Use_Formal => null;

12.4/5   function Empty (Capacity : Count_Type := implementation-defined)
          return Vector
          with Pre  => Capacity <= Maximum_Length
                or else raise Constraint_Error,
                Post =>
                  Capacity (Empty'Result) >= Capacity and then
                    not Tampering_With_Elements_Prohibited (Empty'Result) and then
                    not Tampering_With_Cursors_Prohibited (Empty'Result) and then
                    Length (Empty'Result) = 0;

13/5     function To_Vector (Length : Count_Type) return Vector
          with Pre  => Length <= Maximum_Length or else raise Constraint_Error,
                Post =>
                  To_Vector'Result.Length = Length and then
                    not Tampering_With_Elements_Prohibited (To_Vector'Result)
                    and then
                    not Tampering_With_Cursors_Prohibited (To_Vector'Result)
                    and then
                    To_Vector'Result.Capacity >= Length;

```



```

function To_Vector
(New_Item : Element_Type;
Length   : Count_Type) return Vector
with Pre => Length <= Maximum_Length or else raise Constraint_Error,
Post =>
    To_Vector'Result.Length = Length and then
    not Tampering_With_Elements_Prohibited (To_Vector'Result)
    and then
    not Tampering_With_Cursors_Prohibited (To_Vector'Result)
    and then
    To_Vector'Result.Capacity >= Length;

function New_Vector (First, Last : Index_Type) return Vector is
    (To_Vector (Count_Type (Last - First + 1)))
with Pre => First = Index_Type'First;

function "&" (Left, Right : Vector) return Vector
with Pre => Length (Left) <= Maximum_Length - Length (Right)
    or else raise Constraint_Error,
Post => Length (Vectors."&"'Result) =
    Length (Left) + Length (Right) and then
    not Tampering_With_Elements_Prohibited
    (Vectors."&"'Result) and then
    not Tampering_With_Cursors_Prohibited
    (Vectors."&"'Result) and then
    Vectors."&"'Result.Capacity >=
    Length (Left) + Length (Right);

function "&" (Left : Vector;
Right : Element_Type) return Vector
with Pre => Length (Left) <= Maximum_Length - 1
    or else raise Constraint_Error,
Post => Vectors."&"'Result.Length = Length (Left) + 1 and then
    not Tampering_With_Elements_Prohibited
    (Vectors."&"'Result) and then
    not Tampering_With_Cursors_Prohibited
    (Vectors."&"'Result) and then
    Vectors."&"'Result.Capacity >= Length (Left) + 1;

function "&" (Left : Element_Type;
Right : Vector) return Vector
with Pre => Length (Right) <= Maximum_Length - 1
    or else raise Constraint_Error,
Post => Length (Vectors."&"'Result) = Length (Right) + 1 and then
    not Tampering_With_Elements_Prohibited
    (Vectors."&"'Result) and then
    not Tampering_With_Cursors_Prohibited
    (Vectors."&"'Result) and then
    Vectors."&"'Result.Capacity >= Length (Right) + 1;

function "&" (Left, Right : Element_Type) return Vector
with Pre => Maximum_Length >= 2 or else raise Constraint_Error,
Post => Length ("&"'Result) = 2 and then
    not Tampering_With_Elements_Prohibited
    (Vectors."&"'Result) and then
    not Tampering_With_Cursors_Prohibited
    (Vectors."&"'Result) and then
    Vectors."&"'Result.Capacity >= 2;

function Capacity (Container : Vector) return Count_Type
with Nonblocking, Global => null, Use_Formals => null;

procedure Reserve_Capacity (Container : in out Vector;
Capacity : in Count_Type)
with Pre => not Tampering_With_Cursors_Prohibited (Container)
    or else raise Program_Error,
Post => Container.Capacity >= Capacity;

function Length (Container : Vector) return Count_Type
with Nonblocking, Global => null, Use_Formals => null;

```

```

22/5     procedure Set_Length (Container : in out Vector;
                                Length  : in     Count_Type)
        with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error) and then
                    (Length <= Maximum_Length
                    or else raise Constraint_Error),
        Post => Container.Length = Length and then
                    Capacity (Container) >= Length;

23/5     function Is_Empty (Container : Vector) return Boolean
        with Nonblocking, Global => null, Use_Formal => null,
        Post => Is_Empty'Result = (Length (Container) = 0);

24/5     procedure Clear (Container : in out Vector)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error,
        Post => Length (Container) = 0;

25/5     function To_Cursor (Container : Vector;
                            Index     : Extended_Index) return Cursor
        with Post => (if Index in
                    First_Index (Container) .. Last_Index (Container)
                    then Has_Element (Container, To_Cursor'Result)
                    else To_Cursor'Result = No_Element),
        Nonblocking, Global => null, Use_Formal => null;

26/5     function To_Index (Position : Cursor) return Extended_Index
        with Nonblocking, Global => in all;

26.1/5   function To_Index (Container : Vector;
                            Position : Cursor) return Extended_Index
        with Pre  => Position = No_Element or else
                    Has_Element (Container, Position) or else
                    raise Program_Error,
        Post => (if Position = No_Element then To_Index'Result = No_Index
                    else To_Index'Result in First_Index (Container) ..
                    Last_Index (Container)),
        Nonblocking, Global => null, Use_Formal => null;

27/5     function Element (Container : Vector;
                            Index     : Index_Type)
        return Element_Type
        with Pre => Index in
                    First_Index (Container) .. Last_Index (Container)
                    or else raise Constraint_Error,
        Nonblocking, Global => null, Use_Formal => Element_Type;

28/5     function Element (Position : Cursor) return Element_Type
        with Pre => Position /= No_Element or else raise Constraint_Error,
        Nonblocking, Global => in all, Use_Formal => Element_Type;

28.1/5   function Element (Container : Vector;
                            Position : Cursor) return Element_Type
        with Pre => (Position /= No_Element or else
                    raise Constraint_Error) and then
                    (Has_Element (Container, Position)
                    or else raise Program_Error),
        Nonblocking, Global => null, Use_Formal => Element_Type;

29/5     procedure Replace_Element (Container : in out Vector;
                                    Index     : in     Index_Type;
                                    New_Item  : in     Element_Type)
        with Pre => (not Tampering_With_Elements_Prohibited (Container)
                    or else raise Program_Error) and then
                    (Index in
                    First_Index (Container) .. Last_Index (Container)
                    or else raise Constraint_Error);

```

```

procedure Replace_Element (Container : in out Vector;                               30/5
                           Position  : in      Cursor;
                           New_item  : in      Element_Type)
with Pre => (not Tampering_With_Elements_Prohibited (Container)
             or else raise Program_Error) and then
             (Position /= No_Element
              or else raise Constraint_Error) and then
             (Has_Element (Container, Position)
              or else raise Program_Error);

procedure Query_Element  31/5
(Container : in Vector;
 Index    : in Index_Type;
 Process  : not null access procedure (Element : in Element_Type))
with Pre => Index in
             First_Index (Container) .. Last_Index (Container)
             or else raise Constraint_Error;

procedure Query_Element  32/5
(Position : in Cursor;
 Process  : not null access procedure (Element : in Element_Type))
with Pre => Position /= No_Element or else raise Constraint_Error,
         Global => in all;

procedure Query_Element  32.1/5
(Container : in Vector;
 Position  : in Cursor;
 Process   : not null access procedure (Element : in Element_Type))
with Pre => (Position /= No_Element
             or else raise Constraint_Error) and then
             (Has_Element (Container, Position)
              or else raise Program_Error);

procedure Update_Element  33/5
(Container : in out Vector;
 Index    : in      Index_Type;
 Process  : not null access procedure
           (Element : in out Element_Type))
with Pre => Index in
             First_Index (Container) .. Last_Index (Container)
             or else raise Constraint_Error;

procedure Update_Element  34/5
(Container : in out Vector;
 Position  : in      Cursor;
 Process   : not null access procedure
           (Element : in out Element_Type))
with Pre => (Position /= No_Element
             or else raise Constraint_Error) and then
             (Has_Element (Container, Position)
              or else raise Program_Error);

type Constant_Reference_Type  34.1/5
(Element : not null access constant Element_Type) is private
with Implicit_Dereference => Element,
     Nonblocking, Global => in out synchronized,
     Default_Initial_Condition => (raise Program_Error);

type Reference_Type (Element : not null access Element_Type) is private  34.2/5
with Implicit_Dereference => Element,
     Nonblocking, Global => in out synchronized,
     Default_Initial_Condition => (raise Program_Error);

function Constant_Reference (Container : aliased in Vector;                    34.3/5
                             Index    : in Index_Type)
return Constant_Reference_Type
with Pre => Index in
             First_Index (Container) .. Last_Index (Container)
             or else raise Constraint_Error,
         Post => Tampering_With_Cursors_Prohibited (Container),
         Nonblocking, Global => null, Use_Formal => null;

```

```

34.4/5      function Reference (Container : aliased in out Vector;
                                Index    : in Index_Type)
    return Reference_Type
    with Pre => Index in
        First_Index (Container) .. Last_Index (Container)
        or else raise Constraint_Error,
        Post => Tampering_With_Cursors_Prohibited (Container),
        Nonblocking, Global => null, Use_Formal => null;

34.5/5      function Constant_Reference (Container : aliased in Vector;
                                Position : in Cursor)
    return Constant_Reference_Type
    with Pre => (Position /= No_Element
        or else raise Constraint_Error) and then
        (Has_Element (Container, Position)
        or else raise Program_Error),
        Post => Tampering_With_Cursors_Prohibited (Container),
        Nonblocking, Global => null, Use_Formal => null;

34.6/5      function Reference (Container : aliased in out Vector;
                                Position : in Cursor)
    return Reference_Type
    with Pre => (Position /= No_Element
        or else raise Constraint_Error) and then
        (Has_Element (Container, Position)
        or else raise Program_Error),
        Post => Tampering_With_Cursors_Prohibited (Container),
        Nonblocking, Global => null, Use_Formal => null;

34.7/5      procedure Assign (Target : in out Vector; Source : in Vector)
    with Pre => not Tampering_With_Cursors_Prohibited (Target)
        or else raise Program_Error,
        Post => Length (Source) = Length (Target) and then
        Capacity (Target) >= Length (Target);

34.8/5      function Copy (Source : Vector; Capacity : Count_Type := 0)
    return Vector
    with Pre => Capacity = 0 or else Capacity >= Length (Source)
        or else raise Capacity_Error,
        Post => Length (Copy'Result) = Length (Source) and then
        not Tampering_With_Elements_Prohibited (Copy'Result)
        and then
        not Tampering_With_Cursors_Prohibited (Copy'Result)
        and then
        Copy'Result.Capacity >= (if Capacity = 0 then
            Length (Source) else Capacity);

35/5      procedure Move (Target : in out Vector;
                            Source : in out Vector)
    with Pre => (not Tampering_With_Cursors_Prohibited (Target)
        or else raise Program_Error) and then
        (not Tampering_With_Cursors_Prohibited (Source)
        or else raise Program_Error),
        Post => (if not Target'Has_Same_Storage (Source) then
            Length (Target) = Length (Source)'Old and then
            Length (Source) = 0 and then
            Capacity (Target) >= Length (Source)'Old);

```

```

procedure Insert_Vector (Container : in out Vector;
                          Before   : in     Extended_Index;
                          New_Item  : in     Vector)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
  (Before in
   First_Index (Container) .. Last_Index (Container) + 1
   or else raise Constraint_Error) and then
  (Length (Container) <= Maximum_Length - Length (New_Item)
   or else raise Constraint_Error),
  Post => Length (Container)'Old + Length (New_Item) =
         Length (Container) and then
  Capacity (Container) >= Length (Container);

```

36/5

```

procedure Insert_Vector (Container : in out Vector;
                          Before   : in     Cursor;
                          New_Item  : in     Vector)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
  (Before = No_Element or else
   Has_Element (Container, Before)
   or else raise Program_Error) and then
  (Length (Container) <= Maximum_Length - Length (New_Item)
   or else raise Constraint_Error),
  Post => Length (Container)'Old + Length (New_Item) =
         Length (Container) and then
  Capacity (Container) >= Length (Container);

```

37/5

```

procedure Insert_Vector (Container : in out Vector;
                          Before   : in     Cursor;
                          New_Item  : in     Vector;
                          Position  : out Cursor)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
  (Before = No_Element or else
   Has_Element (Container, Before)
   or else raise Program_Error) and then
  (Length (Container) <= Maximum_Length - Length (New_Item)
   or else raise Constraint_Error),
  Post => Length (Container)'Old + Length (New_Item) =
         Length (Container) and then
  Has_Element (Container, Position) and then
  Capacity (Container) >= Length (Container);

```

38/5

```

procedure Insert (Container : in out Vector;
                  Before   : in     Extended_Index;
                  New_Item  : in     Element_Type;
                  Count     : in     Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
  (Before in
   First_Index (Container) .. Last_Index (Container) + 1
   or else raise Constraint_Error) and then
  (Length (Container) <= Maximum_Length - Count
   or else raise Constraint_Error),
  Post => Length (Container)'Old + Count =
         Length (Container) and then
  Capacity (Container) >= Length (Container);

```

39/5

```

40/5      procedure Insert (Container : in out Vector;
                          Before   : in   Cursor;
                          New_Item : in   Element_Type;
                          Count    : in   Count_Type := 1)
      with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                  or else raise Program_Error) and then
                (Before = No_Element or else
                  Has_Element (Container, Before)
                  or else raise Program_Error) and then
                (Length (Container) <= Maximum_Length - Count
                  or else raise Constraint_Error),
      Post => Length (Container)'Old + Count =
              Length (Container) and then
              Capacity (Container) >= Length (Container);

41/5      procedure Insert (Container : in out Vector;
                          Before   : in   Cursor;
                          New_Item : in   Element_Type;
                          Position : out  Cursor;
                          Count    : in   Count_Type := 1)
      with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                  or else raise Program_Error) and then
                (Before = No_Element or else
                  Has_Element (Container, Before)
                  or else raise Program_Error) and then
                (Length (Container) <= Maximum_Length - Count
                  or else raise Constraint_Error),
      Post => Length (Container)'Old + Count =
              Length (Container) and then
              Has_Element (Container, Position) and then
              Capacity (Container) >= Length (Container);

42/5      procedure Insert (Container : in out Vector;
                          Before   : in   Extended_Index;
                          Count    : in   Count_Type := 1)
      with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                  or else raise Program_Error) and then
                (Before in
                  First_Index (Container) .. Last_Index (Container) + 1
                  or else raise Constraint_Error) and then
                (Length (Container) <= Maximum_Length - Count
                  or else raise Constraint_Error),
      Post => Length (Container)'Old + Count =
              Length (Container) and then
              Capacity (Container) >= Length (Container);

43/5      procedure Insert (Container : in out Vector;
                          Before   : in   Cursor;
                          Position : out  Cursor;
                          Count    : in   Count_Type := 1)
      with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                  or else raise Program_Error) and then
                (Before = No_Element or else
                  Has_Element (Container, Before)
                  or else raise Program_Error) and then
                (Length (Container) <= Maximum_Length - Count
                  or else raise Constraint_Error),
      Post => Length (Container)'Old + Count = Length (Container)
              and then Has_Element (Container, Position) and then
              Capacity (Container) >= Length (Container);

```

```

procedure Prepend_Vector (Container : in out Vector;
                          New_Item  : in   Vector)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Length (Container) <= Maximum_Length - Length (New_Item)
             or else raise Constraint_Error),
    Post => Length (Container)'Old + Length (New_Item) =
           Length (Container) and then
           Capacity (Container) >= Length (Container);
44/5

procedure Prepend (Container : in out Vector;
                  New_Item  : in   Element_Type;
                  Count     : in   Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Length (Container) <= Maximum_Length - Count
             or else raise Constraint_Error),
    Post => Length (Container)'Old + Count =
           Length (Container) and then
           Capacity (Container) >= Length (Container);
45/5

procedure Append_Vector (Container : in out Vector;
                          New_Item  : in   Vector)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Length (Container) <= Maximum_Length - Length (New_Item)
             or else raise Constraint_Error),
    Post => Length (Container)'Old + Length (New_Item) =
           Length (Container) and then
           Capacity (Container) >= Length (Container);
46/5

procedure Append (Container : in out Vector;
                  New_Item  : in   Element_Type;
                  Count     : in   Count_Type)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Length (Container) <= Maximum_Length - Count
             or else raise Constraint_Error),
    Post =>
           Length (Container)'Old + Count = Length (Container) and then
           Capacity (Container) >= Length (Container);
47/5

procedure Append (Container : in out Vector;
                  New_Item  : in   Element_Type)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Length (Container) <= Maximum_Length - 1
             or else raise Constraint_Error),
    Post => Length (Container)'Old + 1 = Length (Container) and then
           Capacity (Container) >= Length (Container);
47.1/5

procedure Insert_Space (Container : in out Vector;
                        Before     : in   Extended_Index;
                        Count     : in   Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Before in
              First_Index (Container) .. Last_Index (Container) + 1
             or else raise Constraint_Error) and then
             (Length (Container) <= Maximum_Length - Count
             or else raise Constraint_Error),
    Post => Length (Container)'Old + Count =
           Length (Container) and then
           Capacity (Container) >= Length (Container);
48/5

```

```

49/5     procedure Insert_Space (Container : in out Vector;
                                Before   : in   Cursor;
                                Position  : in out Cursor;
                                Count    : in   Count_Type := 1)
        with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error) and then
            (Before = No_Element or else
             Has_Element (Container, Before)
             or else raise Program_Error) and then
            (Length (Container) <= Maximum_Length - Count
             or else raise Constraint_Error),
        Post => Length (Container)'Old + Count =
            Length (Container) and then
            Has_Element (Container, Position) and then
            Capacity (Container) >= Length (Container);

50/5     procedure Delete (Container : in out Vector;
                            Index    : in   Extended_Index;
                            Count    : in   Count_Type := 1)
        with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error) and then
            (Index in
             First_Index (Container) .. Last_Index (Container) + 1
             or else raise Constraint_Error),
        Post => Length (Container)'Old - Count <=
            Length (Container);

51/5     procedure Delete (Container : in out Vector;
                            Position  : in out Cursor;
                            Count    : in   Count_Type := 1)
        with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error) and then
            (Position /= No_Element
             or else raise Constraint_Error) and then
            (Has_Element (Container, Position)
             or else raise Program_Error),
        Post => Length (Container)'Old - Count <=
            Length (Container) and then
            Position = No_Element;

52/5     procedure Delete_First (Container : in out Vector;
                                Count    : in   Count_Type := 1)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error,
        Post => Length (Container)'Old - Count <= Length (Container);

53/5     procedure Delete_Last (Container : in out Vector;
                                Count    : in   Count_Type := 1)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error,
        Post => Length (Container)'Old - Count <= Length (Container);

54/5     procedure Reverse_Elements (Container : in out Vector)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error;

55/5     procedure Swap (Container : in out Vector;
                            I, J    : in   Index_Type)
        with Pre => (not Tampering_With_Elements_Prohibited (Container)
                    or else raise Program_Error) and then
            (I in First_Index (Container) .. Last_Index (Container)
             or else raise Constraint_Error) and then
            (J in First_Index (Container) .. Last_Index (Container)
             or else raise Constraint_Error);

```



```

procedure Swap (Container : in out Vector;
                I, J       : in     Cursor)
    with Pre => (not Tampering With Elements Prohibited (Container)
               or else raise Program_Error) and then
               (I /= No_Element or else Constraint_Error) and then
               (J /= No_Element or else Constraint_Error) and then
               (Has_Element (Container, I)
                or else raise Program_Error) and then
               (Has_Element (Container, J)
                or else raise Program_Error);

function First_Index (Container : Vector) return Index_Type
    with Nonblocking, Global => null, Use_Formal => null,
        Post => First_Index'Result = Index_Type'First;

function First (Container : Vector) return Cursor
    with Nonblocking, Global => null, Use_Formal => null,
        Post => (if not Is_Empty (Container)
                 then Has_Element (Container, First'Result)
                 else First'Result = No_Element);

function First_Element (Container : Vector)
    return Element_Type
    with Pre => (not Is_Empty (Container)
               or else raise Constraint_Error);

function Last_Index (Container : Vector) return Extended_Index
    with Nonblocking, Global => null, Use_Formal => null,
        Post => (if Length (Container) = 0
                 then Last_Index'Result = No_Index
                 else Count_Type(Last_Index'Result - Index_Type'First) =
                     Length (Container) - 1);

function Last (Container : Vector) return Cursor
    with Nonblocking, Global => null, Use_Formal => null,
        Post => (if not Is_Empty (Container)
                 then Has_Element (Container, Last'Result)
                 else Last'Result = No_Element);

function Last_Element (Container : Vector)
    return Element_Type
    with Pre => (not Is_Empty (Container)
               or else raise Constraint_Error);

function Next (Position : Cursor) return Cursor
    with Nonblocking, Global => in all, Use_Formal => null,
        Post => (if Position = No_Element then Next'Result = No_Element);

function Next (Container : Vector; Position : Cursor) return Cursor
    with Nonblocking, Global => null, Use_Formal => null,
        Pre  => Position = No_Element or else
               Has_Element (Container, Position)
               or else raise Program_Error,
        Post => (if Position = No_Element then Next'Result = No_Element
                 elsif Has_Element (Container, Next'Result) then
                     To_Index (Container, Next'Result) =
                     To_Index (Container, Position) + 1
                 elsif Next'Result = No_Element then
                     Position = Last (Container)
                 else false);

procedure Next (Position : in out Cursor)
    with Nonblocking, Global => in all, Use_Formal => null;

procedure Next (Container : in     Vector;
                Position : in out Cursor)
    with Nonblocking, Global => null, Use_Formal => null,
        Pre  => Position = No_Element or else
               Has_Element (Container, Position)
               or else raise Program_Error,
        Post => (if Position /= No_Element
                 then Has_Element (Container, Position));

```

```

65/5      function Previous (Position : Cursor) return Cursor
          with Nonblocking, Global => in all, Use_Formals => null,
             Post => (if Position = No_Element
                    then Previous'Result = No_Element);
65.1/5    function Previous (Container : Vector;
          Position : Cursor) return Cursor
          with Nonblocking, Global => null, Use_Formals => null,
             Pre  => Position = No_Element or else
                    Has_Element (Container, Position)
                    or else raise Program_Error,
             Post => (if Position = No_Element
                    then Previous'Result = No_Element
                    elsif Has_Element (Container, Previous'Result) then
                        To_Index (Container, Previous'Result) =
                          To_Index (Container, Position) - 1
                    elsif Previous'Result = No_Element then
                        Position = First (Container)
                    else False);
66/5      procedure Previous (Position : in out Cursor)
          with Nonblocking, Global => in all, Use_Formals => null;
66.1/5    procedure Previous (Container : in Vector;
          Position : in out Cursor)
          with Nonblocking, Global => null, Use_Formals => null,
             Pre  => Position = No_Element or else
                    Has_Element (Container, Position)
                    or else raise Program_Error,
             Post => (if Position /= No_Element
                    then Has_Element (Container, Position));
67/2      function Find_Index (Container : Vector;
          Item : Element_Type;
          Index : Index_Type := Index_Type'First)
          return Extended_Index;
68/5      function Find (Container : Vector;
          Item : Element_Type;
          Position : Cursor := No_Element)
          return Cursor
          with Pre  => Position = No_Element or else
                    Has_Element (Container, Position)
                    or else raise Program_Error,
             Post => (if Find'Result /= No_Element
                    then Has_Element (Container, Find'Result));
69/2      function Reverse_Find_Index (Container : Vector;
          Item : Element_Type;
          Index : Index_Type := Index_Type'Last)
          return Extended_Index;
70/5      function Reverse_Find (Container : Vector;
          Item : Element_Type;
          Position : Cursor := No_Element)
          return Cursor
          with Pre  => Position = No_Element or else
                    Has_Element (Container, Position)
                    or else raise Program_Error,
             Post => (if Reverse_Find'Result /= No_Element
                    then Has_Element (Container, Reverse_Find'Result));
71/2      function Contains (Container : Vector;
          Item : Element_Type) return Boolean;
72/3      This paragraph was deleted.
73/5      procedure Iterate
          (Container : in Vector;
          Process : not null access procedure (Position : in Cursor))
          with Allows_Exit;

```

```

procedure Reverse_Iterate 74/5
  (Container : in Vector;
   Process   : not null access procedure (Position : in Cursor))
  with Allows_Exit;

function Iterate (Container : in Vector) 74.1/5
  return Vector_Iterator_Interfaces.Parallel_Reversible_Iterator'Class
  with Post => Tampering_With_Cursors_Prohibited (Container);

function Iterate (Container : in Vector; Start : in Cursor) 74.2/5
  return Vector_Iterator_Interfaces.Reversible_Iterator'Class
  with Pre  => (Start /= No_Element
               or else raise Constraint_Error) and then
               (Has_Element (Container, Start)
               or else raise Program_Error),
   Post    => Tampering_With_Cursors_Prohibited (Container);

generic 75/5
  with function "<" (Left, Right : Element_Type)
    return Boolean is <>;
package Generic_Sorting
  with Nonblocking, Global => null is

  function Is_Sorted (Container : Vector) return Boolean; 76/2

  procedure Sort (Container : in out Vector) 77/5
    with Pre => not Tampering_With_Cursors_Prohibited (Container)
    or else raise Program_Error;

  procedure Merge (Target  : in out Vector; 78/5
                  Source  : in out Vector)
    with Pre => (not Tampering_With_Cursors_Prohibited (Target)
               or else raise Program_Error) and then
               (not Tampering_With_Cursors_Prohibited (Source)
               or else raise Program_Error) and then
               (Length (Target) <= Maximum_Length - Length (Source)
               or else raise Constraint_Error) and then
               ((Length (Source) = 0 or else
                not Target'Has_Same_Storage (Source))
               or else raise Program_Error),
   Post => (declare
            Result_Length : constant Count_Type :=
              Length (Source)'Old + Length (Target)'Old;
            begin
              (Length (Source) = 0 and then
               Length (Target) = Result_Length and then
               Capacity (Target) >= Result_Length);

  end Generic_Sorting; 79/2

package Stable is 79.1/5
  type Vector (Base : not null access Vectors.Vector) is 79.2/5
    tagged limited private
    with Constant_Indexing => Constant_Reference,
         Variable_Indexing => Reference,
         Default_Iterator  => Iterate,
         Iterator_Element  => Element_Type,
         Stable_Properties => (Length, Capacity),
         Global            => null,
         Default_Initial_Condition => Length (Vector) = 0,
         Prelaborable_Initialization;

  type Cursor is private 79.3/5
    with Prelaborable_Initialization;

  Empty_Vector : constant Vector; 79.4/5
  No_Element   : constant Cursor; 79.5/5

  function Has_Element (Position : Cursor) return Boolean 79.6/5
    with Nonblocking, Global => in all, Use_Formal => null;

```

```

79.7/5 package Vector_Iterator_Interfaces is new
      Ada.Iterator_Interfaces (Cursor, Has_Element);
79.8/5 procedure Assign (Target : in out Vectors.Vector;
      Source : in Vector)
      with Post => Length (Source) = Length (Target) and then
      Capacity (Target) >= Length (Target);
79.9/5 function Copy (Source : Vectors.Vector) return Vector
      with Post => Length (Copy'Result) = Length (Source);
79.10/5 type Constant_Reference_Type
      (Element : not null access constant Element_Type) is private
      with Implicit_Dereference => Element,
      Nonblocking, Global => null, Use_Formal => null,
      Default_Initial_Condition => (raise Program_Error);
79.11/5 type Reference_Type
      (Element : not null access Element_Type) is private
      with Implicit_Dereference => Element,
      Nonblocking, Global => null, Use_Formal => null,
      Default_Initial_Condition => (raise Program_Error);
79.12/5 -- Additional subprograms as described in the text
      -- are declared here.
79.13/5 private
79.14/5     ... -- not specified by the language
79.15/5 end Stable;
80/2 private
81/2     ... -- not specified by the language
82/2 end Ada.Containers.Vectors;

```

83/2 The actual function for the generic formal function "=" on Element\_Type values is expected to define a reflexive and symmetric relationship and return the same result value each time it is called with a particular pair of values. If it behaves in some other manner, the functions defined to use it return an unspecified value. The exact arguments and number of calls of this generic formal function by the functions defined to use it are unspecified.

84/2 The type Vector is used to represent vectors. The type Vector needs finalization (see 7.6).

85/2 Empty\_Vector represents the empty vector object. It has a length of 0. If an object of type Vector is not otherwise initialized, it is initialized to the same value as Empty\_Vector.

86/2 No\_Element represents a cursor that designates no element. If an object of type Cursor is not otherwise initialized, it is initialized to the same value as No\_Element.

87/5 The primitive "=" operator for type Cursor returns True if both cursors are No\_Element, or designate the same element in the same container.

88/2 Execution of the default implementation of the Input, Output, Read, or Write attribute of type Cursor raises Program\_Error.

88.1/5 Vector'Write for a Vector object *V* writes Length(*V*) elements of the vector to the stream. It may also write additional information about the vector.

88.2/3 Vector'Read reads the representation of a vector from the stream, and assigns to *Item* a vector with the same length and elements as was written by Vector'Write.

89/2 No\_Index represents a position that does not correspond to any element. The subtype Extended\_Index includes the indices covered by Index\_Type plus the value No\_Index and, if it exists, the successor to the Index\_Type'Last.

Some operations check for “tampering with cursors” of a container because they depend on the set of elements of the container remaining constant, and others check for “tampering with elements” of a container because they depend on elements of the container not being replaced. When tampering with cursors is *prohibited* for a particular vector object  $V$ , `Program_Error` is propagated by the finalization of  $V$ , as well as by a call that passes  $V$  to certain of the operations of this package, as indicated by the precondition of such an operation. Similarly, when tampering with elements is *prohibited* for  $V$ , `Program_Error` is propagated by a call that passes  $V$  to certain of the other operations of this package, as indicated by the precondition of such an operation.

*Paragraphs 91 through 97 are removed as preconditions now describe these rules.*

- 
- 
- 
- 
- 
- 

```
function Has_Element (Position : Cursor) return Boolean
with Nonblocking, Global => in all, Use_Formal => null;
```

Returns True if Position designates an element, and returns False otherwise.

```
function Has_Element (Container : Vector; Position : Cursor)
return Boolean
with Nonblocking, Global => null, Use_Formal => null;
```

Returns True if Position designates an element in Container, and returns False otherwise.

```
function "=" (Left, Right : Vector) return Boolean;
```

If Left and Right denote the same vector object, then the function returns True. If Left and Right have different lengths, then the function returns False. Otherwise, it compares each element in Left to the corresponding element in Right using the generic formal equality operator. If any such comparison returns False, the function returns False; otherwise, it returns True. Any exception raised during evaluation of element equality is propagated.

```
function Tampering_With_Cursors_Prohibited
(Container : Vector) return Boolean
with Nonblocking, Global => null, Use_Formal => null;
```

Returns True if tampering with cursors or tampering with elements is currently prohibited for Container, and returns False otherwise.

```
function Tampering_With_Elements_Prohibited
(Container : Vector) return Boolean
with Nonblocking, Global => null, Use_Formal => null;
```

Always returns False, regardless of whether tampering with elements is prohibited.

- 99.5/5 **function** Maximum\_Length **return** Count\_Type  
**with** Nonblocking, Global => null, Use\_Formal => null;
- 99.6/5 Returns the maximum Length of a Vector, based on the index type.
- 99.7/5 **function** Empty (Capacity : Count\_Type := *implementation-defined*)  
**return** Vector  
**with** Pre => Capacity <= Maximum\_Length  
**or else raise** Constraint\_Error,  
Post =>  
Capacity (Empty'Result) >= Capacity **and then**  
**not** Tampering\_With\_Elements\_Prohibited (Empty'Result) **and then**  
**not** Tampering\_With\_Cursors\_Prohibited (Empty'Result) **and then**  
Length (Empty'Result) = 0;
- 99.8/5 Returns an empty vector.
- 100/5 **function** To\_Vector (Length : Count\_Type) **return** Vector  
**with** Pre => Length <= Maximum\_Length **or else raise** Constraint\_Error,  
Post =>  
To\_Vector'Result.Length = Length **and then**  
**not** Tampering\_With\_Elements\_Prohibited (To\_Vector'Result)  
**and then**  
**not** Tampering\_With\_Cursors\_Prohibited (To\_Vector'Result)  
**and then**  
To\_Vector'Result.Capacity >= Length;
- 101/2 Returns a vector with a length of Length, filled with empty elements.
- 102/5 **function** To\_Vector  
(New\_Item : Element\_Type;  
Length : Count\_Type) **return** Vector  
**with** Pre => Length <= Maximum\_Length **or else raise** Constraint\_Error,  
Post =>  
To\_Vector'Result.Length = Length **and then**  
**not** Tampering\_With\_Elements\_Prohibited (To\_Vector'Result)  
**and then**  
**not** Tampering\_With\_Cursors\_Prohibited (To\_Vector'Result)  
**and then**  
To\_Vector'Result.Capacity >= Length;
- 103/2 Returns a vector with a length of Length, filled with elements initialized to the value New\_Item.
- 104/5 **function** "&" (Left, Right : Vector) **return** Vector  
**with** Pre => Length (Left) <= Maximum\_Length - Length (Right)  
**or else raise** Constraint\_Error,  
Post => Length (Vectors."&"'Result) =  
Length (Left) + Length (Right) **and then**  
**not** Tampering\_With\_Elements\_Prohibited (Vectors."&"'Result)  
**and then**  
**not** Tampering\_With\_Cursors\_Prohibited (Vectors."&"'Result)  
**and then**  
Vectors."&"'Result.Capacity >=  
Length (Left) + Length (Right);
- 105/2 Returns a vector comprising the elements of Left followed by the elements of Right.

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |       |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|
| <pre> function "&amp;" (Left : Vector;               Right : Element_Type) return Vector with Pre =&gt; Length (Left) &lt;= Maximum_Length - 1       or else raise Constraint_Error, Post =&gt; Vectors."&amp;"Result.Length = Length (Left) + 1 and then       not Tampering_With_Elements_Prohibited (Vectors."&amp;"Result)       and then       not Tampering_With_Cursors_Prohibited (Vectors."&amp;"Result)       and then       Vectors."&amp;"Result.Capacity &gt;= Length (Left) + 1; </pre>                                                                                                                   | 106/5 |
| <p>Returns a vector comprising the elements of Left followed by the element Right.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 107/2 |
| <pre> function "&amp;" (Left : Element_Type;               Right : Vector) return Vector with Pre =&gt; Length (Right) &lt;= Maximum_Length - 1       or else raise Constraint_Error, Post =&gt; Length (Vectors."&amp;"Result) = Length (Right) + 1 and then       not Tampering_With_Elements_Prohibited (Vectors."&amp;"Result)       and then       not Tampering_With_Cursors_Prohibited (Vectors."&amp;"Result)       and then       Vectors."&amp;"Result.Capacity &gt;= Length (Right) + 1; </pre>                                                                                                              | 108/5 |
| <p>Returns a vector comprising the element Left followed by the elements of Right.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 109/2 |
| <pre> function "&amp;" (Left, Right : Element_Type) return Vector with Pre =&gt; Maximum_Length &gt;= 2 or else raise Constraint_Error, Post =&gt; Length ("&amp;"Result) = 2 and then       not Tampering_With_Elements_Prohibited (Vectors."&amp;"Result)       and then       not Tampering_With_Cursors_Prohibited (Vectors."&amp;"Result)       and then       Vectors."&amp;"Result.Capacity &gt;= 2; </pre>                                                                                                                                                                                                      | 110/5 |
| <p>Returns a vector comprising the element Left followed by the element Right.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 111/2 |
| <pre> function Capacity (Container : Vector) return Count_Type with Nonblocking, Global =&gt; null, Use_Formal =&gt; null; </pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 112/5 |
| <p>Returns the capacity of Container.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 113/2 |
| <pre> procedure Reserve_Capacity (Container : in out Vector;                             Capacity : in Count_Type) with Pre =&gt; not Tampering_With_Cursors_Prohibited (Container)       or else raise Program_Error, Post =&gt; Container.Capacity &gt;= Capacity; </pre>                                                                                                                                                                                                                                                                                                                                             | 114/5 |
| <p>If the capacity of Container is already greater than or equal to Capacity, then Reserve_Capacity has no effect. Otherwise, Reserve_Capacity allocates additional storage as necessary to ensure that the length of the resulting vector can become at least the value Capacity without requiring an additional call to Reserve_Capacity, and is large enough to hold the current length of Container. Reserve_Capacity then, as necessary, moves elements into the new storage and deallocates any storage no longer needed. Any exception raised during allocation is propagated and Container is not modified.</p> | 115/3 |
| <pre> function Length (Container : Vector) return Count_Type with Nonblocking, Global =&gt; null, Use_Formal =&gt; null; </pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 116/5 |
| <p>Returns the number of elements in Container.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 117/2 |

```

118/5  procedure Set_Length (Container : in out Vector;
                        Length   : in   Count_Type)
  with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Length <= Maximum_Length or else raise Constraint_Error),
  Post => Container.Length = Length and then
         Capacity (Container) >= Length;

```

119/3 If Length is larger than the capacity of Container, Set\_Length calls Reserve\_Capacity (Container, Length), then sets the length of the Container to Length. If Length is greater than the original length of Container, empty elements are added to Container; otherwise, elements are removed from Container.

```

120/5  function Is_Empty (Container : Vector) return Boolean
  with Nonblocking, Global => null, Use_Formal => null,
  Post => Is_Empty'Result = (Length (Container) = 0);

```

121/5 Returns True if Container is empty.

```

122/5  procedure Clear (Container : in out Vector)
  with Pre => not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error,
  Post => Length (Container) = 0;

```

123/2 Removes all the elements from Container. The capacity of Container does not change.

```

124/5  function To_Cursor (Container : Vector;
                      Index      : Extended_Index) return Cursor
  with Post => (if Index in
              First_Index (Container) .. Last_Index (Container)
              then Has_Element (Container, To_Cursor'Result)
              else To_Cursor'Result = No_Element),
  Nonblocking, Global => null, Use_Formal => null;

```

125/5 Returns a cursor designating the element at position Index in Container; returns No\_Element if Index does not designate an element. For the purposes of determining whether the parameters overlap in a call to To\_Cursor, the Container parameter is not considered to overlap with any object (including itself).

```

126/5  function To_Index (Position : Cursor) return Extended_Index
  with Nonblocking, Global => in all, Use_Formal => null;

```

127/2 If Position is No\_Element, No\_Index is returned. Otherwise, the index (within its containing vector) of the element designated by Position is returned.

```

127.1/5 function To_Index (Container : Vector;
                    Position : Cursor) return Extended_Index
  with Pre => Position = No_Element or else
             Has_Element (Container, Position) or else
             raise Program_Error,
  Post => (if Position = No_Element then To_Index'Result = No_Index
          else To_Index'Result in First_Index (Container) ..
          Last_Index (Container)),
  Nonblocking, Global => null, Use_Formal => null;

```

127.2/5 Returns the index (within Container) of the element designated by Position; returns No\_Index if Position does not designate an element. For the purposes of determining whether the parameters overlap in a call to To\_Index, the Container parameter is not considered to overlap with any object (including itself).



```
function Element (Container : Vector;
                 Index      : Index_Type)
return Element_Type
```

128/5

```
with Pre => Index in First_Index (Container) .. Last_Index (Container)
or else raise Constraint_Error,
Nonblocking, Global => null, Use_Formal => Element_Type;
```

Element returns the element at position Index.

129/5

```
function Element (Position : Cursor) return Element_Type
with Pre => Position /= No_Element or else raise Constraint_Error,
Nonblocking, Global => in all, Use_Formal => Element_Type;
```

130/5

Element returns the element designated by Position.

131/5

```
function Element (Container : Vector;
                 Position  : Cursor) return Element_Type
with Pre => (Position /= No_Element
or else raise Constraint_Error) and then
(Has_Element (Container, Position)
or else raise Program_Error),
Nonblocking, Global => null, Use_Formal => Element_Type;
```

131.1/5

Element returns the element designated by Position in Container.

131.2/5

```
procedure Replace_Element (Container : in out Vector;
                          Index      : in   Index_Type;
                          New_Item   : in   Element_Type)
with Pre => (not Tampering_With_Elements_Prohibited (Container)
or else raise Program_Error) and then
(Index in First_Index (Container) .. Last_Index (Container)
or else raise Constraint_Error);
```

132/5

Replace\_Element assigns the value New\_Item to the element at position Index. Any exception raised during the assignment is propagated. The element at position Index is not an empty element after successful call to Replace\_Element. For the purposes of determining whether the parameters overlap in a call to Replace\_Element, the Container parameter is not considered to overlap with any object (including itself), and the Index parameter is considered to overlap with the element at position Index.

133/5

```
procedure Replace_Element (Container : in out Vector;
                          Position  : in   Cursor;
                          New_Item   : in   Element_Type)
with Pre => (not Tampering_With_Elements_Prohibited (Container)
or else raise Program_Error) and then
(Position /= No_Element
or else raise Constraint_Error) and then
(Has_Element (Container, Position)
or else raise Program_Error);
```

134/5

Replace\_Element assigns New\_Item to the element designated by Position. Any exception raised during the assignment is propagated. The element at Position is not an empty element after successful call to Replace\_Element. For the purposes of determining whether the parameters overlap in a call to Replace\_Element, the Container parameter is not considered to overlap with any object (including itself).

135/5

```

136/5  procedure Query_Element
      (Container : in Vector;
       Index     : in Index_Type;
       Process   : not null access procedure (Element : in Element_Type))
      with Pre => Index in First_Index (Container) .. Last_Index (Container)
           or else raise Constraint_Error;

```

137/5 Query\_Element calls Process.all with the element at position Index as the argument. Tampering with the elements of Container is prohibited during the execution of the call on Process.all. Any exception raised by Process.all is propagated.

```

138/5  procedure Query_Element
      (Position : in Cursor;
       Process  : not null access procedure (Element : in Element_Type))
      with Pre => Position /= No_Element or else raise Constraint_Error
           Global => in all;

```

139/5 Query\_Element calls Process.all with the element designated by Position as the argument. Tampering with the elements of the vector that contains the element designated by Position is prohibited during the execution of the call on Process.all. Any exception raised by Process.all is propagated.

```

139.1/5 procedure Query_Element
      (Container : in Vector;
       Position  : in Cursor;
       Process   : not null access procedure (Element : in Element_Type))
      with Pre => (Position /= No_Element
                 or else raise Constraint_Error) and then
                 (Has_Element (Container, Position)
                 or else raise Program_Error);

```

139.2/5 Query\_Element calls Process.all with the element designated by Position as the argument. Tampering with the elements of Container is prohibited during the execution of the call on Process.all. Any exception raised by Process.all is propagated.

```

140/5  procedure Update_Element
      (Container : in out Vector;
       Index     : in Index_Type;
       Process   : not null access procedure
                 (Element : in out Element_Type))
      with Pre => Index in First_Index (Container) .. Last_Index (Container)
           or else raise Constraint_Error;

```

141/5 Update\_Element calls Process.all with the element at position Index as the argument. Tampering with the elements of Container is prohibited during the execution of the call on Process.all. Any exception raised by Process.all is propagated.

142/2 If Element\_Type is unconstrained and definite, then the actual Element parameter of Process.all shall be unconstrained.

143/2 The element at position Index is not an empty element after successful completion of this operation.

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |         |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|
| <pre> <b>procedure</b> Update_Element (Container : <b>in out</b> Vector; Position  : <b>in</b> Cursor; Process   : <b>not null access procedure</b>            (Element : <b>in out</b> Element_Type)) <b>with</b> Pre =&gt; (Position /= No_Element             <b>or else raise</b> Constraint_Error) <b>and then</b>            (Has_Element (Container, Position)             <b>or else raise</b> Program_Error); </pre>                                               | 144/5   |
| <p>Update_Element calls Process.all with the element designated by Position as the argument. Tampering with the elements of Container is prohibited during the execution of the call on Process.all. Any exception raised by Process.all is propagated.</p>                                                                                                                                                                                                                 | 145/5   |
| <p>If Element_Type is unconstrained and definite, then the actual Element parameter of Process.all shall be unconstrained.</p>                                                                                                                                                                                                                                                                                                                                              | 146/2   |
| <p>The element designated by Position is not an empty element after successful completion of this operation.</p>                                                                                                                                                                                                                                                                                                                                                            | 147/2   |
| <pre> <b>type</b> Constant_Reference_Type (Element : <b>not null access constant</b> Element_Type) <b>is private</b> <b>with</b> Implicit_Dereference =&gt; Element,      Nonblocking, Global =&gt; <b>in out synchronized</b>,      Default_Initial_Condition =&gt; (<b>raise</b> Program_Error); </pre>                                                                                                                                                                   | 147.1/5 |
| <pre> <b>type</b> Reference_Type (Element : <b>not null access</b> Element_Type) <b>is private</b> <b>with</b> Implicit_Dereference =&gt; Element,      Nonblocking, Global =&gt; <b>in out synchronized</b>,      Default_Initial_Condition =&gt; (<b>raise</b> Program_Error); </pre>                                                                                                                                                                                     | 147.2/5 |
| <p>The types Constant_Reference_Type and Reference_Type need finalization.</p>                                                                                                                                                                                                                                                                                                                                                                                              | 147.3/3 |
| <p><i>This paragraph was deleted.</i></p>                                                                                                                                                                                                                                                                                                                                                                                                                                   | 147.4/5 |
| <pre> <b>function</b> Constant_Reference (Container : <b>aliased in</b> Vector;                              Index     : <b>in</b> Index_Type) <b>return</b> Constant_Reference_Type <b>with</b> Pre   =&gt; Index <b>in</b> First_Index (Container) .. Last_Index (Container)      <b>or else raise</b> Constraint_Error,      Post  =&gt; Tampering_With_Cursors_Prohibited (Container),      Nonblocking, Global =&gt; <b>null</b>, Use_Formal =&gt; <b>null</b>; </pre> | 147.5/5 |
| <p>This function (combined with the Constant_Indexing and Implicit_Dereference aspects) provides a convenient way to gain read access to an individual element of a vector given an index value.</p>                                                                                                                                                                                                                                                                        | 147.6/3 |
| <p>Constant_Reference returns an object whose discriminant is an access value that designates the element at position Index. Tampering with the elements of Container is prohibited while the object returned by Constant_Reference exists and has not been finalized.</p>                                                                                                                                                                                                  | 147.7/5 |
| <pre> <b>function</b> Reference (Container : <b>aliased in out</b> Vector;                     Index     : <b>in</b> Index_Type) <b>return</b> Reference_Type <b>with</b> Pre   =&gt; Index <b>in</b> First_Index (Container) .. Last_Index (Container)      <b>or else raise</b> Constraint_Error,      Post  =&gt; Tampering_With_Cursors_Prohibited (Container),      Nonblocking, Global =&gt; <b>null</b>, Use_Formal =&gt; <b>null</b>; </pre>                        | 147.8/5 |
| <p>This function (combined with the Variable_Indexing and Implicit_Dereference aspects) provides a convenient way to gain read and write access to an individual element of a vector given an index value.</p>                                                                                                                                                                                                                                                              | 147.9/3 |

147.10/§ Reference returns an object whose discriminant is an access value that designates the element at position Index. Tampering with the elements of Container is prohibited while the object returned by Reference exists and has not been finalized.

147.11/3 The element at position Index is not an empty element after successful completion of this operation.

```
147.12/5 function Constant_Reference (Container : aliased in Vector;
                               Position  : in Cursor)
return Constant_Reference_Type
with Pre  => (Position /= No_Element
              or else raise Constraint_Error) and then
              (Has_Element (Container, Position)
               or else raise Program_Error),
  Post   => Tampering_With_Cursors_Prohibited (Container),
  Nonblocking, Global => null, Use_Formal => null;
```

147.13/3 This function (combined with the Constant\_Indexing and Implicit\_Dereference aspects) provides a convenient way to gain read access to an individual element of a vector given a cursor.

147.14/§ Constant\_Reference returns an object whose discriminant is an access value that designates the element designated by Position. Tampering with the elements of Container is prohibited while the object returned by Constant\_Reference exists and has not been finalized.

```
147.15/5 function Reference (Container : aliased in out Vector;
                      Position  : in Cursor)
return Reference_Type
with Pre  => (Position /= No_Element
              or else raise Constraint_Error) and then
              (Has_Element (Container, Position)
               or else raise Program_Error),
  Post   => Tampering_With_Cursors_Prohibited (Container),
  Nonblocking, Global => null, Use_Formal => null;
```

147.16/3 This function (combined with the Variable\_Indexing and Implicit\_Dereference aspects) provides a convenient way to gain read and write access to an individual element of a vector given a cursor.

147.17/§ Reference returns an object whose discriminant is an access value that designates the element designated by Position. Tampering with the elements of Container is prohibited while the object returned by Reference exists and has not been finalized.

147.18/3 The element designated by Position is not an empty element after successful completion of this operation.

```
147.19/§ procedure Assign (Target : in out Vector; Source : in Vector)
with Pre  => not Tampering_With_Cursors_Prohibited (Target)
              or else raise Program_Error,
  Post   => Length (Source) = Length (Target) and then
              Capacity (Target) >= Length (Target);
```

147.20/3 If Target denotes the same object as Source, the operation has no effect. If the length of Source is greater than the capacity of Target, Reserve\_Capacity (Target, Length (Source)) is called. The elements of Source are then copied to Target as for an assignment\_statement assigning Source to Target (this includes setting the length of Target to be that of Source).

```

function Copy (Source : Vector; Capacity : Count_Type := 0)
  return Vector
  with Pre => Capacity = 0 or else Capacity >= Length (Source)
           or else raise Capacity_Error,
  Post => Length (Copy'Result) = Length (Source) and then
           not Tampering_With_Elements_Prohibited (Copy'Result)
           and then
           not Tampering_With_Cursors_Prohibited (Copy'Result)
           and then
           Copy'Result.Capacity >= (if Capacity = 0 then
                                     Length (Source) else Capacity);

```

Returns a vector whose elements are initialized from the corresponding elements of Source. 147.21/5

```

procedure Move (Target : in out Vector;
                Source : in out Vector)
  with Pre => (not Tampering_With_Cursors_Prohibited (Target)
              or else raise Program_Error) and then
              (not Tampering_With_Cursors_Prohibited (Source)
              or else raise Program_Error),
  Post => (if not Target'Has_Same_Storage (Source) then
           Length (Target) = Length (Source)'Old and then
           Length (Source) = 0 and then
           Capacity (Target) >= Length (Source)'Old);

```

If Target denotes the same object as Source, then the operation has no effect. Otherwise, Move first calls Reserve\_Capacity (Target, Length (Source)) and then Clear (Target); then, each element from Source is removed from Source and inserted into Target in the original order. 148/5

```

procedure Insert_Vector (Container : in out Vector;
                        Before      : in      Extended_Index;
                        New_Item    : in      Vector)
  with Pre => (not Tampering_With_Cursors_Prohibited (Container)
              or else raise Program_Error) and then
              (Before in
               First_Index (Container) .. Last_Index (Container) + 1
               or else raise Constraint_Error) and then
               Length (Container) <= Maximum_Length - Length (New_Item)
               or else raise Constraint_Error),
  Post => Length (Container)'Old + Length (New_Item) =
           Length (Container) and then
           Capacity (Container) >= Length (Container);

```

If Length(New\_Item) is 0, then Insert\_Vector does nothing. Otherwise, it computes the new length *NL* as the sum of the current length and Length (New\_Item); if the value of Last appropriate for length *NL* would be greater than Index\_Type'Last, then Constraint\_Error is propagated. 149/5

If the current vector capacity is less than *NL*, Reserve\_Capacity (Container, *NL*) is called to increase the vector capacity. Then Insert\_Vector slides the elements in the range Before .. Last\_Index (Container) up by Length(New\_Item) positions, and then copies the elements of New\_Item to the positions starting at Before. Any exception raised during the copying is propagated. 150/5

```

153/5 | procedure Insert_Vector (Container : in out Vector;
      |           Before      : in      Cursor;
      |           New_Item   : in      Vector)
      |
      | with Pre => (not Tampering_With_Cursors_Prohibited (Container)
      |           or else raise Program_Error) and then
      |           (Before = No_Element or else
      |           Has_Element_(Container, Before)
      |           or else raise Program_Error) and then
      |           (Length (Container) <= Maximum_Length - Length (New_Item)
      |           or else raise Constraint_Error),
      |           Post => Length (Container)'Old + Length (New_Item) =
      |           Length (Container) and then
      |           Capacity (Container) >= Length (Container);

```

154/5 | If Length(New\_Item) is 0, then Insert\_Vector does nothing. If Before is No\_Element, then the call is equivalent to Insert\_Vector (Container, Last\_Index (Container) + 1, New\_Item); otherwise, the call is equivalent to Insert\_Vector (Container, To\_Index (Before), New\_Item);

```

155/5 | procedure Insert_Vector (Container : in out Vector;
      |           Before      : in      Cursor;
      |           New_Item   : in      Vector;
      |           Position   : out     Cursor)
      |
      | with Pre => (not Tampering_With_Cursors_Prohibited (Container)
      |           or else raise Program_Error) and then
      |           (Before = No_Element or else
      |           Has_Element_(Container, Before)
      |           or else raise Program_Error) and then
      |           (Length (Container) <= Maximum_Length - Length (New_Item)
      |           or else raise Constraint_Error),
      |           Post => Length (Container)'Old + Length (New_Item) =
      |           Length (Container) and then
      |           Has_Element (Container, Position) and then
      |           Capacity (Container) >= Length (Container);

```

156/5 | If Before equals No\_Element, then let  $T$  be Last\_Index (Container) + 1; otherwise, let  $T$  be To\_Index (Before). Insert\_Vector (Container,  $T$ , New\_Item) is called, and then Position is set to To\_Cursor (Container,  $T$ ).

```

157/5 | procedure Insert (Container : in out Vector;
      |           Before      : in      Extended_Index;
      |           New_Item   : in      Element_Type;
      |           Count      : in      Count_Type := 1)
      |
      | with Pre => (not Tampering_With_Cursors_Prohibited (Container)
      |           or else raise Program_Error) and then
      |           (Before in
      |           First_Index (Container) .. Last_Index (Container) + 1
      |           or else raise Constraint_Error) and then
      |           (Length (Container) <= Maximum_Length - Count
      |           or else raise Constraint_Error),
      |           Post => Length (Container)'Old + Count = Length (Container) and then
      |           Capacity (Container) >= Length (Container);

```

158/2 | Equivalent to Insert (Container, Before, To\_Vector (New\_Item, Count));

```

procedure Insert (Container : in out Vector;                               159/5
                  Before   : in      Cursor;
                  New_Item  : in      Element_Type;
                  Count     : in      Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Before = No_Element or else
              Has_Element (Container, Before)
             or else raise Program_Error) and then
             (Length (Container) <= Maximum_Length - Count
             or else raise Constraint_Error),
             Post => Length (Container)'Old + Count = Length (Container) and then
                  Capacity (Container) >= Length (Container);

```

Equivalent to Insert (Container, Before, To\_Vector (New\_Item, Count)); 160/2

```

procedure Insert (Container : in out Vector;                               161/5
                  Before   : in      Cursor;
                  New_Item  : in      Element_Type;
                  Position  : out     Cursor;
                  Count     : in      Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Before = No_Element or else
              Has_Element (Container, Before)
             or else raise Program_Error) and then
             (Length (Container) <= Maximum_Length - Count
             or else raise Constraint_Error),
             Post => Length (Container)'Old + Count = Length (Container) and then
                  Has_Element (Container, Position) and then
                  Capacity (Container) >= Length (Container);

```

Equivalent to Insert (Container, Before, To\_Vector (New\_Item, Count), Position); 162/2

```

procedure Insert (Container : in out Vector;                               163/5
                  Before   : in      Extended_Index;
                  Count     : in      Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Before in
              First_Index (Container) .. Last_Index (Container) + 1
             or else raise Constraint_Error) and then
             (Length (Container) <= Maximum_Length - Count
             or else raise Constraint_Error),
             Post => Length (Container)'Old + Count = Length (Container) and then
                  Capacity (Container) >= Length (Container);

```

If Count is 0, then Insert does nothing. Otherwise, it computes the new length *NL* as the sum of 164/5  
the current length and Count; if the value of Last appropriate for length *NL* would be greater than Index\_Type'Last, then Constraint\_Error is propagated.

If the current vector capacity is less than *NL*, Reserve\_Capacity (Container, *NL*) is called to 165/2  
increase the vector capacity. Then Insert slides the elements in the range Before .. Last\_Index (Container) up by Count positions, and then inserts elements that are initialized by default (see 3.3.1) in the positions starting at Before.

```

166/5  procedure Insert (Container : in out Vector;
                    Before   : in   Cursor;
                    Position  : in   out Cursor;
                    Count     : in   Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
            or else raise Program_Error) and then
            (Before = No_Element or else
             Has_Element (Container, Before)
            or else raise Program_Error) and then
            (Length (Container) <= Maximum_Length - Count
            or else raise Constraint_Error),
Post => Length (Container)'Old + Count = Length (Container) and then
        Has_Element (Container, Position) and then
        Capacity (Container) >= Length (Container);
167/5  If Before equals No_Element, then let T be Last_Index (Container) + 1; otherwise, let T be
        To_Index (Before). Insert (Container, T, Count) is called, and then Position is set to To_Cursor
        (Container, T).

```

```

168/5  procedure Prepend_Vector (Container : in out Vector;
                              New_Item  : in   Vector)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
            or else raise Program_Error) and then
            (Length (Container) <= Maximum_Length - Length (New_Item)
            or else raise Constraint_Error),
Post => Length (Container)'Old + Length (New_Item) =
        Length (Container) and then
        Capacity (Container) >= Length (Container);

```

169/2 Equivalent to Insert (Container, First\_Index (Container), New\_Item).

```

170/5  procedure Prepend (Container : in out Vector;
                      New_Item   : in   Element_Type;
                      Count      : in   Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
            or else raise Program_Error) and then
            (Length (Container) <= Maximum_Length - Count
            or else raise Constraint_Error),
Post => Length (Container)'Old + Count = Length (Container) and then
        Capacity (Container) >= Length (Container);

```

171/2 Equivalent to Insert (Container, First\_Index (Container), New\_Item, Count).

```

172/5  procedure Append_Vector (Container : in out Vector;
                              New_Item  : in   Vector)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
            or else raise Program_Error) and then
            (Length (Container) <= Maximum_Length - Length (New_Item)
            or else raise Constraint_Error),
Post => Length (Container)'Old + Length (New_Item) =
        Length (Container) and then
        Capacity (Container) >= Length (Container);

```

173/2 Equivalent to Insert (Container, Last\_Index (Container) + 1, New\_Item).

```

174/5  procedure Append (Container : in out Vector;
                      New_Item   : in   Element_Type;
                      Count      : in   Count_Type)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
            or else raise Program_Error) and then
            (Length (Container) <= Maximum_Length - Count
            or else raise Constraint_Error),
Post => Length (Container)'Old + Count = Length (Container) and then
        Capacity (Container) >= Length (Container);

```

175/2 Equivalent to Insert (Container, Last\_Index (Container) + 1, New\_Item, Count).



```

procedure Append (Container : in out Vector;
                  New_Item  : in   Element_Type)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Length (Container) <= Maximum_Length - 1
             or else raise Constraint_Error),
    Post => Length (Container)'Old + 1 = Length (Container) and then
           Capacity (Container) >= Length (Container);

```

Equivalent to `Insert (Container, Last_Index (Container) + 1, New_Item, 1)`.

```

procedure Insert_Space (Container : in out Vector;
                       Before     : in   Extended_Index;
                       Count      : in   Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (before in
              First_Index (Container) .. Last_Index (Container) + 1
              or else raise Constraint_Error) and then
              (Length (Container) <= Maximum_Length - Count
              or else raise Constraint_Error),
    Post => Length (Container)'Old + Count = Length (Container) and then
           Capacity (Container) >= Length (Container);

```

If `Count` is 0, then `Insert_Space` does nothing. Otherwise, it computes the new length  $NL$  as the sum of the current length and `Count`; if the value of `Last` appropriate for length  $NL$  would be greater than `Index_Type'Last`, then `Constraint_Error` is propagated.

If the current vector capacity is less than  $NL$ , `Reserve_Capacity (Container,  $NL$ )` is called to increase the vector capacity. Then `Insert_Space` slides the elements in the range `Before .. Last_Index (Container)` up by `Count` positions, and then inserts empty elements in the positions starting at `Before`.

```

procedure Insert_Space (Container : in out Vector;
                       Before     : in   Cursor;
                       Position   : out  Cursor;
                       Count      : in   Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Before = No_Element or else
              Has_Element (Container, Before)
              or else raise Program_Error) and then
              (Length (Container) <= Maximum_Length - Count
              or else raise Constraint_Error),
    Post => Length (Container)'Old + Count = Length (Container) and then
           Has_Element (Container, Position) and then
           Capacity (Container) >= Length (Container);

```

If `Before` equals `No_Element`, then let  $T$  be `Last_Index (Container) + 1`; otherwise, let  $T$  be `To_Index (Before)`. `Insert_Space (Container,  $T$ , Count)` is called, and then `Position` is set to `To_Cursor (Container,  $T$ )`.

```

181/5  procedure Delete (Container : in out Vector;
                    Index      : in      Extended_Index;
                    Count      : in      Count_Type := 1)
  with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Index in
              First_Index (Container) .. Last_Index (Container) + 1
              or else raise Constraint_Error);
  Post => Length (Container)'Old - Count <= Length (Container);

```

182/5 If Count is 0, Delete has no effect. Otherwise, Delete slides the elements (if any) starting at position Index + Count down to Index. Any exception raised during element assignment is propagated.

```

183/5  procedure Delete (Container : in out Vector;
                    Position  : in out Cursor;
                    Count     : in      Count_Type := 1)
  with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Position /= No_Element
              or else raise Constraint_Error) and then
             (Has_Element (Container, Position)
              or else raise Program_Error),
  Post => Length (Container)'Old - Count <= Length (Container)
       and then Position = No_Element;

```

184/5 Delete (Container, To\_Index (Position), Count) is called, and then Position is set to No\_Element.

```

185/5  procedure Delete_First (Container : in out Vector;
                           Count      : in      Count_Type := 1)
  with Pre => not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error,
  Post => Length (Container)'Old - Count <= Length (Container);

```

186/2 Equivalent to Delete (Container, First\_Index (Container), Count).

```

187/5  procedure Delete_Last (Container : in out Vector;
                          Count      : in      Count_Type := 1)
  with Pre => not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error,
  Post => Length (Container)'Old - Count <= Length (Container);

```

188/3 If Length (Container) <= Count, then Delete\_Last is equivalent to Clear (Container). Otherwise, it is equivalent to Delete (Container, Index\_Type'Val(Index\_Type'Pos(Last\_Index (Container)) - Count + 1), Count).

```

189/5  procedure Reverse_Elements (Container : in out Vector)
  with Pre => not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error;

```

190/2 Reorders the elements of Container in reverse order.

```

191/5  procedure Swap (Container : in out Vector;
                   I, J       : in      Index_Type)
  with Pre => (not Tampering_With_Elements_Prohibited (Container)
             or else raise Program_Error) and then
             (I in First_Index (Container) .. Last_Index (Container)
              or else raise Constraint_Error) and then
             (J in First_Index (Container) .. Last_Index (Container)
              or else raise Constraint_Error);

```

192/5 Swap exchanges the values of the elements at positions I and J.

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |       |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|
| <pre> <b>procedure</b> Swap (Container : <b>in out</b> Vector;                  I, J       : <b>in</b>      Cursor)   <b>with</b> Pre =&gt; (<b>not</b> Tampering With Elements Prohibited (Container)               <b>or else raise</b> Program_Error) <b>and then</b>               (I /= No_Element <b>or else</b> Constraint_Error) <b>and then</b>               (J /= No_Element <b>or else</b> Constraint_Error) <b>and then</b>               (Has_Element (Container, I)                <b>or else raise</b> Program_Error) <b>and then</b>               (Has_Element (Container, J)                <b>or else raise</b> Program_Error); </pre> | 193/5 |
| <p>Swap exchanges the values of the elements designated by I and J.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | 194/5 |
| <pre> <b>function</b> First_Index (Container : Vector) <b>return</b> Index_Type   <b>with</b> Nonblocking, Global =&gt; <b>null</b>, Use_Formal =&gt; <b>null</b>,       Post =&gt; First_Index'Result = Index_Type'First; </pre>                                                                                                                                                                                                                                                                                                                                                                                                                          | 195/5 |
| <p>Returns the value Index_Type'First.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 196/2 |
| <pre> <b>function</b> First (Container : Vector) <b>return</b> Cursor   <b>with</b> Nonblocking, Global =&gt; <b>null</b>, Use_Formal =&gt; <b>null</b>,       Post =&gt; (<b>if not</b> Is_Empty (Container)               <b>then</b> Has_Element (Container, First'Result)               <b>else</b> First'Result = No_Element); </pre>                                                                                                                                                                                                                                                                                                                 | 197/5 |
| <p>If Container is empty, First returns No_Element. Otherwise, it returns a cursor that designates the first element in Container.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 198/2 |
| <pre> <b>function</b> First_Element (Container : Vector)   <b>return</b> Element_Type   <b>with</b> Pre =&gt; (<b>not</b> Is_Empty (Container)               <b>or else raise</b> Constraint_Error); </pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                | 199/5 |
| <p>Equivalent to Element (Container, First_Index (Container)).</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 200/2 |
| <pre> <b>function</b> Last_Index (Container : Vector) <b>return</b> Extended_Index   <b>with</b> Nonblocking, Global =&gt; <b>null</b>, Use_Formal =&gt; <b>null</b>,       Post =&gt; (<b>if</b> Length (Container) = 0 <b>then</b> Last_Index'Result = No_Index               <b>else</b> Count_Type (Last_Index'Result - Index_Type'First) =                   Length (Container) - 1); </pre>                                                                                                                                                                                                                                                          | 201/5 |
| <p>If Container is empty, Last_Index returns No_Index. Otherwise, it returns the position of the last element in Container.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | 202/2 |
| <pre> <b>function</b> Last (Container : Vector) <b>return</b> Cursor   <b>with</b> Nonblocking, Global =&gt; <b>null</b>, Use_Formal =&gt; <b>null</b>,       Post =&gt; (<b>if not</b> Is_Empty (Container)               <b>then</b> Has_Element (Container, Last'Result)               <b>else</b> Last'Result = No_Element); </pre>                                                                                                                                                                                                                                                                                                                    | 203/5 |
| <p>If Container is empty, Last returns No_Element. Otherwise, it returns a cursor that designates the last element in Container.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 204/2 |
| <pre> <b>function</b> Last_Element (Container : Vector)   <b>return</b> Element_Type   <b>with</b> Pre =&gt; (<b>not</b> Is_Empty (Container)               <b>or else raise</b> Constraint_Error); </pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 205/5 |
| <p>Equivalent to Element (Container, Last_Index (Container)).</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 206/2 |

```

207/5 function Next (Position : Cursor) return Cursor
      with Nonblocking, Global => in all, Use_Formal => null,
          Post => (if Position = No_Element then Next'Result = No_Element);

```

208/2 If Position equals No\_Element or designates the last element of the container, then Next returns the value No\_Element. Otherwise, it returns a cursor that designates the element with index To\_Index (Position) + 1 in the same vector as Position.

```

208.1/5 function Next (Container : Vector;
                Position : Cursor) return Cursor
      with Nonblocking, Global => null, Use_Formal => null,
          Pre => Position = No_Element or else
              Has_Element (Container, Position)
              or else raise Program_Error,
          Post => (if Position = No_Element then Next'Result = No_Element
                 elsif Has_Element (Container, Next'Result) then
                     To_Index (Container, Next'Result) =
                     To_Index (Container, Position) + 1
                 elsif Next'Result = No_Element then
                     Position = Last (Container)
                 else False);

```

208.2/5 Returns a cursor designating the next element in Container, if any.

```

209/5 procedure Next (Position : in out Cursor)
      with Nonblocking, Global => in all, Use_Formal => null;

```

210/2 Equivalent to Position := Next (Position).

```

210.1/5 procedure Next (Container : in Vector;
                 Position : in out Cursor)
      with Nonblocking, Global => null, Use_Formal => null,
          Pre => Position = No_Element or else
              Has_Element (Container, Position)
              or else raise Program_Error,
          Post => (if Position /= No_Element
                 then Has_Element (Container, Position));

```

210.2/5 Equivalent to Position := Next (Container, Position).

```

211/5 function Previous (Position : Cursor) return Cursor
      with Nonblocking, Global => in all, Use_Formal => null,
          Post => (if Position = No_Element
                 then Previous'Result = No_Element);

```

212/2 If Position equals No\_Element or designates the first element of the container, then Previous returns the value No\_Element. Otherwise, it returns a cursor that designates the element with index To\_Index (Position) - 1 in the same vector as Position.

```

212.1/5 function Previous (Container : Vector;
                   Position : Cursor) return Cursor
      with Nonblocking, Global => null, Use_Formal => null,
          Pre => Position = No_Element or else
              Has_Element (Container, Position)
              or else raise Program_Error,
          Post => (if Position = No_Element then Previous'Result = No_Element
                 elsif Has_Element (Container, Previous'Result) then
                     To_Index (Container, Previous'Result) =
                     To_Index (Container, Position) - 1
                 elsif Previous'Result = No_Element then
                     Position = First (Container)
                 else False);

```

212.2/5 Returns a cursor designating the previous element in Container, if any.

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                    |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------|
| <pre> <b>procedure</b> Previous (Position : <b>in out</b> Cursor)   <b>with</b> Nonblocking, Global =&gt; <b>in all</b>, Use_Formal =&gt; <b>null</b>;    Equivalent to Position := Previous (Position). </pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | 213/5<br>214/2     |
| <pre> <b>procedure</b> Previous (Container : <b>in</b> Vector;   Position : <b>in out</b> Cursor)   <b>with</b> Nonblocking, Global =&gt; <b>null</b>, Use_Formal =&gt; <b>null</b>,   Pre =&gt; Position = No_Element <b>or else</b>     Has_Element (Container, Position)     <b>or else raise</b> Program_Error,   Post =&gt; (<b>if</b> Position /= No_Element     <b>then</b> Has_Element (Container, Position));    Equivalent to Position := Previous (Container, Position). </pre>                                                                                                                                                                                                                                                                                                                                                | 214.1/5<br>214.2/5 |
| <pre> <b>function</b> Find_Index (Container : Vector;   Item : Element_Type;   Index : Index_Type := Index_Type'First) <b>return</b> Extended_Index;    Searches the elements of Container for an element equal to Item (using the generic formal   equality operator). The search starts at position Index and proceeds towards Last_Index   (Container). If no equal element is found, then Find_Index returns No_Index. Otherwise, it   returns the index of the first equal element encountered. </pre>                                                                                                                                                                                                                                                                                                                               | 215/2<br>216/2     |
| <pre> <b>function</b> Find (Container : Vector;   Item : Element_Type;   Position : Cursor := No_Element) <b>return</b> Cursor <b>with</b> Pre =&gt; Position = No_Element <b>or else</b>   Has_Element (Container, Position)   <b>or else raise</b> Program_Error,   Post =&gt; (<b>if</b> Find'Result /= No_Element   <b>then</b> Has_Element (Container, Find'Result));    Find searches the elements of Container for an element equal to Item (using the generic formal   equality operator). The search starts at the first element if Position equals No_Element, and at   the element designated by Position otherwise. It proceeds towards the last element of Container.   If no equal element is found, then Find returns No_Element. Otherwise, it returns a cursor   designating the first equal element encountered. </pre> | 217/5<br>218/5     |
| <pre> <b>function</b> Reverse_Find_Index (Container : Vector;   Item : Element_Type;   Index : Index_Type := Index_Type'Last) <b>return</b> Extended_Index;    Searches the elements of Container for an element equal to Item (using the generic formal   equality operator). The search starts at position Index or, if Index is greater than Last_Index   (Container), at position Last_Index (Container). It proceeds towards First_Index (Container).   If no equal element is found, then Reverse_Find_Index returns No_Index. Otherwise, it returns the   index of the first equal element encountered. </pre>                                                                                                                                                                                                                     | 219/2<br>220/2     |

```

221/5  function Reverse_Find (Container : Vector;
                          Item      : Element_Type;
                          Position  : Cursor := No_Element)
    return Cursor
    with Pre => Position = No_Element or else
        Has_Element (Container, Position)
        or else raise Program_Error,
        Post => (if Reverse_Find'Result /= No_Element
                then Has_Element (Container, Reverse_Find'Result));

```

222/5 Reverse\_Find searches the elements of Container for an element equal to Item (using the generic formal equality operator). The search starts at the last element if Position equals No\_Element, and at the element designated by Position otherwise. It proceeds towards the first element of Container. If no equal element is found, then Reverse\_Find returns No\_Element. Otherwise, it returns a cursor designating the first equal element encountered.

```

223/2  function Contains (Container : Vector;
                      Item      : Element_Type) return Boolean;

```

224/2 Equivalent to Has\_Element (Find (Container, Item)).

*Paragraphs 225 and 226 were moved above.*

```

227/5  procedure Iterate
    (Container : in Vector;
     Process   : not null access procedure (Position : in Cursor))
    with Allows_Exit;

```

228/3 Invokes Process.all with a cursor that designates each element in Container, in index order. Tampering with the cursors of Container is prohibited during the execution of a call on Process.all. Any exception raised by Process.all is propagated.

```

229/5  procedure Reverse_Iterate
    (Container : in Vector;
     Process   : not null access procedure (Position : in Cursor))
    with Allows_Exit;

```

230/3 Iterates over the elements in Container as per procedure Iterate, except that elements are traversed in reverse index order.

```

230.1/5 function Iterate (Container : in Vector)
    return Vector_Iterator_Interfaces.Parallel_Reversible_Iterator'Class
    with Post => Tampering_With_Cursors_Prohibited (Container);

```

230.2/5 Iterate returns an iterator object (see 5.5.1) that will generate a value for a loop parameter (see 5.5.2) designating each node in Container, starting with the first node and moving the cursor as per the Next function when used as a forward iterator, and starting with the last node and moving the cursor as per the Previous function when used as a reverse iterator, and processing all nodes concurrently when used as a parallel iterator. Tampering with the cursors of Container is prohibited while the iterator object exists (in particular, in the sequence\_of\_statements of the loop\_statement whose iterator\_specification denotes this object). The iterator object needs finalization.

```

function Iterate (Container : in Vector; Start : in Cursor)
  return Vector_Iterator_Interfaces.Reversible_Iterator'Class
with Pre    => (Start /= No_Element
               or else raise Constraint_Error) and then
               (Has_Element (Container, Start)
               or else raise Program_Error),
  Post     => Tampering_With_Cursors_Prohibited (Container);

```

Iterate returns a reversible iterator object (see 5.5.1) that will generate a value for a loop parameter (see 5.5.2) designating each node in Container, starting with the node designated by Start and moving the cursor as per the Next function when used as a forward iterator, or moving the cursor as per the Previous function when used as a reverse iterator. Tampering with the cursors of Container is prohibited while the iterator object exists (in particular, in the sequence\_of\_statements of the loop\_statement whose iterator\_specification denotes this object). The iterator object needs finalization.

The actual function for the generic formal function "<" of Generic\_Sorting is expected to return the same value each time it is called with a particular pair of element values. It should define a strict weak ordering relationship (see A.18); it should not modify Container. If the actual for "<" behaves in some other manner, the behavior of the subprograms of Generic\_Sorting are unspecified. The number of times the subprograms of Generic\_Sorting call "<" is unspecified.

```

function Is_Sorted (Container : Vector) return Boolean;

```

Returns True if the elements are sorted smallest first as determined by the generic formal "<" operator; otherwise, Is\_Sorted returns False. Any exception raised during evaluation of "<" is propagated.

```

procedure Sort (Container : in out Vector)
with Pre => not Tampering_With_Cursors_Prohibited (Container)
          or else raise Program_Error;

```

Reorders the elements of Container such that the elements are sorted smallest first as determined by the generic formal "<" operator provided. Any exception raised during evaluation of "<" is propagated.

```

procedure Merge (Target  : in out Vector;
                 Source  : in out Vector)
with Pre => (not Tampering_With_Cursors_Prohibited (Target)
           or else raise Program_Error) and then
           (not Tampering_With_Cursors_Prohibited (Source)
           or else raise Program_Error) and then
           (Length (Target) <= Maximum_Length - Length (Source)
           or else raise Constraint_Error) and then
           ((Length (Source) = 0 or else
            not Target'Has_Same_Storage (Source))
           or else raise Program_Error),
  Post => (declare
          Result_Length : constant Count_Type :=
            Length (Source)'Old + Length (Target)'Old;
          begin
            (Length (Source) = 0 and then
             Length (Target) = Result_Length and then
             Capacity (Target) >= Result_Length);
          end);

```

Merge removes elements from Source and inserts them into Target; afterwards, Target contains the union of the elements that were initially in Source and Target; Source is left empty. If Target and Source are initially sorted smallest first, then Target is ordered smallest first as determined by the generic formal "<" operator; otherwise, the order of elements in Target is unspecified. Any exception raised during evaluation of "<" is propagated.

- 237.1/5 The nested package `Vectors.Stable` provides a type `Stable.Vector` that represents a *stable* vector, which is one that cannot grow and shrink. Such a vector can be created by calling the `To_Vector` or `Copy` functions, or by establishing a *stabilized view* of an ordinary vector.
- 237.2/5 The subprograms of package `Containers.Vectors` that have a parameter or result of type `Vector` are included in the nested package `Stable` with the same specification, except that the following are omitted:
- 237.3/5 `Tampering_With_Cursors_Prohibited`, `Tampering_With_Elements_Prohibited`, `Reserve_Capacity`, `Assign`, `Move`, `Insert`, `Insert_Space`, `Insert_Vector`, `Append`, `Append_Vector`, `Prepend`, `Prepend_Vector`, `Clear`, `Delete`, `Delete_First`, `Delete_Last`, and `Set_Length`
- 237.4/5 The generic package `Generic_Sorting` is also included with the same specification, except that `Merge` is omitted.
- 237.5/5 The operations of this package are equivalent to those for ordinary vectors, except that the calls to `Tampering_With_Cursors_Prohibited` and `Tampering_With_Elements_Prohibited` that occur in preconditions are replaced by `False`, and any that occur in postconditions are replaced by `True`.
- 237.6/5 If a stable vector is declared with the `Base` discriminant designating a pre-existing ordinary vector, the stable vector represents a stabilized view of the underlying ordinary vector, and any operation on the stable vector is reflected on the underlying ordinary vector. While a stabilized view exists, any operation that tampers with elements performed on the underlying vector is prohibited. The finalization of a stable vector that provides such a view removes this restriction on the underlying ordinary vector (though some other restriction can exist due to other concurrent iterations or stabilized views).
- 237.7/5 If a stable vector is declared without specifying `Base`, the object is necessarily initialized. The initializing expression of the stable vector, typically a call on `To_Vector` or `Copy`, determines the `Length` of the vector. The `Length` of a stable vector never changes after initialization.

*Bounded (Run-Time) Errors*

- 238/3 Reading the value of an empty element by calling `Element`, `Query_Element`, `Update_Element`, `Constant_Reference`, `Reference`, `Swap`, `Is_Sorted`, `Sort`, `Merge`, `"="`, `Find`, or `Reverse_Find` is a bounded error. The implementation may treat the element as having any normal value (see 13.9.1) of the element type, or raise `Constraint_Error` or `Program_Error` before modifying the vector.
- 239/2 Calling `Merge` in an instance of `Generic_Sorting` with either `Source` or `Target` not ordered smallest first using the provided generic formal `"<"` operator is a bounded error. Either `Program_Error` is raised after `Target` is updated as described for `Merge`, or the operation works as defined.
- 239.1/3 It is a bounded error for the actual function associated with a generic formal subprogram, when called as part of an operation of this package, to tamper with elements of any `Vector` parameter of the operation. Either `Program_Error` is raised, or the operation works as defined on the value of the `Vector` either prior to, or subsequent to, some or all of the modifications to the `Vector`.
- 239.2/3 It is a bounded error to call any subprogram declared in the visible part of `Containers.Vectors` when the associated container has been finalized. If the operation takes `Container` as an **in out** parameter, then it raises `Constraint_Error` or `Program_Error`. Otherwise, the operation either proceeds as it would for an empty container, or it raises `Constraint_Error` or `Program_Error`.
- 240/2 A `Cursor` value is *ambiguous* if any of the following have occurred since it was created:
- 241/5
- `Insert`, `Insert_Space`, `Insert_Vector`, or `Delete` has been called on the vector that contains the element the cursor designates with an index value (or a cursor designating an element at such an index value) less than or equal to the index value of the element designated by the cursor; or



|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                                    |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------|
| <ul style="list-style-type: none"> <li>• The vector that contains the element it designates has been passed to the Sort or Merge procedures of an instance of Generic_Sorting, or to the Reverse_Elements procedure.</li> </ul>                                                                                                                                                                                                                                                                                                          | 242/2                              |
| It is a bounded error to call any subprogram other than "=" or Has_Element declared in Containers.Vectors with an ambiguous (but not invalid, see below) cursor parameter. Possible results are:                                                                                                                                                                                                                                                                                                                                         | 243/2                              |
| <ul style="list-style-type: none"> <li>• The cursor may be treated as if it were No_Element;</li> <li>• The cursor may designate some element in the vector (but not necessarily the element that it originally designated);</li> <li>• Constraint_Error may be raised; or</li> <li>• Program_Error may be raised.</li> </ul>                                                                                                                                                                                                            | 244/2<br>245/2<br>246/2<br>247/2   |
| <i>Erroneous Execution</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                    |
| A Cursor value is <i>invalid</i> if any of the following have occurred since it was created:                                                                                                                                                                                                                                                                                                                                                                                                                                             | 248/2                              |
| <ul style="list-style-type: none"> <li>• The vector that contains the element it designates has been finalized;</li> <li>• The vector that contains the element it designates has been used as the Target of a call to Assign, or as the target of an assignment_statement;</li> <li>• The vector that contains the element it designates has been used as the Source or Target of a call to Move; or</li> <li>• The element it designates has been deleted or removed from the vector that previously contained the element.</li> </ul> | 249/2<br>249.1/3<br>250/2<br>251/3 |
| The result of "=" or Has_Element is unspecified if it is called with an invalid cursor parameter. Execution is erroneous if any other subprogram declared in Containers.Vectors is called with an invalid cursor parameter.                                                                                                                                                                                                                                                                                                              | 252/2                              |
| Execution is erroneous if the vector associated with the result of a call to Reference or Constant_Reference is finalized before the result object returned by the call to Reference or Constant_Reference is finalized.                                                                                                                                                                                                                                                                                                                 | 252.1/3                            |
| <i>Implementation Requirements</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                    |
| No storage associated with a vector object shall be lost upon assignment or scope exit.                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 253/2                              |
| The execution of an assignment_statement for a vector shall have the effect of copying the elements from the source vector object to the target vector object and changing the length of the target object to that of the source object.                                                                                                                                                                                                                                                                                                 | 254/3                              |
| <i>Implementation Advice</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                    |
| Containers.Vectors should be implemented similarly to an array. In particular, if the length of a vector is $N$ , then                                                                                                                                                                                                                                                                                                                                                                                                                   | 255/2                              |
| <ul style="list-style-type: none"> <li>• the worst-case time complexity of Element should be <math>O(\log N)</math>;</li> <li>• the worst-case time complexity of Append with Count=1 when <math>N</math> is less than the capacity of the vector should be <math>O(\log N)</math>; and</li> <li>• the worst-case time complexity of Prepend with Count=1 and Delete_First with Count=1 should be <math>O(N \log N)</math>.</li> </ul>                                                                                                   | 256/2<br>257/2<br>258/2            |
| The worst-case time complexity of a call on procedure Sort of an instance of Containers.Vectors.Generic_Sorting should be $O(N^2)$ , and the average time complexity should be better than $O(N^2)$ .                                                                                                                                                                                                                                                                                                                                    | 259/2                              |

- 260/2 Containers.Vectors.Generic\_Sorting.Sort and Containers.Vectors.Generic\_Sorting.Merge should minimize copying of elements.
- 261/2 Move should not copy elements, and should minimize copying of internal data structures.
- 262/2 If an exception is propagated from a vector operation, no storage should be lost, nor any elements removed from a vector unless specified by the operation.
- 263/5 NOTE 1 All elements of a vector occupy locations in the internal array. If a sparse container is required, a Hashed\_Map can be used rather than a vector.
- 264/2 NOTE 2 If Index\_Type'Base'First = Index\_Type'First an instance of Ada.Containers.Vectors will raise Constraint\_Error. A value below Index\_Type'First is required so that an empty vector has a meaningful value of Last\_Index.

### A.18.3 The Generic Package Containers.Doubly\_Linked\_Lists

- 1/2 The language-defined generic package Containers.Doubly\_Linked\_Lists provides private types List and Cursor, and a set of operations for each type. A list container is optimized for insertion and deletion at any position.
- 2/2 A doubly-linked list container object manages a linked list of internal *nodes*, each of which contains an element and pointers to the next (successor) and previous (predecessor) internal nodes. A cursor designates a particular node within a list (and by extension the element contained in that node). A cursor keeps designating the same node (and element) as long as the node is part of the container, even if the node is moved in the container.
- 3/2 The *length* of a list is the number of elements it contains.

#### Static Semantics

- 4/2 The generic library package Containers.Doubly\_Linked\_Lists has the following declaration:

```

5/5   with Ada.Iterator_Interfaces;
      generic
        type Element_Type is private;
        with function "=" (Left, Right : Element_Type)
          return Boolean is <>;
      package Ada.Containers.Doubly_Linked_Lists
        with Preelaborate, Remote_Types,
          Nonblocking, Global => in out synchronized is
6/5   type List is tagged private
        with Constant_Indexing => Constant_Reference,
          Variable_Indexing => Reference,
          Default_Iterator => Iterate,
          Iterator_Element => Element_Type,
          Iterator_View => Stable.List,
          Aggregate => (Empty => Empty,
            Add_Unnamed => Append),
          Stable_Properties => (Length,
            Tampering_With_Cursors_Prohibited,
            Tampering_With_Elements_Prohibited),
          Default_Initial_Condition =>
            Length (List) = 0 and then
              (not Tampering_With_Cursors_Prohibited (List)) and then
                (not Tampering_With_Elements_Prohibited (List)),
          Preelaborable_Initialization;
7/5   type Cursor is private
        with Preelaborable_Initialization;
8/2   Empty_List : constant List;
9/2   No_Element : constant Cursor;
```

```

function Has_Element (Position : Cursor) return Boolean
    with Nonblocking, Global => in all, Use_Formal => null;
9.1/5

function Has_Element (Container : List; Position : Cursor)
    return Boolean
    with Nonblocking, Global => null, Use_Formal => null;
9.2/5

package List_Iterator_Interfaces is new
    Ada.Iterator_Interfaces (Cursor, Has_Element);
9.3/3

function "=" (Left, Right : List) return Boolean;
10/2

function Tampering_With_Cursors_Prohibited
    (Container : List) return Boolean
    with Nonblocking, Global => null, Use_Formal => null;
10.1/5

function Tampering_With_Elements_Prohibited
    (Container : List) return Boolean
    with Nonblocking, Global => null, Use_Formal => null;
10.2/5

function Empty return List
    is (Empty_List)
    with Post =>
        not Tampering_With_Elements_Prohibited (Empty'Result) and then
        not Tampering_With_Cursors_Prohibited (Empty'Result) and then
        Length (Empty'Result) = 0;
10.3/5

function Length (Container : List) return Count_Type
    with Nonblocking, Global => null, Use_Formal => null;
11/5

function Is_Empty (Container : List) return Boolean
    with Nonblocking, Global => null, Use_Formal => null,
        Post => Is_Empty'Result = (Length (Container) = 0);
12/5

procedure Clear (Container : in out List)
    with Pre => not Tampering_With_Cursors_Prohibited (Container)
        or else raise Program_Error,
        Post => Length (Container) = 0;
13/5

function Element (Position : Cursor) return Element_Type
    with Pre => Position /= No_Element or else raise Constraint_Error,
        Nonblocking, Global => in all, Use_Formal => Element_Type;
14/5

function Element (Container : List;
    Position : Cursor) return Element_Type
    with Pre => (Position /= No_Element or else
        raise Constraint_Error) and then
        (Has_Element (Container, Position)
        or else raise Program_Error),
        Nonblocking, Global => null, Use_Formal => Element_Type;
14.1/5

procedure Replace_Element (Container : in out List;
    Position : in Cursor;
    New_item : in Element_Type)
    with Pre => (not Tampering_With_Elements_Prohibited (Container)
        or else raise Program_Error) and then
        (Position /= No_Element
        or else raise Constraint_Error) and then
        (Has_Element (Container, Position)
        or else raise Program_Error);
15/5

procedure Query_Element
    (Position : in Cursor;
    Process : not null access procedure (Element : in Element_Type))
    with Pre => Position /= No_Element or else raise Constraint_Error,
        Global => in all;
16/5

```

```

16.1/5  procedure Query_Element
        (Container : in List;
         Position  : in Cursor;
         Process   : not null access procedure (Element : in Element_Type))
        with Pre => (Position /= No_Element
                   or else raise Constraint_Error) and then
                   (Has_Element (Container, Position)
                    or else raise Program_Error);

17/5    procedure Update_Element
        (Container : in out List;
         Position  : in Cursor;
         Process   : not null access procedure
                   (Element : in out Element_Type))
        with Pre => (Position /= No_Element
                   or else raise Constraint_Error) and then
                   (Has_Element (Container, Position)
                    or else raise Program_Error);

17.1/5  type Constant_Reference_Type
        (Element : not null access constant Element_Type) is private
        with Implicit_Dereference => Element,
             Nonblocking, Global => in out synchronized,
             Default_Initial_Condition => (raise Program_Error);

17.2/5  type Reference_Type (Element : not null access Element_Type) is private
        with Implicit_Dereference => Element,
             Nonblocking, Global => in out synchronized,
             Default_Initial_Condition => (raise Program_Error);

17.3/5  function Constant_Reference (Container : aliased in List;
                                   Position  : in Cursor)
        return Constant_Reference_Type
        with Pre => (Position /= No_Element or else
                   raise Constraint_Error) and then
                   (Has_Element (Container, Position) or else
                    raise Program_Error),
        Post  => Tampering_With_Cursors_Prohibited (Container),
        Nonblocking, Global => null, Use_Formal => null;

17.4/5  function Reference (Container : aliased in out List;
                           Position  : in Cursor)
        return Reference_Type
        with Pre => (Position /= No_Element or else
                   raise Constraint_Error) and then
                   (Has_Element (Container, Position) or else
                    raise Program_Error),
        Post  => Tampering_With_Cursors_Prohibited (Container),
        Nonblocking, Global => null, Use_Formal => null;

17.5/5  procedure Assign (Target : in out List; Source : in List)
        with Pre => not Tampering_With_Cursors_Prohibited (Target)
                   or else raise Program_Error,
        Post => Length (Source) = Length (Target);

17.6/5  function Copy (Source : List)
        return List
        with Post =>
            Length (Copy'Result) = Length (Source) and then
            not Tampering_With_Elements_Prohibited (Copy'Result) and then
            not Tampering_With_Cursors_Prohibited (Copy'Result);

18/5    procedure Move (Target : in out List;
                       Source : in out List)
        with Pre => (not Tampering_With_Cursors_Prohibited (Target)
                   or else raise Program_Error) and then
                   (not Tampering_With_Cursors_Prohibited (Source)
                    or else raise Program_Error),
        Post => (if not Target'Has_Same_Storage (Source) then
                Length (Target) = Length (Source'Old) and then
                Length (Source) = 0);

```

```

procedure Insert (Container : in out List;
                  Before   : in   Cursor;
                  New_Item  : in   Element_Type;
                  Count     : in   Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Before = No_Element or else
              Has_Element (Container, Before)
             or else raise Program_Error) and then
             (Length (Container) <= Count_Type'Last - Count
             or else raise Constraint_Error),
Post => Length (Container)'Old + Count = Length (Container);

```

19/5

```

procedure Insert (Container : in out List;
                  Before   : in   Cursor;
                  New_Item  : in   Element_Type;
                  Position  : out   Cursor;
                  Count     : in   Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Before = No_Element or else
              Has_Element (Container, Before)
             or else raise Program_Error) and then
             (Length (Container) <= Count_Type'Last - Count
             or else raise Constraint_Error),
Post => Length (Container)'Old + Count = Length (Container)
and then Has_Element (Container, Position);

```

20/5

```

procedure Insert (Container : in out List;
                  Before   : in   Cursor;
                  Position  : out   Cursor;
                  Count     : in   Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Before = No_Element or else
              Has_Element (Container, Before)
             or else raise Program_Error) and then
             (Length (Container) <= Count_Type'Last - Count
             or else raise Constraint_Error),
Post => Length (Container)'Old + Count = Length (Container)
and then Has_Element (Container, Position);

```

21/5

```

procedure Prepend (Container : in out List;
                   New_Item  : in   Element_Type;
                   Count     : in   Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Length (Container) <= Count_Type'Last - Count
             or else raise Constraint_Error),
Post => Length (Container)'Old + Count = Length (Container);

```

22/5

```

procedure Append (Container : in out List;
                  New_Item  : in   Element_Type;
                  Count     : in   Count_Type)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Length (Container) <= Count_Type'Last - Count
             or else raise Constraint_Error),
Post => Length (Container)'Old + Count = Length (Container);

```

23/5

```

procedure Append (Container : in out List;
                  New_Item  : in   Element_Type)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Length (Container) <= Count_Type'Last - 1
             or else raise Constraint_Error),
Post => Length (Container)'Old + 1 = Length (Container);

```

23.1/5

```

24/5     procedure Delete (Container : in out List;
           Position  : in out Cursor;
           Count     : in     Count_Type := 1)
       with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                   or else raise Program_Error) and then
           (Position /= No_Element
            or else raise Constraint_Error) and then
           (Has_Element (Container, Position)
            or else raise Program_Error),
       Post => Length (Container)'Old - Count <= Length (Container)
           and then Position = No_Element;

25/5     procedure Delete_First (Container : in out List;
           Count     : in     Count_Type := 1)
       with Pre => not Tampering_With_Cursors_Prohibited (Container)
           or else raise Program_Error,
       Post => Length (Container)'Old - Count <= Length (Container);

26/5     procedure Delete_Last (Container : in out List;
           Count     : in     Count_Type := 1)
       with Pre => not Tampering_With_Cursors_Prohibited (Container)
           or else raise Program_Error,
       Post => Length (Container)'Old - Count <= Length (Container);

27/5     procedure Reverse_Elements (Container : in out List)
       with Pre => not Tampering_With_Cursors_Prohibited (Container)
           or else raise Program_Error;

28/5     procedure Swap (Container : in out List;
           I, J           : in     Cursor)
       with Pre => (not Tampering_With_Elements_Prohibited (Container)
                   or else raise Program_Error) and then
           (I /= No_Element or else Constraint_Error) and then
           (J /= No_Element or else Constraint_Error) and then
           (Has_Element (Container, I)
            or else raise Program_Error) and then
           (Has_Element (Container, J)
            or else raise Program_Error);

29/5     procedure Swap_Links (Container : in out List;
           I, J           : in     Cursor)
       with Pre => (not Tampering_With_Elements_Prohibited (Container)
                   or else raise Program_Error) and then
           (I /= No_Element or else Constraint_Error) and then
           (J /= No_Element or else Constraint_Error) and then
           (Has_Element (Container, I)
            or else raise Program_Error) and then
           (Has_Element (Container, J)
            or else raise Program_Error);

30/5     procedure Splice (Target   : in out List;
           Before  : in     Cursor;
           Source  : in out List)
       with Pre => (not Tampering_With_Cursors_Prohibited (Target)
                   or else raise Program_Error) and then
           (not Tampering_With_Cursors_Prohibited (Source)
            or else raise Program_Error) and then
           (Before = No_Element or else
            Has_Element (Target, Before)
            or else raise Program_Error) and then
           (Target'Has_Same_Storage (Source) or else
            Length (Target) <= Count_Type'Last - Length (Source)
            or else raise Constraint_Error),
       Post => (if not Target'Has_Same_Storage (Source) then
               (declare
                  Result_Length : constant Count_Type :=
                      Length (Source)'Old + Length (Target)'Old;
                begin
                  Length (Source) = 0 and then
                  Length (Target) = Result_Length));

```

```

procedure Splice (Target   : in out List;
                  Before   : in   Cursor;
                  Source    : in out List;
                  Position  : in out Cursor)
with Pre => (not Tampering_With_Cursors_Prohibited (Target)
             or else raise Program_Error) and then
             (not Tampering_With_Cursors_Prohibited (Source)
             or else raise Program_Error) and then
             (Position /= No_Element
             or else raise Constraint_Error) and then
             (Has_Element (Source, Position)
             or else raise Program_Error) and then
             (Before = No_Element or else
              Has_Element (Target, Before)
             or else raise Program_Error) and then
             (Target'Has_Same_Storage (Source) or else
              Length (Target) <= Count_Type'Last - 1
             or else raise Constraint_Error),
Post => (declare
          Org_Target_Length : constant Count_Type :=
            Length (Target)'Old;
          Org_Source_Length : constant Count_Type :=
            Length (Source)'Old;
begin
            (if Target'Has_Same_Storage (Source) then
              Position = Position'Old
            else
              Length (Source) = Org_Source_Length - 1 and then
              Length (Target) = Org_Target_Length + 1 and then
              Has_Element (Target, Position));
procedure Splice (Container: in out List;
                  Before   : in   Cursor;
                  Position  : in   Cursor)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Position /= No_Element
             or else raise Constraint_Error) and then
             (Has_Element (Container, Position)
             or else raise Program_Error) and then
             (Before = No_Element or else
              Has_Element (Container, Before)
             or else raise Program_Error),
Post => Length (Container) = Length (Container)'Old;
function First (Container : List) return Cursor
with Nonblocking, Global => null, Use_Formal => null,
Post => (if not Is_Empty (Container)
         then Has_Element (Container, First'Result)
         else First'Result = No_Element);
function First_Element (Container : List)
return Element_Type
with Pre => (not Is_Empty (Container)
             or else raise Constraint_Error);
function Last (Container : List) return Cursor
with Nonblocking, Global => null, Use_Formal => null,
Post => (if not Is_Empty (Container)
         then Has_Element (Container, Last'Result)
         else Last'Result = No_Element);
function Last_Element (Container : List)
return Element_Type
with Pre => (not Is_Empty (Container)
             or else raise Constraint_Error);
function Next (Position : Cursor) return Cursor
with Nonblocking, Global => in all, Use_Formal => null,
Post => (if Position = No_Element then Next'Result = No_Element);

```

```

37.1/5      function Next (Container : List;
                Position : Cursor) return Cursor
        with Nonblocking, Global => null, Use_Formals => null,
        Pre => Position = No_Element or else
            Has_Element (Container, Position)
            or else raise Program_Error,
        Post => (if Position = No_Element then Next'Result = No_Element
                elsif Next'Result = No_Element then
                    Position = Last (Container)
                else Has_Element (Container, Next'Result));

38/5      function Previous (Position : Cursor) return Cursor
        with Nonblocking, Global => in all, Use_Formals => null,
        Post => (if Position = No_Element then
                Previous'Result = No_Element);

38.1/5     function Previous (Container : List;
                Position : Cursor) return Cursor
        with Nonblocking, Global => null, Use_Formals => null,
        Pre => Position = No_Element or else
            Has_Element (Container, Position)
            or else raise Program_Error,
        Post => (if Position = No_Element then
                Previous'Result = No_Element
            elsif Previous'Result = No_Element then
                Position = First (Container)
            else Has_Element (Container, Previous'Result));

39/5      procedure Next (Position : in out Cursor)
        with Nonblocking, Global => in all, Use_Formals => null;

39.1/5     procedure Next (Container : in List;
                Position : in out Cursor)
        with Nonblocking, Global => null, Use_Formals => null,
        Pre => Position = No_Element or else
            Has_Element (Container, Position)
            or else raise Program_Error,
        Post => (if Position /= No_Element
                then Has_Element (Container, Position));

40/5      procedure Previous (Position : in out Cursor)
        with Nonblocking, Global => in all, Use_Formals => null;

40.1/5     procedure Previous (Container : in List;
                Position : in out Cursor)
        with Nonblocking, Global => null, Use_Formals => null,
        Pre => Position = No_Element or else
            Has_Element (Container, Position)
            or else raise Program_Error,
        Post => (if Position /= No_Element then
                Has_Element (Container, Position));

41/5      function Find (Container : List;
                Item : Element_Type;
                Position : Cursor := No_Element)
        return Cursor
        with Pre => Position = No_Element or else
            Has_Element (Container, Position)
            or else raise Program_Error,
        Post => (if Find'Result /= No_Element
                then Has_Element (Container, Find'Result));

42/5      function Reverse_Find (Container : List;
                Item : Element_Type;
                Position : Cursor := No_Element)
        return Cursor
        with Pre => Position = No_Element or else
            Has_Element (Container, Position)
            or else raise Program_Error,
        Post => (if Reverse_Find'Result /= No_Element
                then Has_Element (Container, Reverse_Find'Result));

```



|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |        |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| <b>function</b> Contains (Container : List;<br>Item      : Element_Type) <b>return</b> Boolean;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 43/2   |
| <i>This paragraph was deleted.</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | 44/3   |
| <b>procedure</b> Iterate<br>(Container : <b>in</b> List;<br>Process  : <b>not null access procedure</b> (Position : <b>in</b> Cursor)<br><b>with</b> Allows_Exit;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 45/5   |
| <b>procedure</b> Reverse_Iterate<br>(Container : <b>in</b> List;<br>Process  : <b>not null access procedure</b> (Position : <b>in</b> Cursor)<br><b>with</b> Allows_Exit;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 46/5   |
| <b>function</b> Iterate (Container : <b>in</b> List)<br><b>return</b> List_Iterator_Interfaces.Parallel_Reversible_Iterator'Class<br><b>with</b> Post  => Tampering_With_Cursors_Prohibited (Container);                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 46.1/5 |
| <b>function</b> Iterate (Container : <b>in</b> List; Start : <b>in</b> Cursor)<br><b>return</b> List_Iterator_Interfaces.Reversible_Iterator'Class<br><b>with</b> Pre   => (Start /= No_Element<br><b>or else raise</b> Constraint_Error) <b>and then</b><br>(Has_Element (Container, Start)<br><b>or else raise</b> Program_Error),<br>Post      => Tampering_With_Cursors_Prohibited (Container);                                                                                                                                                                                                                                                                                                                                                                                                                           | 46.2/5 |
| <b>generic</b><br><b>with function</b> "<" (Left, Right : Element_Type)<br><b>return</b> Boolean is <>;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 47/5   |
| <b>package</b> Generic_Sorting<br><b>with</b> Nonblocking, Global => <b>null is</b><br><b>function</b> Is_Sorted (Container : List) <b>return</b> Boolean;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | 48/2   |
| <b>procedure</b> Sort (Container : <b>in out</b> List)<br><b>with</b> Pre => <b>not</b> Tampering_With_Cursors_Prohibited (Container)<br><b>or else raise</b> Program_Error;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 49/5   |
| <b>procedure</b> Merge (Target  : <b>in out</b> List;<br>Source  : <b>in out</b> List)<br><b>with</b> Pre => ( <b>not</b> Tampering_With_Cursors_Prohibited (Target)<br><b>or else raise</b> Program_Error) <b>and then</b><br>( <b>not</b> Tampering_With_Elements_Prohibited (Source)<br><b>or else raise</b> Program_Error) <b>and then</b><br>(Length (Target) <= Count_Type'Last - Length (Source)<br><b>or else raise</b> Constraint_Error) <b>and then</b><br>((Length (Source) = 0 <b>or else</b><br><b>not</b> Target'Has_Same_Storage (Source))<br><b>or else raise</b> Constraint_Error),<br>Post => ( <b>declare</b><br>Result_Length : <b>constant</b> Count_Type :=<br>Length (Source)'Old + Length (Target)'Old;<br><b>begin</b><br>(Length (Source) = 0 <b>and then</b><br>Length (Target) = Result_Length)); | 50/5   |
| <b>end</b> Generic_Sorting;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 51/2   |
| <b>package</b> Stable <b>is</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 51.1/5 |
| <b>type</b> List (Base : <b>not null access</b> Doubly_Linked_Lists.List) <b>is</b><br><b>tagged limited private</b><br><b>with</b> Constant_Indexing => Constant_Reference,<br>Variable_Indexing => Reference,<br>Default_Iterator  => Iterate,<br>Iterator_Element  => Element_Type,<br>Stable_Properties => (Length),<br>Global            => <b>null</b> ,<br>Default_Initial_Condition => Length (List) = 0,<br>Prelaborable_Initialization;                                                                                                                                                                                                                                                                                                                                                                             | 51.2/5 |
| <b>type</b> Cursor <b>is private</b><br><b>with</b> Prelaborable_Initialization;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | 51.3/5 |

```

51.4/5      Empty_List : constant List;
51.5/5      No_Element : constant Cursor;
51.6/5      function Has_Element (Position : Cursor) return Boolean
           with Nonblocking, Global => in all, Use_Formal => null;
51.7/5      package List_Iterator_Interfaces is new
           Ada.Iterator_Interfaces (Cursor, Has_Element);
51.8/5      procedure Assign (Target : in out Doubly_Linked_Lists.List;
           Source : in List)
           with Post => Length (Source) = Length (Target);
51.9/5      function Copy (Source : Doubly_Linked_Lists.List) return List
           with Post => Length (Copy'Result) = Length (Source);
51.10/5     type Constant_Reference_Type
           (Element : not null access constant Element_Type) is private
           with Implicit_Dereference => Element,
           Nonblocking, Global => null, Use_Formal => null,
           Default_Initial_Condition => (raise Program_Error);
51.11/5     type Reference_Type
           (Element : not null access Element_Type) is private
           with Implicit_Dereference => Element,
           Nonblocking, Global => null, Use_Formal => null,
           Default_Initial_Condition => (raise Program_Error);
51.12/5     -- Additional subprograms as described in the text
           -- are declared here.
51.13/5     private
51.14/5     ... -- not specified by the language
51.15/5     end Stable;
52/2       private
53/2       ... -- not specified by the language
54/2       end Ada.Containers.Doubly_Linked_Lists;

```

- 55/2 The actual function for the generic formal function "=" on Element\_Type values is expected to define a reflexive and symmetric relationship and return the same result value each time it is called with a particular pair of values. If it behaves in some other manner, the functions Find, Reverse\_Find, and "=" on list values return an unspecified value. The exact arguments and number of calls of this generic formal function by the functions Find, Reverse\_Find, and "=" on list values are unspecified.
- 56/2 The type List is used to represent lists. The type List needs finalization (see 7.6).
- 57/2 Empty\_List represents the empty List object. It has a length of 0. If an object of type List is not otherwise initialized, it is initialized to the same value as Empty\_List.
- 58/2 No\_Element represents a cursor that designates no element. If an object of type Cursor is not otherwise initialized, it is initialized to the same value as No\_Element.
- 59/5 The primitive "=" operator for type Cursor returns True if both cursors are No\_Element, or designate the same element in the same container.
- 60/2 Execution of the default implementation of the Input, Output, Read, or Write attribute of type Cursor raises Program\_Error.
- 60.1/5 List'Write for a List object *L* writes Length(*L*) elements of the list to the stream. It may also write additional information about the list.
- 60.2/3 List'Read reads the representation of a list from the stream, and assigns to *Item* a list with the same length and elements as was written by List'Write.

Some operations check for “tampering with cursors” of a container because they depend on the set of elements of the container remaining constant, and others check for “tampering with elements” of a container because they depend on elements of the container not being replaced. When tampering with cursors is *prohibited* for a particular list object *L*, `Program_Error` is propagated by the finalization of *L*, as well as by a call that passes *L* to certain of the operations of this package, as indicated by the precondition of such an operation. Similarly, when tampering with elements is *prohibited* for *L*, `Program_Error` is propagated by a call that passes *L* to certain of the other operations of this package, as indicated by the precondition of such an operation.

*Paragraphs 62 through 69 are removed as preconditions now describe these rules.*

- 
- 
- 
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- 

```
function Has_Element (Position : Cursor) return Boolean
with Nonblocking, Global => in all, Use_Formal => null;
```

Returns True if Position designates an element, and returns False otherwise.

```
function Has_Element (Container : List; Position : Cursor)
return Boolean
with Nonblocking, Global => null, Use_Formal => null;
```

Returns True if Position designates an element in Container, and returns False otherwise.

```
function "=" (Left, Right : List) return Boolean;
```

If Left and Right denote the same list object, then the function returns True. If Left and Right have different lengths, then the function returns False. Otherwise, it compares each element in Left to the corresponding element in Right using the generic formal equality operator. If any such comparison returns False, the function returns False; otherwise, it returns True. Any exception raised during evaluation of element equality is propagated.

```
function Tampering_With_Cursors_Prohibited
(Container : List) return Boolean
with Nonblocking, Global => null, Use_Formal => null;
```

Returns True if tampering with cursors or tampering with elements is currently prohibited for Container, and returns False otherwise.

```
function Tampering_With_Elements_Prohibited
(Container : List) return Boolean
with Nonblocking, Global => null, Use_Formal => null;
```

Always returns False, regardless of whether tampering with elements is prohibited.

```

72/5 | function Length (Container : List) return Count_Type
      | with Nonblocking, Global => null, Use_Formal => null;
73/2 |     Returns the number of elements in Container.

74/5 | function Is_Empty (Container : List) return Boolean
      | with Nonblocking, Global => null, Use_Formal => null,
      |     Post => Is_Empty'Result = (Length (Container) = 0);
75/5 |     Returns True if Container is empty.

76/5 | procedure Clear (Container : in out List)
      | with Pre => not Tampering_With_Cursors_Prohibited (Container)
      |     or else raise Program_Error,
      |     Post => Length (Container) = 0;
77/2 |     Removes all the elements from Container.

78/5 | function Element (Position : Cursor) return Element_Type
      | with Pre => Position /= No_Element or else raise Constraint_Error,
      |     Nonblocking, Global => in all, Use_Formal => Element_Type;
79/5 |     Element returns the element designated by Position.

79.1/5 | function Element (Container : List;
      |     Position : Cursor) return Element_Type
      | with Pre => (Position /= No_Element or else
      |     raise Constraint_Error) and then
      |     (Has_Element (Container, Position)
      |     or else raise Program_Error),
      |     Nonblocking, Global => null, Use_Formal => Element_Type;
79.2/5 |     Element returns the element designated by Position in Container.

80/5 | procedure Replace_Element (Container : in out List;
      |     Position : in Cursor;
      |     New_Item : in Element_Type)
      | with Pre => (not Tampering_With_Elements_Prohibited (Container)
      |     or else raise Program_Error) and then
      |     (Position /= No_Element
      |     or else raise Constraint_Error) and then
      |     (Has_Element (Container, Position)
      |     or else raise Program_Error);
81/5 |     Replace_Element assigns the value New_Item to the element designated by Position. For the
      |     purposes of determining whether the parameters overlap in a call to Replace_Element, the
      |     Container parameter is not considered to overlap with any object (including itself).

82/5 | procedure Query_Element
      | (Position : in Cursor;
      | Process : not null access procedure (Element : in Element_Type))
      | with Pre => Position /= No_Element or else raise Constraint_Error,
      |     Global => in all;
83/5 |     Query_Element calls Process.all with the element designated by Position as the argument.
      |     Tampering with the elements of the list that contains the element designated by Position is
      |     prohibited during the execution of the call on Process.all. Any exception raised by Process.all is
      |     propagated.

```

```

procedure Query_Element                                     83.1/5
(Container : in List;
 Position  : in Cursor;
 Process   : not null access procedure (Element : in Element_Type))
with Pre => (Position /= No_Element
             or else raise Constraint_Error) and then
             (Has_Element (Container, Position)
             or else raise Program_Error);

```

Query\_Element calls Process.all with the element designated by Position as the argument. Tampering with the elements of Container is prohibited during the execution of the call on Process.all. Any exception raised by Process.all is propagated. 83.2/5

```

procedure Update_Element                                  84/5
(Container : in out List;
 Position  : in Cursor;
 Process   : not null access procedure
             (Element : in out Element_Type))
with Pre => (Position /= No_Element
             or else raise Constraint_Error) and then
             (Has_Element (Container, Position)
             or else raise Program_Error);

```

Update\_Element calls Process.all with the element designated by Position as the argument. Tampering with the elements of Container is prohibited during the execution of the call on Process.all. Any exception raised by Process.all is propagated. 85/5

If Element\_Type is unconstrained and definite, then the actual Element parameter of Process.all shall be unconstrained. 86/2

```

type Constant_Reference_Type                             86.1/5
  (Element : not null access constant Element_Type) is private
  with Implicit_Dereference => Element,
        Nonblocking, Global => in out synchronized,
        Default_Initial_Condition => (raise Program_Error);
type Reference_Type (Element : not null access Element_Type) is private 86.2/5
  with Implicit_Dereference => Element,
        Nonblocking, Global => in out synchronized,
        Default_Initial_Condition => (raise Program_Error);

```

The types Constant\_Reference\_Type and Reference\_Type need finalization. 86.3/3

*This paragraph was deleted.* 86.4/5

```

function Constant_Reference (Container : aliased in List;
                             Position  : in Cursor)
return Constant_Reference_Type
with Pre => (Position /= No_Element or else
             raise Constraint_Error) and then
             (Has_Element (Container, Position) or else
             raise Program_Error),
        Post => Tampering_With_Cursors_Prohibited (Container),
        Nonblocking, Global => null, Use_Formal => null;

```

This function (combined with the Constant\_Indexing and Implicit\_Dereference aspects) provides a convenient way to gain read access to an individual element of a list given a cursor. 86.6/3

Constant\_Reference returns an object whose discriminant is an access value that designates the element designated by Position. Tampering with the elements of Container is prohibited while the object returned by Constant\_Reference exists and has not been finalized. 86.7/5

```

86.8/5  function Reference (Container : aliased in out List;
                    Position  : in Cursor)
        return Reference_Type
    with Pre => (Position /= No_Element or else
                raise Constraint_Error) and then
                (Has_Element (Container, Position) or else
                 raise Program_Error),
        Post => Tampering_With_Cursors_Prohibited (Container),
        Nonblocking, Global => null, Use_Formal => null;

```

86.9/3 This function (combined with the Variable\_Indexing and Implicit\_Dereference aspects) provides a convenient way to gain read and write access to an individual element of a list given a cursor.

86.10/4 Reference returns an object whose discriminant is an access value that designates the element designated by Position. Tampering with the elements of Container is prohibited while the object returned by Reference exists and has not been finalized.

```

86.11/5 procedure Assign (Target : in out List; Source : in List)
    with Pre => not Tampering_With_Cursors_Prohibited (Target)
                or else raise Program_Error,
        Post => Length (Source) = Length (Target);

```

86.12/3 If Target denotes the same object as Source, the operation has no effect. Otherwise, the elements of Source are copied to Target as for an assignment\_statement assigning Source to Target.

```

86.13/5 function Copy (Source : List)
    return List
    with Post =>
        Length (Copy'Result) = Length (Source) and then
        not Tampering_With_Elements_Prohibited (Copy'Result) and then
        not Tampering_With_Cursors_Prohibited (Copy'Result);

```

86.14/3 Returns a list whose elements match the elements of Source.

```

87/5  procedure Move (Target : in out List;
                    Source : in out List)
    with Pre => (not Tampering_With_Cursors_Prohibited (Target)
                or else raise Program_Error) and then
                (not Tampering_With_Cursors_Prohibited (Source)
                 or else raise Program_Error),
        Post => (if not Target'Has_Same_Storage (Source) then
                Length (Target) = Length (Source'Old) and then
                Length (Source) = 0);

```

88/3 If Target denotes the same object as Source, then the operation has no effect. Otherwise, the operation is equivalent to Assign (Target, Source) followed by Clear (Source).

```

89/5  procedure Insert (Container : in out List;
                    Before  : in Cursor;
                    New_Item : in Element_Type;
                    Count   : in Count_Type := 1)
    with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error) and then
                (Before = No_Element or else
                 Has_Element (Container, Before)
                 or else raise Program_Error) and then
                (Length (Container) <= Count_Type'Last - Count
                 or else raise Constraint_Error),
        Post => Length (Container)'Old + Count = Length (Container);

```

90/5 Insert inserts Count copies of New\_Item prior to the element designated by Before. If Before equals No\_Element, the new elements are inserted after the last node (if any). Any exception raised during allocation of internal storage is propagated, and Container is not modified.

```

procedure Insert (Container : in out List;                               91/5
                  Before   : in      Cursor;
                  New_Item  : in      Element_Type;
                  Position  : out      Cursor;
                  Count     : in      Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Before = No_Element or else
              Has_Element (Container, Before)
             or else raise Program_Error) and then
             (Length (Container) <= Count_Type'Last - Count
             or else raise Constraint_Error),
             Post => Length (Container)'Old + Count = Length (Container)
             and then Has_Element (Container, Position);

```

Insert allocates Count copies of New\_Item, and inserts them prior to the element designated by Before. If Before equals No\_Element, the new elements are inserted after the last element (if any). Position designates the first newly-inserted element, or if Count equals 0, then Position is assigned the value of Before. Any exception raised during allocation of internal storage is propagated, and Container is not modified. 92/5

```

procedure Insert (Container : in out List;                               93/5
                  Before   : in      Cursor;
                  Position  : out      Cursor;
                  Count     : in      Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Before = No_Element or else
              Has_Element (Container, Before)
             or else raise Program_Error) and then
             (Length (Container) <= Count_Type'Last - Count
             or else raise Constraint_Error),
             Post => Length (Container)'Old + Count = Length (Container)
             and then Has_Element (Container, Position);

```

Insert inserts Count new elements prior to the element designated by Before. If Before equals No\_Element, the new elements are inserted after the last node (if any). The new elements are initialized by default (see 3.3.1). Position designates the first newly-inserted element, or if Count equals 0, then Position is assigned the value of Before. Any exception raised during allocation of internal storage is propagated, and Container is not modified. 94/5

```

procedure Prepend (Container : in out List;                               95/5
                  New_Item  : in      Element_Type;
                  Count     : in      Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Length (Container) <= Count_Type'Last - Count
             or else raise Constraint_Error),
             Post => Length (Container)'Old + Count = Length (Container);

```

Equivalent to Insert (Container, First (Container), New\_Item, Count). 96/2

```

procedure Append (Container : in out List;                               97/5
                  New_Item  : in      Element_Type;
                  Count     : in      Count_Type)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Length (Container) <= Count_Type'Last - Count
             or else raise Constraint_Error),
             Post => Length (Container)'Old + Count = Length (Container);

```

Equivalent to Insert (Container, No\_Element, New\_Item, Count). 98/2

```

98.1/5  procedure Append (Container : in out List;
                    New_Item  : in   Element_Type)
    with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error) and then
                (Length (Container) <= Count_Type'Last - 1
                or else raise Constraint_Error),
    Post => Length (Container)'Old + 1 = Length (Container);

```

98.2/5 Equivalent to Insert (Container, No\_Element, New\_Item, 1).

```

99/5    procedure Delete (Container : in out List;
                    Position  : in out Cursor;
                    Count     : in   Count_Type := 1)
    with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error) and then
                (Position /= No_Element
                or else raise Constraint_Error) and then
                (Has_Element (Container, Position)
                or else raise Program_Error),
    Post => Length (Container)'Old - Count <= Length (Container)
            and then Position = No_Element;

```

100/5 Delete removes (from Container) Count elements starting at the element designated by Position (or all of the elements starting at Position if there are fewer than Count elements starting at Position). Finally, Position is set to No\_Element.

```

101/5  procedure Delete_First (Container : in out List;
                    Count     : in   Count_Type := 1)
    with Pre => not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error,
    Post => Length (Container)'Old - Count <= Length (Container);

```

102/3 If Length (Container) <= Count, then Delete\_First is equivalent to Clear (Container). Otherwise, it removes the first Count nodes from Container.

```

103/5  procedure Delete_Last (Container : in out List;
                    Count     : in   Count_Type := 1)
    with Pre => not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error,
    Post => Length (Container)'Old - Count <= Length (Container);

```

104/3 If Length (Container) <= Count, then Delete\_Last is equivalent to Clear (Container). Otherwise, it removes the last Count nodes from Container.

```

105/5  procedure Reverse_Elements (Container : in out List)
    with Pre => not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error;

```

106/2 Reorders the elements of Container in reverse order.

```

107/5  procedure Swap (Container : in out List;
                    I, J       : in   Cursor)
    with Pre => (not Tampering_With_Elements_Prohibited (Container)
                or else raise Program_Error) and then
                (I /= No_Element or else Constraint_Error) and then
                (J /= No_Element or else Constraint_Error) and then
                (Has_Element (Container, I)
                or else raise Program_Error) and then
                (Has_Element (Container, J)
                or else raise Program_Error);

```

108/5 Swap exchanges the values of the elements designated by I and J.



```

procedure Swap_Links (Container : in out List;
                     I, J      : in   Cursor)
with Pre => (not Tampering_With_Elements_Prohibited (Container)
             or else raise Program_Error) and then
             (I /= No_Element or else Constraint_Error) and then
             (J /= No_Element or else Constraint_Error) and then
             (Has_Element (Container, I)
              or else raise Program_Error) and then
             (Has_Element (Container, J)
              or else raise Program_Error);

```

109/5

Swap\_Links exchanges the nodes designated by I and J.

110/5

```

procedure Splice (Target  : in out List;
                  Before  : in   Cursor;
                  Source  : in out List)
with Pre => (not Tampering_With_Cursors_Prohibited (Target)
             or else raise Program_Error) and then
             (not Tampering_With_Cursors_Prohibited (Source)
              or else raise Program_Error) and then
             (Before = No_Element or else
              Has_Element (Target, Before)
              or else raise Program_Error) and then
             (Target'Has_Same_Storage (Source) or else
              Length (Target) <= Count_Type'Last - Length (Source)
              or else raise Constraint_Error),
             Post => (if not Target'Has_Same_Storage (Source) then
                    (declare
                     Result_Length : constant Count_Type :=
                       Length (Source)'Old + Length (Target)'Old;
                     begin
                       Length (Source) = 0 and then
                       Length (Target) = Result_Length));

```

111/5

If Source denotes the same object as Target, the operation has no effect. Otherwise, Splice reorders elements such that they are removed from Source and moved to Target, immediately prior to Before. If Before equals No\_Element, the nodes of Source are spliced after the last node of Target.

112/5

```

113/5  procedure Splice (Target   : in out List;
                    Before    : in   Cursor;
                    Source    : in out List;
                    Position  : in out Cursor)
with Pre => (not Tampering_With_Cursors_Prohibited (Target)
            or else raise Program_Error) and then
            (not Tampering_With_Cursors_Prohibited (Source)
            or else raise Program_Error) and then
            (Position /= No_Element
            or else raise Constraint_Error) and then
            (Has_Element (Source, Position)
            or else raise Program_Error) and then
            (Before = No_Element or else
            Has_Element (Target, Before)
            or else raise Program_Error) and then
            (Target'Has_Same_Storage (Source) or else
            Length (Target) <= Count_Type'Last - 1
            or else raise Constraint_Error),
Post => (declare
        Org_Target_Length : constant Count_Type :=
            Length (Target)'Old;
        Org_Source_Length : constant Count_Type :=
            Length (Source)'Old;
begin
        (if Target'Has_Same_Storage (Source) then
            Position = Position'Old
        else Length (Source) = Org_Source_Length - 1 and then
            Length (Target) = Org_Target_Length + 1 and then
            Has_Element (Target, Position));

```

114/5 If Source denotes the same object as Target, then there is no effect if Position equals Before, else the element designated by Position is moved immediately prior to Before, or, if Before equals No\_Element, after the last element. Otherwise, the element designated by Position is removed from Source and moved to Target, immediately prior to Before, or, if Before equals No\_Element, after the last element of Target. Position is updated to represent an element in Target.

```

115/5  procedure Splice (Container: in out List;
                    Before    : in   Cursor;
                    Position  : in   Cursor)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
            or else raise Program_Error) and then
            (Position /= No_Element
            or else raise Constraint_Error) and then
            (Has_Element (Container, Position)
            or else raise Program_Error) and then
            (Before = No_Element or else
            Has_Element (Container, Before)
            or else raise Program_Error),
Post => Length (Container) = Length (Container)'Old;

```

116/5 If Position equals Before there is no effect. Otherwise, the element designated by Position is moved immediately prior to Before, or, if Before equals No\_Element, after the last element.

```

117/5  function First (Container : List) return Cursor
with Nonblocking, Global => null, Use_Formal => null,
Post => (if not Is_Empty (Container)
        then Has_Element (Container, First'Result)
        else First'Result = No_Element);

```

118/2 If Container is empty, First returns No\_Element. Otherwise, it returns a cursor that designates the first node in Container.

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |        |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| <b>function</b> First_Element (Container : List)<br><b>return</b> Element_Type<br><b>with</b> Pre => ( <b>not</b> Is_Empty (Container)<br><b>or else raise</b> Constraint_Error);                                                                                                                                                                                                                                                                                                                                           | 119/5  |
| Equivalent to Element (Container, First_Index (Container)).                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 120/2  |
| <b>function</b> Last (Container : List) <b>return</b> Cursor<br><b>with</b> Nonblocking, Global => <b>null</b> , Use_Formals => <b>null</b> ,<br>Post => ( <b>if not</b> Is_Empty (Container)<br><b>then</b> Has_Element (Container, Last'Result)<br><b>else</b> Last'Result = No_Element);                                                                                                                                                                                                                                 | 121/5  |
| If Container is empty, Last returns No_Element. Otherwise, it returns a cursor that designates the last node in Container.                                                                                                                                                                                                                                                                                                                                                                                                  | 122/2  |
| <b>function</b> Last_Element (Container : List)<br><b>return</b> Element_Type<br><b>with</b> Pre => ( <b>not</b> Is_Empty (Container)<br><b>or else raise</b> Constraint_Error);                                                                                                                                                                                                                                                                                                                                            | 123/5  |
| Equivalent to Element (Last (Container)).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 124/2  |
| <b>function</b> Next (Position : Cursor) <b>return</b> Cursor<br><b>with</b> Nonblocking, Global => <b>in all</b> , Use_Formals => <b>null</b> ,<br>Post => ( <b>if</b> Position = No_Element <b>then</b> Next'Result = No_Element);                                                                                                                                                                                                                                                                                        | 125/5  |
| If Position equals No_Element or designates the last element of the container, then Next returns the value No_Element. Otherwise, it returns a cursor that designates the successor of the element designated by Position.                                                                                                                                                                                                                                                                                                  | 126/2  |
| <b>function</b> Next (Container : List;<br>Position : Cursor) <b>return</b> Cursor<br><b>with</b> Nonblocking, Global => <b>null</b> , Use_Formals => <b>null</b> ,<br>Pre  => Position = No_Element <b>or else</b><br>Has_Element (Container, Position)<br><b>or else raise</b> Program_Error,<br>Post => ( <b>if</b> Position = No_Element <b>then</b> Next'Result = No_Element<br><b>elsif</b> Next'Result = No_Element <b>then</b><br>Position = Last (Container)<br><b>else</b> Has_Element (Container, Next'Result)); | 26.1/5 |
| Returns a cursor designating the successor of the element designated by Position in Container.                                                                                                                                                                                                                                                                                                                                                                                                                              | 26.2/5 |
| <b>function</b> Previous (Position : Cursor) <b>return</b> Cursor<br><b>with</b> Nonblocking, Global => <b>in all</b> , Use_Formals => <b>null</b> ,<br>Post => ( <b>if</b> Position = No_Element <b>then</b><br>Previous'Result = No_Element);                                                                                                                                                                                                                                                                             | 127/5  |
| If Position equals No_Element or designates the first element of the container, then Previous returns the value No_Element. Otherwise, it returns a cursor that designates the predecessor of the element designated by Position.                                                                                                                                                                                                                                                                                           | 128/2  |

```

128.1/5 function Previous (Container : List;
                    Position : Cursor) return Cursor
    with Nonblocking, Global => null, Use_Formal => null,
        Pre => Position = No_Element or else
            Has_Element (Container, Position)
        or else raise Program_Error,
        Post => (if Position = No_Element then
                Previous'Result = No_Element
            elsif Previous'Result = No_Element then
                Position = First (Container)
            else Has_Element (Container, Previous'Result));

```

128.2/5 Returns a cursor designating the predecessor of the element designated by Position in Container, if any.

```

129/5 procedure Next (Position : in out Cursor)
with Nonblocking, Global => in all, Use_Formal => null;

```

130/2 Equivalent to Position := Next (Position).

```

130.1/5 procedure Next (Container : in List;
                  Position : in out Cursor)
with Nonblocking, Global => null, Use_Formal => null,
        Pre => Position = No_Element or else
            Has_Element (Container, Position)
        or else raise Program_Error,
        Post => (if Position /= No_Element
                then Has_Element (Container, Position));

```

130.2/5 Equivalent to Position := Next (Container, Position).

```

131/5 procedure Previous (Position : in out Cursor)
with Nonblocking, Global => in all, Use_Formal => null;

```

132/2 Equivalent to Position := Previous (Position).

```

132.1/5 procedure Previous (Container : in List;
                    Position : in out Cursor)
with Nonblocking, Global => null, Use_Formal => null,
        Pre => Position = No_Element or else
            Has_Element (Container, Position)
        or else raise Program_Error,
        Post => (if Position /= No_Element
                then Has_Element (Container, Position));

```

132.2/5 Equivalent to Position := Previous (Container, Position).

```

133/5 function Find (Container : List;
                 Item : Element_Type;
                 Position : Cursor := No_Element)
return Cursor
with Pre => Position = No_Element or else
        Has_Element (Container, Position)
        or else raise Program_Error,
        Post => (if Find'Result /= No_Element
                then Has_Element (Container, Find'Result));

```

134/5 Find searches the elements of Container for an element equal to Item (using the generic formal equality operator). The search starts at the element designated by Position, or at the first element if Position equals No\_Element. It proceeds towards Last (Container). If no equal element is found, then Find returns No\_Element. Otherwise, it returns a cursor designating the first equal element encountered.

```

function Reverse_Find (Container : List;                               135/5
                      Item      : Element_Type;
                      Position  : Cursor := No_Element)
return Cursor
with Pre => Position = No_Element or else
      Has_Element (Container, Position)
      or else raise Program_Error,
      Post => (if Reverse_Find'Result /= No_Element
              then Has_Element (Container, Reverse_Find'Result));

```

Find searches the elements of Container for an element equal to Item (using the generic formal equality operator). The search starts at the element designated by Position, or at the last element if Position equals No\_Element. It proceeds towards First (Container). If no equal element is found, then Reverse\_Find returns No\_Element. Otherwise, it returns a cursor designating the first equal element encountered. 136/5

```

function Contains (Container : List;                               137/2
                  Item      : Element_Type) return Boolean;

```

Equivalent to Find (Container, Item) /= No\_Element. 138/2

*Paragraphs 139 and 140 were moved above.*

```

procedure Iterate   141/5
(Container : in List;
 Process   : not null access procedure (Position : in Cursor))
with Allows_Exit;

```

Iterate calls Process.all with a cursor that designates each node in Container, starting with the first node and moving the cursor as per the Next function. Tampering with the cursors of Container is prohibited during the execution of a call on Process.all. Any exception raised by Process.all is propagated. 142/3

```

procedure Reverse_Iterate                                       143/5
(Container : in List;
 Process   : not null access procedure (Position : in Cursor))
with Allows_Exit;

```

Iterates over the nodes in Container as per procedure Iterate, except that elements are traversed in reverse order, starting with the last node and moving the cursor as per the Previous function. 144/3

```

function Iterate (Container : in List)                          144.1/5
return List_Iterator_Interfaces.Parallel_Reversible_Iterator'Class
with Post => Tampering_With_Cursors_Prohibited (Container);

```

Iterate returns an iterator object (see 5.5.1) that will generate a value for a loop parameter (see 5.5.2) designating each node in Container, starting with the first node and moving the cursor as per the Next function when used as a forward iterator, and starting with the last node and moving the cursor as per the Previous function when used as a reverse iterator, and processing all nodes concurrently when used as a parallel iterator. Tampering with the cursors of Container is prohibited while the iterator object exists (in particular, in the sequence\_of\_statements of the loop\_statement whose iterator\_specification denotes this object). The iterator object needs finalization. 144.2/5

```

144.3/5  function Iterate (Container : in List; Start : in Cursor)
        return List_Iterator_Interfaces.Reversible_Iterator'Class
        with Pre   => (Start /= No_Element
                    or else raise Constraint_Error) and then
                    (Has_Element (Container, Start)
                    or else raise Program_Error),
        Post    => Tampering_With_Cursors_Prohibited (Container);

```

144.4/5 Iterate returns a reversible iterator object (see 5.5.1) that will generate a value for a loop parameter (see 5.5.2) designating each node in Container, starting with the node designated by Start and moving the cursor as per the Next function when used as a forward iterator, or moving the cursor as per the Previous function when used as a reverse iterator. Tampering with the cursors of Container is prohibited while the iterator object exists (in particular, in the `sequence_of_statements` of the `loop_statement` whose `iterator_specification` denotes this object). The iterator object needs finalization.

145/3 The actual function for the generic formal function "<" of `Generic_Sorting` is expected to return the same value each time it is called with a particular pair of element values. It should define a strict weak ordering relationship (see A.18); it should not modify Container. If the actual for "<" behaves in some other manner, the behavior of the subprograms of `Generic_Sorting` are unspecified. The number of times the subprograms of `Generic_Sorting` call "<" is unspecified.

```

146/2  function Is_Sorted (Container : List) return Boolean;

```

147/2 Returns True if the elements are sorted smallest first as determined by the generic formal "<" operator; otherwise, `Is_Sorted` returns False. Any exception raised during evaluation of "<" is propagated.

```

148/5  procedure Sort (Container : in out List)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
        or else raise Program_Error;

```

149/2 Reorders the nodes of Container such that the elements are sorted smallest first as determined by the generic formal "<" operator provided. The sort is stable. Any exception raised during evaluation of "<" is propagated.

```

150/5  procedure Merge (Target : in out List;
                    Source : in out List)
        with Pre => (not Tampering_With_Cursors_Prohibited (Target)
                    or else raise Program_Error) and then
                    (not Tampering_With_Elements_Prohibited (Source)
                    or else raise Program_Error) and then
                    (Length (Target) <= Count_Type'Last - Length (Source)
                    or else raise Constraint_Error) and then
                    ((Length (Source) = 0 or else
                     not Target'Has_Same_Storage (Source))
                    or else raise Constraint_Error),
        Post => (declare
                Result_Length : constant Count_Type :=
                    Length (Source)'Old + Length (Target)'Old;
                begin
                    (Length (Source) = 0 and then
                     Length (Target) = Result_Length));

```

151/5 Merge removes elements from Source and inserts them into Target; afterwards, Target contains the union of the elements that were initially in Source and Target; Source is left empty. If Target and Source are initially sorted smallest first, then Target is ordered smallest first as determined by the generic formal "<" operator; otherwise, the order of elements in Target is unspecified. Any exception raised during evaluation of "<" is propagated.

The nested package `Doubly_Linked_Lists.Stable` provides a type `Stable.List` that represents a *stable* list, which is one that cannot grow and shrink. Such a list can be created by calling the `Copy` function, or by establishing a *stabilized view* of an ordinary list. 151.1/5

The subprograms of package `Containers.Doubly_Linked_Lists` that have a parameter or result of type `List` are included in the nested package `Stable` with the same specification, except that the following are omitted: 151.2/5

`Tampering_With_Cursors_Prohibited`, `Tampering_With_Elements_Prohibited`, `Assign`, `Move`, `Insert`, `Append`, `Prepend`, `Clear`, `Delete`, `Delete_First`, `Delete_Last`, `Splice`, `Swap_Links`, and `Reverse_Elements` 151.3/5

The operations of this package are equivalent to those for ordinary lists, except that the calls to `Tampering_With_Cursors_Prohibited` and `Tampering_With_Elements_Prohibited` that occur in preconditions are replaced by `False`, and any that occur in postconditions are replaced by `True`. 151.4/5

If a stable list is declared with the `Base` discriminant designating a pre-existing ordinary list, the stable list represents a stabilized view of the underlying ordinary list, and any operation on the stable list is reflected on the underlying ordinary list. While a stabilized view exists, any operation that tampers with elements performed on the underlying list is prohibited. The finalization of a stable list that provides such a view removes this restriction on the underlying ordinary list (though some other restriction can exist due to other concurrent iterations or stabilized views). 151.5/5

If a stable list is declared without specifying `Base`, the object is necessarily initialized. The initializing expression of the stable list, typically a call on `Copy`, determines the `Length` of the list. The `Length` of a stable list never changes after initialization. 151.6/5

#### *Bounded (Run-Time) Errors*

Calling `Merge` in an instance of `Generic_Sorting` with either `Source` or `Target` not ordered smallest first using the provided generic formal "`<`" operator is a bounded error. Either `Program_Error` is raised after `Target` is updated as described for `Merge`, or the operation works as defined. 152/2

It is a bounded error for the actual function associated with a generic formal subprogram, when called as part of an operation of this package, to tamper with elements of any `List` parameter of the operation. Either `Program_Error` is raised, or the operation works as defined on the value of the `List` either prior to, or subsequent to, some or all of the modifications to the `List`. 152.1/3

It is a bounded error to call any subprogram declared in the visible part of `Containers.Doubly_Linked_Lists` when the associated container has been finalized. If the operation takes `Container` as an **in out** parameter, then it raises `Constraint_Error` or `Program_Error`. Otherwise, the operation either proceeds as it would for an empty container, or it raises `Constraint_Error` or `Program_Error`. 152.2/3

#### *Erroneous Execution*

A `Cursor` value is *invalid* if any of the following have occurred since it was created: 153/2

- The list that contains the element it designates has been finalized; 154/2
- The list that contains the element it designates has been used as the `Target` of a call to `Assign`, or as the target of an `assignment_statement`; 154.1/3
- The list that contains the element it designates has been used as the `Source` or `Target` of a call to `Move`; or 155/2
- The element it designates has been removed from the list that previously contained the element. 156/3

- 157/2 The result of "=" or Has\_Element is unspecified if it is called with an invalid cursor parameter. Execution is erroneous if any other subprogram declared in Containers.Doubly\_Linked\_Lists is called with an invalid cursor parameter.
- 157.1/3 Execution is erroneous if the list associated with the result of a call to Reference or Constant\_Reference is finalized before the result object returned by the call to Reference or Constant\_Reference is finalized.

*Implementation Requirements*

- 158/5 No storage associated with a doubly-linked list object shall be lost upon assignment or scope exit.
- 159/3 The execution of an assignment\_statement for a list shall have the effect of copying the elements from the source list object to the target list object and changing the length of the target object to that of the source object.

*Implementation Advice*

- 160/2 Containers.Doubly\_Linked\_Lists should be implemented similarly to a linked list. In particular, if  $N$  is the length of a list, then the worst-case time complexity of Element, Insert with Count=1, and Delete with Count=1 should be  $O(\log N)$ .
- 161/2 The worst-case time complexity of a call on procedure Sort of an instance of Containers.Doubly\_Linked\_Lists.Generic\_Sorting should be  $O(N**2)$ , and the average time complexity should be better than  $O(N**2)$ .
- 162/2 Move should not copy elements, and should minimize copying of internal data structures.
- 163/2 If an exception is propagated from a list operation, no storage should be lost, nor any elements removed from a list unless specified by the operation.
- 164/5 NOTE Sorting a list never copies elements, and is a stable sort (equal elements remain in the original order). This is different than sorting an array or vector, which will often copy elements, and hence is probably not a stable sort.

**A.18.4 Maps**

- 1/2 The language-defined generic packages Containers.Hashed\_Maps and Containers.Ordered\_Maps provide private types Map and Cursor, and a set of operations for each type. A map container allows an arbitrary type to be used as a key to find the element associated with that key. A hashed map uses a hash function to organize the keys, while an ordered map orders the keys per a specified relation.
- 2/3 This subclause describes the declarations that are common to both kinds of maps. See A.18.5 for a description of the semantics specific to Containers.Hashed\_Maps and A.18.6 for a description of the semantics specific to Containers.Ordered\_Maps.

*Static Semantics*

- 3/2 The actual function for the generic formal function "=" on Element\_Type values is expected to define a reflexive and symmetric relationship and return the same result value each time it is called with a particular pair of values. If it behaves in some other manner, the function "=" on map values returns an unspecified value. The exact arguments and number of calls of this generic formal function by the function "=" on map values are unspecified.
- 4/2 The type Map is used to represent maps. The type Map needs finalization (see 7.6).
- 5/2 A map contains pairs of keys and elements, called *nodes*. Map cursors designate nodes, but also can be thought of as designating an element (the element contained in the node) for consistency with the other



containers. There exists an equivalence relation on keys, whose definition is different for hashed maps and ordered maps. A map never contains two or more nodes with equivalent keys. The *length* of a map is the number of nodes it contains.

Each nonempty map has two particular nodes called the *first node* and the *last node* (which may be the same). Each node except for the last node has a *successor node*. If there are no other intervening operations, starting with the first node and repeatedly going to the successor node will visit each node in the map exactly once until the last node is reached. The exact definition of these terms is different for hashed maps and ordered maps. 6/2

Some operations check for “tampering with cursors” of a container because they depend on the set of elements of the container remaining constant, and others check for “tampering with elements” of a container because they depend on elements of the container not being replaced. When tampering with cursors is *prohibited* for a particular map object *M*, `Program_Error` is propagated by the finalization of *M*, as well as by a call that passes *M* to certain of the operations of this package, as indicated by the precondition of such an operation. Similarly, when tampering with elements is *prohibited* for *M*, `Program_Error` is propagated by a call that passes *M* to certain of the other operations of this package, as indicated by the precondition of such an operation. 7/5

*Paragraphs 8 through 15 are removed as preconditions now describe these rules.*

- 8/5
- 9/5
- 10/5
- 10.1/5
- 11/5
- 12/5
- 13/5
- 14/5
- 15/5
- 15.1/5

`Empty_Map` represents the empty Map object. It has a length of 0. If an object of type Map is not otherwise initialized, it is initialized to the same value as `Empty_Map`. 16/2

`No_Element` represents a cursor that designates no node. If an object of type Cursor is not otherwise initialized, it is initialized to the same value as `No_Element`. 17/2

The primitive "=" operator for type Cursor returns True if both cursors are `No_Element`, or designate the same element in the same container. 18/5

Execution of the default implementation of the `Input`, `Output`, `Read`, or `Write` attribute of type Cursor raises `Program_Error`. 19/2

`Map'Write` for a Map object *M* writes `Length(M)` elements of the map to the stream. It may also write additional information about the map. 19.1/5

`Map'Read` reads the representation of a map from the stream, and assigns to *Item* a map with the same length and elements as was written by `Map'Write`. 19.2/3

```

19.3/5 function Has_Element (Position : Cursor) return Boolean
      with Nonblocking, Global => in all, Use_Formal => null;
19.4/3     Returns True if Position designates an element, and returns False otherwise.

19.5/5 function Has_Element (Container : Map; Position : Cursor)
      return Boolean
      with Nonblocking, Global => null, Use_Formal => null;
19.6/5     Returns True if Position designates an element in Container, and returns False otherwise.

20/2 function "=" (Left, Right : Map) return Boolean;
21/2     If Left and Right denote the same map object, then the function returns True. If Left and Right
      have different lengths, then the function returns False. Otherwise, for each key K in Left, the
      function returns False if:
22/2         • a key equivalent to K is not present in Right; or
23/2         • the element associated with K in Left is not equal to the element associated with K in
      Right (using the generic formal equality operator for elements).
24/2     If the function has not returned a result after checking all of the keys, it returns True. Any
      exception raised during evaluation of key equivalence or element equality is propagated.

24.1/5 function Tampering_With_Cursors_Prohibited
      (Container : Map) return Boolean
      with Nonblocking, Global => null, Use_Formal => null;
24.2/5     Returns True if tampering with cursors or tampering with elements is currently prohibited for
      Container, and returns False otherwise.

24.3/5 function Tampering_With_Elements_Prohibited
      (Container : Map) return Boolean
      with Nonblocking, Global => null, Use_Formal => null;
24.4/5     Always returns False, regardless of whether tampering with elements is prohibited.

25/5 function Length (Container : Map) return Count_Type
      with Nonblocking, Global => null, Use_Formal => null;
26/2     Returns the number of nodes in Container.

27/5 function Is_Empty (Container : Map) return Boolean
      with Nonblocking, Global => null, Use_Formal => null,
      Post => Is_Empty'Result = (Length (Container) = 0);
28/5     Returns True if Container is empty.

29/5 procedure Clear (Container : in out Map)
      with Pre => not Tampering_With_Cursors_Prohibited (Container)
      or else raise Program_Error,
      Post => Length (Container) = 0;
30/2     Removes all the nodes from Container.

31/5 function Key (Position : Cursor) return Key_Type
      with Pre => Position /= No_Element
      or else raise Constraint_Error,
      Nonblocking, Global => in all, Use_Formal => Key_Type;
32/5     Key returns the key component of the node designated by Position.

```

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |        |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| <pre> <b>function</b> Key (Container : Map;               Position : Cursor) <b>return</b> Key_Type   <b>with</b> Pre =&gt; (Position /= No_Element               <b>or else raise</b> Constraint_Error) <b>and then</b>               (Has_Element (Container, Position)               <b>or else raise</b> Program_Error),           Nonblocking, Global =&gt; null, Use_Formal =&gt; Key_Type; </pre>                                                                                                                                                                          | 32.1/5 |
| <p>Key returns the key component of the node designated by Position.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 32.2/5 |
| <pre> <b>function</b> Element (Position : Cursor) <b>return</b> Element_Type   <b>with</b> Pre =&gt; Position /= No_Element               <b>or else raise</b> Constraint_Error,           Nonblocking, Global =&gt; <b>in all</b>, Use_Formal =&gt; Element_Type; </pre>                                                                                                                                                                                                                                                                                                         | 33/5   |
| <p>Element returns the element component of the node designated by Position.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 34/5   |
| <pre> <b>function</b> Element (Container : Map;               Position : Cursor) <b>return</b> Element_Type   <b>with</b> Pre =&gt; (Position /= No_Element               <b>or else raise</b> Constraint_Error) <b>and then</b>               (Has_Element (Container, Position)               <b>or else raise</b> Program_Error),           Nonblocking, Global =&gt; null, Use_Formal =&gt; Element_Type; </pre>                                                                                                                                                              | 34.1/5 |
| <p>Element returns the element component of the node designated by Position.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 34.2/5 |
| <pre> <b>procedure</b> Replace_Element (Container : <b>in out</b> Map;                           Position  : <b>in</b>      Cursor;                           New_Item  : <b>in</b>      Element_Type)   <b>with</b> Pre =&gt; (<b>not</b> Tampering_With_Elements_Prohibited (Container)               <b>or else raise</b> Program_Error) <b>and then</b>               (Position /= No_Element               <b>or else raise</b> Constraint_Error) <b>and then</b>               (Has_Element (Container, Position)               <b>or else raise</b> Program_Error); </pre> | 35/5   |
| <p>Replace_Element assigns New_Item to the element of the node designated by Position. For the purposes of determining whether the parameters overlap in a call to Replace_Element, the Container parameter is not considered to overlap with any object (including itself).</p>                                                                                                                                                                                                                                                                                                  | 36/5   |
| <pre> <b>procedure</b> Query_Element   (Position : <b>in</b> Cursor;    Process  : <b>not null access procedure</b> (Key      : <b>in</b> Key_Type;                                          Element  : <b>in</b> Element_Type))   <b>with</b> Pre =&gt; Position /= No_Element               <b>or else raise</b> Constraint_Error,           Global =&gt; <b>in all</b>; </pre>                                                                                                                                                                                                 | 37/5   |
| <p>Query_Element calls Process.all with the key and element from the node designated by Position as the arguments. Tampering with the elements of the map that contains the element designated by Position is prohibited during the execution of the call on Process.all. Any exception raised by Process.all is propagated.</p>                                                                                                                                                                                                                                                  | 38/5   |
| <pre> <b>procedure</b> Query_Element   (Container : <b>in</b> Map;    Position  : <b>in</b> Cursor;    Process   : <b>not null access procedure</b> (Key      : <b>in</b> Key_Type;                                          Element  : <b>in</b> Element_Type))   <b>with</b> Pre =&gt; (Position /= No_Element               <b>or else raise</b> Constraint_Error) <b>and then</b>               (Has_Element (Container, Position)               <b>or else raise</b> Program_Error); </pre>                                                                                  | 38.1/5 |

38.2/5 Query\_Element calls Process.all with the key and element from the node designated by Position as the arguments. Tampering with the elements of Container is prohibited during the execution of the call on Process.all. Any exception raised by Process.all is propagated.

```
39/5 procedure Update_Element
  (Container : in out Map;
   Position  : in Cursor;
   Process   : not null access procedure (Key      : in Key_Type;
   Element  : in out Element_Type))
  with Pre => (Position /= No_Element
              or else raise Constraint_Error) and then
              (Has_Element (Container, Position)
               or else raise Program_Error);
```

40/5 Update\_Element calls Process.all with the key and element from the node designated by Position as the arguments. Tampering with the elements of Container is prohibited during the execution of the call on Process.all. Any exception raised by Process.all is propagated.

41/2 If Element\_Type is unconstrained and definite, then the actual Element parameter of Process.all shall be unconstrained.

```
41.1/5 type Constant_Reference_Type
  (Element : not null access constant Element_Type) is private
  with Implicit_Dereference => Element,
       Nonblocking, Global => in out synchronized,
       Default_Initial_Condition => (raise Program_Error);
```

```
41.2/5 type Reference_Type (Element : not null access Element_Type) is private
  with Implicit_Dereference => Element,
       Nonblocking, Global => in out synchronized,
       Default_Initial_Condition => (raise Program_Error);
```

41.3/3 The types Constant\_Reference\_Type and Reference\_Type need finalization.

41.4/5 *This paragraph was deleted.*

```
41.5/5 function Constant_Reference (Container : aliased in Map;
                                Position  : in Cursor)
  return Constant_Reference_Type
  with Pre => (Position /= No_Element
              or else raise Constraint_Error) and then
              (Has_Element (Container, Position)
               or else raise Program_Error),
  Post => Tampering_With_Cursors_Prohibited (Container),
  Nonblocking, Global => null, Use_Formal => null;
```

41.6/3 This function (combined with the Constant\_Indexing and Implicit\_Dereference aspects) provides a convenient way to gain read access to an individual element of a Map given a cursor.

41.7/5 Constant\_Reference returns an object whose discriminant is an access value that designates the element designated by Position. Tampering with the elements of Container is prohibited while the object returned by Constant\_Reference exists and has not been finalized.

```

function Reference (Container : aliased in out Map;
                    Position  : in Cursor)
return Reference_Type
with Pre => (Position /= No_Element
             or else raise Constraint_Error) and then
           (Has_Element (Container, Position)
            or else raise Program_Error),
    Post => Tampering_With_Cursors_Prohibited (Container),
    Nonblocking, Global => null, Use_Formal => null;

```

41.8/5

This function (combined with the Variable\_Indexing and Implicit\_Dereference aspects) provides a convenient way to gain read and write access to an individual element of a Map given a cursor. 41.9/3

Reference returns an object whose discriminant is an access value that designates the element designated by Position. Tampering with the elements of Container is prohibited while the object returned by Reference exists and has not been finalized. 41.10/5

```

function Constant_Reference (Container : aliased in Map;
                              Key       : in Key_Type)
return Constant_Reference_Type
with Pre => Find (Container, Key) /= No_Element
             or else raise Constraint_Error,
    Post => Tampering_With_Cursors_Prohibited (Container),
    Nonblocking, Global => null, Use_Formal => null;

```

41.11/5

This function (combined with the Constant\_Indexing and Implicit\_Dereference aspects) provides a convenient way to gain read access to an individual element of a map given a key value. 41.12/3

Equivalent to Constant\_Reference (Container, Find (Container, Key)). 41.13/3

```

function Reference (Container : aliased in out Map;
                    Key       : in Key_Type)
return Reference_Type
with Pre => Find (Container, Key) /= No_Element
             or else raise Constraint_Error,
    Post => Tampering_With_Cursors_Prohibited (Container),
    Nonblocking, Global => null, Use_Formal => null;

```

41.14/5

This function (combined with the Variable\_Indexing and Implicit\_Dereference aspects) provides a convenient way to gain read and write access to an individual element of a map given a key value. 41.15/3

Equivalent to Reference (Container, Find (Container, Key)). 41.16/3

```

procedure Assign (Target : in out Map; Source : in Map)
with Pre => not Tampering_With_Cursors_Prohibited (Target)
             or else raise Program_Error,
    Post => Length (Source) = Length (Target);

```

41.17/5

If Target denotes the same object as Source, the operation has no effect. Otherwise, the key/element pairs of Source are copied to Target as for an assignment\_statement assigning Source to Target. 41.18/3

```

42/5  procedure Move (Target : in out Map;
                Source : in out Map)
        with Pre => (not Tampering_With_Cursors_Prohibited (Target)
                    or else raise Program_Error) and then
                (not Tampering_With_Cursors_Prohibited (Source)
                    or else raise Program_Error),
        Post => (if not Target'Has_Same_Storage (Source) then
                Length (Target) = Length (Source'Old) and then
                Length (Source) = 0);

```

43/3 If Target denotes the same object as Source, then the operation has no effect. Otherwise, the operation is equivalent to Assign (Target, Source) followed by Clear (Source).

```

44/5  procedure Insert (Container : in out Map;
                    Key       : in   Key_Type;
                    New_Item  : in   Element_Type;
                    Position  :      out Cursor;
                    Inserted  :      out Boolean)
        with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error) and then
                (Length (Container) <= Count_Type'Last - 1
                    or else raise Constraint_Error),
        Post => (declare
                Original_Length : constant Count_Type :=
                    Length (Container)'Old;
                begin
                Has_Element (Container, Position) and then
                (if Inserted then
                    Length (Container) = Original_Length + 1
                else
                    Length (Container) = Original_Length));

```

45/2 Insert checks if a node with a key equivalent to Key is already present in Container. If a match is found, Inserted is set to False and Position designates the element with the matching key. Otherwise, Insert allocates a new node, initializes it to Key and New\_Item, and adds it to Container; Inserted is set to True and Position designates the newly-inserted node. Any exception raised during allocation is propagated and Container is not modified.

```

46/5  procedure Insert (Container : in out Map;
                    Key       : in   Key_Type;
                    Position  :      out Cursor;
                    Inserted  :      out Boolean)
        with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error) and then
                (Length (Container) <= Count_Type'Last - 1
                    or else raise Constraint_Error),
        Post => (declare
                Original_Length : constant Count_Type :=
                    Length (Container)'Old;
                begin
                Has_Element (Container, Position) and then
                (if Inserted then
                    Length (Container) = Original_Length + 1
                else
                    Length (Container) = Original_Length));

```

47/2 Insert inserts Key into Container as per the five-parameter Insert, with the difference that an element initialized by default (see 3.3.1) is inserted.

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |      |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|
| <pre> <b>procedure</b> Insert (Container : <b>in out</b> Map;                   Key       : <b>in</b>     Key_Type;                   New_Item  : <b>in</b>     Element_Type) <b>with</b> Pre =&gt; (<b>not</b> Tampering_With_Cursors_Prohibited (Container)              <b>or else raise</b> Program_Error) <b>and then</b>              (Length (Container) &lt;= Count_Type'Last - 1               <b>or else raise</b> Constraint_Error),           Post =&gt; Length (Container) = Length (Container)'Old + 1;  Insert inserts Key and New_Item into Container as per the five-parameter Insert, with the difference that if a node with a key equivalent to Key is already in the map, then Constraint_Error is propagated. </pre>                                                                                                                                                                                                                                                                                                                                | 48/5 |
| <pre> <b>procedure</b> Include (Container : <b>in out</b> Map;                   Key       : <b>in</b>     Key_Type;                   New_Item  : <b>in</b>     Element_Type) <b>with</b> Pre =&gt; (<b>not</b> Tampering_With_Cursors_Prohibited (Container)              <b>or else raise</b> Program_Error) <b>and then</b>              (Length (Container) &lt;= Count_Type'Last - 1               <b>or else raise</b> Constraint_Error),           Post =&gt; (<b>declare</b>                   Original_Length : <b>constant</b> Count_Type :=                       Length (Container)'Old;                   <b>begin</b>                       Length (Container)                           <b>in</b> Original_Length   Original_Length + 1); </pre> <p>Include inserts Key and New_Item into Container as per the five-parameter Insert, with the difference that if a node with a key equivalent to Key is already in the map, then this operation assigns Key and New_Item to the matching node. Any exception raised during assignment is propagated.</p> | 50/5 |
| <pre> <b>procedure</b> Replace (Container : <b>in out</b> Map;                   Key       : <b>in</b>     Key_Type;                   New_Item  : <b>in</b>     Element_Type) <b>with</b> Pre =&gt; <b>not</b> Tampering_With_Cursors_Prohibited (Container)              <b>or else raise</b> Program_Error,           Post =&gt; Length (Container) = Length (Container)'Old;  Replace checks if a node with a key equivalent to Key is present in Container. If a match is found, Replace assigns Key and New_Item to the matching node; otherwise, Constraint_Error is propagated. </pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | 52/5 |
| <pre> <b>procedure</b> Exclude (Container : <b>in out</b> Map;                   Key       : <b>in</b>     Key_Type) <b>with</b> Pre =&gt; <b>not</b> Tampering_With_Cursors_Prohibited (Container)              <b>or else raise</b> Program_Error,           Post =&gt; (<b>declare</b>                   Original_Length : <b>constant</b> Count_Type :=                       Length (Container)'Old;                   <b>begin</b>                       Length (Container)                           <b>in</b> Original_Length - 1   Original_Length); </pre> <p>Exclude checks if a node with a key equivalent to Key is present in Container. If a match is found, Exclude removes the node from the map.</p>                                                                                                                                                                                                                                                                                                                                                    | 54/5 |

```

56/5  procedure Delete (Container : in out Map;
                    Key       : in   Key_Type)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
            or else raise Program_Error,
            Post => Length (Container) = Length (Container)'Old - 1;
57/2  Delete checks if a node with a key equivalent to Key is present in Container. If a match is found,
Delete removes the node from the map; otherwise, Constraint_Error is propagated.

58/5  procedure Delete (Container : in out Map;
                    Position  : in out Cursor)
        with Pre => (not Tampering_With_Cursors_Prohibited (Container)
            or else raise Program_Error) and then
            (Position /= No_Element
            or else raise Constraint_Error) and then
            (Has_Element (Container, Position)
            or else raise Program_Error),
            Post => Length (Container) = Length (Container)'Old - 1 and then
            Position = No_Element;
59/5  Delete removes the node designated by Position from the map.

60/5  function First (Container : Map) return Cursor
        with Nonblocking, Global => null, Use_Formal => null,
            Post => (if not Is_Empty (Container)
            then Has_Element (Container, First'Result)
            else First'Result = No_Element);
61/2  If Length (Container) = 0, then First returns No_Element. Otherwise, First returns a cursor that
designates the first node in Container.

62/5  function Next (Position : Cursor) return Cursor
        with Nonblocking, Global => in all, Use_Formal => null,
            Post => (if Position = No_Element then Next'Result = No_Element);
63/2  Returns a cursor that designates the successor of the node designated by Position. If Position
designates the last node, then No_Element is returned. If Position equals No_Element, then
No_Element is returned.

63.1/5 function Next (Container : Map;
                    Position  : Cursor) return Cursor
        with Nonblocking, Global => null, Use_Formal => null,
            Pre  => Position = No_Element or else
                Has_Element (Container, Position)
            or else raise Program_Error,
            Post => (if Position = No_Element then Next'Result = No_Element
            elsif Next'Result = No_Element then
                Position = Last (Container)
            else Has_Element (Container, Next'Result));
63.2/5 Returns a cursor designating the successor of the node designated by Position in Container.

64/5  procedure Next (Position : in out Cursor)
        with Nonblocking, Global => in all, Use_Formal => null;
65/2  Equivalent to Position := Next (Position).

```



```

procedure Next (Container : in      Map;
                Position  : in out Cursor)
with Nonblocking, Global => null, Use_Formal => null,
      Pre => Position = No_Element or else
          Has_Element (Container, Position)
          or else raise Program_Error,
      Post => (if Position /= No_Element
              then Has_Element (Container, Position));

```

Equivalent to Position := Next (Container, Position).

```

function Find (Container : Map;
               Key       : Key_Type) return Cursor
with Post => (if Find'Result = No_Element
              then Has_Element (Container, Find'Result));

```

If Length (Container) equals 0, then Find returns No\_Element. Otherwise, Find checks if a node with a key equivalent to Key is present in Container. If a match is found, a cursor designating the matching node is returned; otherwise, No\_Element is returned.

```

function Element (Container : Map;
                  Key       : Key_Type) return Element_Type;

```

Equivalent to Element (Find (Container, Key)).

```

function Contains (Container : Map;
                  Key       : Key_Type) return Boolean;

```

Equivalent to Find (Container, Key) /= No\_Element.

*Paragraphs 72 and 73 were moved above.*

```

procedure Iterate
(Container : in Map;
 Process  : not null access procedure (Position : in Cursor))
with Allows_Exit;

```

Iterate calls Process.all with a cursor that designates each node in Container, starting with the first node and moving the cursor according to the successor relation. Tampering with the cursors of Container is prohibited during the execution of a call on Process.all. Any exception raised by Process.all is propagated.

The nested package Stable provides a type Stable.Map that represents a *stable* map, which is one that cannot grow and shrink. Such a map can be created by calling the Copy function, or by establishing a *stabilized view* of an ordinary map.

The subprograms of the map package that have a parameter or result of type Map are included in the nested package Stable with the same specification, except that the following are omitted:

Tampering\_With\_Cursors\_Prohibited, Tampering\_With\_Elements\_Prohibited, Assign, Move, Insert, Include, Clear, Delete, Exclude, (for Ordered\_Maps) Delete\_First and Delete\_Last, and (for Hashed\_Maps) Reserve\_Capacity

The operations of this package are equivalent to those for ordinary maps, except that the calls to Tampering\_With\_Cursors\_Prohibited and Tampering\_With\_Elements\_Prohibited that occur in preconditions are replaced by False, and any that occur in postconditions are replaced by True.

If a stable map is declared with the Base discriminant designating a pre-existing ordinary map, the stable map represents a stabilized view of the underlying ordinary map, and any operation on the stable map is reflected on the underlying ordinary map. While a stabilized view exists, any operation that tampers with elements performed on the underlying map is prohibited. The finalization of a stable map that provides

such a view removes this restriction on the underlying ordinary map (though some other restriction can exist due to other concurrent iterations or stabilized views).

- 75.6/5 If a stable map is declared without specifying `Base`, the object is necessarily initialized. The initializing expression of the stable map, typically a call on `Copy`, determines the `Length` of the map. The `Length` of a stable map never changes after initialization.

#### *Bounded (Run-Time) Errors*

- 75.7/3 It is a bounded error for the actual function associated with a generic formal subprogram, when called as part of an operation of a map package, to tamper with elements of any map parameter of the operation. Either `Program_Error` is raised, or the operation works as defined on the value of the map either prior to, or subsequent to, some or all of the modifications to the map.
- 75.8/3 It is a bounded error to call any subprogram declared in the visible part of a map package when the associated container has been finalized. If the operation takes `Container` as an **in out** parameter, then it raises `Constraint_Error` or `Program_Error`. Otherwise, the operation either proceeds as it would for an empty container, or it raises `Constraint_Error` or `Program_Error`.

#### *Erroneous Execution*

- 76/2 A `Cursor` value is *invalid* if any of the following have occurred since it was created:
- 77/2 • The map that contains the node it designates has been finalized;
  - 77.1/3 • The map that contains the node it designates has been used as the `Target` of a call to `Assign`, or as the target of an `assignment_statement`;
  - 78/2 • The map that contains the node it designates has been used as the `Source` or `Target` of a call to `Move`; or
  - 79/3 • The node it designates has been removed from the map that previously contained the node.
- 80/2 The result of `"="` or `Has_Element` is unspecified if these functions are called with an invalid cursor parameter. Execution is erroneous if any other subprogram declared in `Containers.Hashing_Maps` or `Containers.Ordered_Maps` is called with an invalid cursor parameter.
- 80.1/3 Execution is erroneous if the map associated with the result of a call to `Reference` or `Constant_Reference` is finalized before the result object returned by the call to `Reference` or `Constant_Reference` is finalized.

#### *Implementation Requirements*

- 81/5 No storage associated with a map object shall be lost upon assignment or scope exit.
- 82/3 The execution of an `assignment_statement` for a map shall have the effect of copying the elements from the source map object to the target map object and changing the length of the target object to that of the source object.

#### *Implementation Advice*

- 83/2 `Move` should not copy elements, and should minimize copying of internal data structures.
- 84/2 If an exception is propagated from a map operation, no storage should be lost, nor any elements removed from a map unless specified by the operation.

## A.18.5 The Generic Package Containers.Hashing\_Maps

### Static Semantics

The generic library package Containers.Hashing\_Maps has the following declaration:

```

with Ada.Iterator_Interfaces;
generic
  type Key_Type is private;
  type Element_Type is private;
  with function Hash (Key : Key_Type) return Hash_Type;
  with function Equivalent_Keys (Left, Right : Key_Type)
    return Boolean;
  with function "=" (Left, Right : Element_Type)
    return Boolean is <>;
package Ada.Containers.Hashing_Maps
  with Preelaborate, Remote_Types,
    Nonblocking, Global => in out synchronized is
  type Map is tagged private
    with Constant_Indexing => Constant_Reference,
      Variable_Indexing => Reference,
      Default_Iterator => Iterate,
      Iterator_Element => Element_Type,
      Iterator_View => Stable.Map,
      Aggregate => (Empty => Empty,
        Add_Named => Insert),
      Stable_Properties => (Length,
        Tampering_With_Cursors_Prohibited,
        Tampering_With_Elements_Prohibited),
      Default_Initial_Condition =>
        Length (Map) = 0 and then
          (not Tampering_With_Cursors_Prohibited (Map)) and then
            (not Tampering_With_Elements_Prohibited (Map)),
        Preelaborable_Initialization;
  type Cursor is private
    with Preelaborable_Initialization;
  Empty_Map : constant Map;
  No_Element : constant Cursor;
  function Has_Element (Position : Cursor) return Boolean
    with Nonblocking, Global => in all, Use_Formal => null;
  function Has_Element (Container : Map; Position : Cursor)
    return Boolean
    with Nonblocking, Global => null, Use_Formal => null;
  package Map_Iterator_Interfaces is new
    Ada.Iterator_Interfaces (Cursor, Has_Element);
  function "=" (Left, Right : Map) return Boolean;
  function Tampering_With_Cursors_Prohibited
    (Container : Map) return Boolean
    with Nonblocking, Global => null, Use_Formal => null;
  function Tampering_With_Elements_Prohibited
    (Container : Map) return Boolean
    with Nonblocking, Global => null, Use_Formal => null;
  function Empty (Capacity : Count_Type := implementation-defined)
    return Map
    with Post =>
      Capacity (Empty'Result) >= Capacity and then
        not Tampering_With_Elements_Prohibited (Empty'Result) and then
          not Tampering_With_Cursors_Prohibited (Empty'Result) and then
            Length (Empty'Result) = 0;

```

```

8/5   function Capacity (Container : Map) return Count_Type
      with Nonblocking, Global => null, Use_Formal => null;
9/5   procedure Reserve_Capacity (Container : in out Map;
      Capacity : in Count_Type)
      with Pre => not Tampering_With_Cursors_Prohibited (Container)
      or else raise Program_Error,
      Post => Container.Capacity >= Capacity;
10/5  function Length (Container : Map) return Count_Type
      with Nonblocking, Global => null, Use_Formal => null;
11/5  function Is_Empty (Container : Map) return Boolean
      with Nonblocking, Global => null, Use_Formal => null,
      Post => Is_Empty'Result = (Length (Container) = 0);
12/5  procedure Clear (Container : in out Map)
      with Pre => not Tampering_With_Cursors_Prohibited (Container)
      or else raise Program_Error,
      Post => Capacity (Container) = Capacity (Container)'Old and then
      Length (Container) = 0;
13/5  function Key (Position : Cursor) return Key_Type
      with Pre => Position /= No_Element
      or else raise Constraint_Error,
      Nonblocking, Global => in all, Use_Formal => Key_Type;
13.1/5 function Key (Container : Map;
      Position : Cursor) return Key_Type
      with Pre => (Position /= No_Element
      or else raise Constraint_Error) and then
      (Has_Element (Container, Position)
      or else raise Program_Error),
      Nonblocking, Global => null, Use_Formal => Key_Type;
14/5  function Element (Position : Cursor) return Element_Type
      with Pre => Position /= No_Element
      or else raise Constraint_Error,
      Nonblocking, Global => in all, Use_Formal => Element_Type;
14.1/5 function Element (Container : Map;
      Position : Cursor) return Element_Type
      with Pre => (Position /= No_Element
      or else raise Constraint_Error) and then
      (Has_Element (Container, Position)
      or else raise Program_Error),
      Nonblocking, Global => null, Use_Formal => Element_Type;
15/5  procedure Replace_Element (Container : in out Map;
      Position : in Cursor;
      New_Item : in Element_Type)
      with Pre => (not Tampering_With_Elements_Prohibited (Container)
      or else raise Program_Error) and then
      (Position /= No_Element
      or else raise Constraint_Error) and then
      (Has_Element (Container, Position)
      or else raise Program_Error);
16/5  procedure Query_Element
      (Position : in Cursor;
      Process : not null access procedure (Key : in Key_Type;
      Element : in Element_Type))
      with Pre => Position /= No_Element
      or else raise Constraint_Error,
      Global => in all;

```

```

procedure Query_Element 16.1/5
(Container : in Map;
 Position  : in Cursor;
 Process   : not null access procedure (Key      : in Key_Type;
   Element : in Element_Type))

with Pre => (Position /= No_Element
             or else raise Constraint_Error) and then
           (Has_Element (Container, Position)
            or else raise Program_Error);

procedure Update_Element 17/5
(Container : in out Map;
 Position  : in Cursor;
 Process   : not null access procedure
           (Key      : in Key_Type;
            Element : in out Element_Type))

with Pre => (Position /= No_Element
             or else raise Constraint_Error) and then
           (Has_Element (Container, Position)
            or else raise Program_Error);

type Constant_Reference_Type 17.1/5
(Element : not null access constant Element_Type) is private
with Implicit_Dereference => Element,
     Nonblocking, Global => in out synchronized,
     Default_Initial_Condition => (raise Program_Error);

type Reference_Type (Element : not null access Element_Type) is private 17.2/5
with Implicit_Dereference => Element,
     Nonblocking, Global => in out synchronized,
     Default_Initial_Condition => (raise Program_Error);

function Constant_Reference (Container : aliased in Map; 17.3/5
                             Position  : in Cursor)

return Constant_Reference_Type
with Pre => (Position /= No_Element
             or else raise Constraint_Error) and then
           (Has_Element (Container, Position)
            or else raise Program_Error),
     Post => Tampering_With_Cursors_Prohibited (Container),
     Nonblocking, Global => null, Use_Formal => null;

function Reference (Container : aliased in out Map; 17.4/5
                    Position  : in Cursor)

return Reference_Type
with Pre => (Position /= No_Element
             or else raise Constraint_Error) and then
           (Has_Element (Container, Position)
            or else raise Program_Error),
     Post => Tampering_With_Cursors_Prohibited (Container),
     Nonblocking, Global => null, Use_Formal => null;

function Constant_Reference (Container : aliased in Map; 17.5/5
                             Key      : in Key_Type)

return Constant_Reference_Type
with Pre => Find (Container, Key) /= No_Element
             or else raise Constraint_Error,
     Post => Tampering_With_Cursors_Prohibited (Container),
     Nonblocking, Global => null, Use_Formal => null;

function Reference (Container : aliased in out Map; 17.6/5
                    Key      : in Key_Type)

return Reference_Type
with Pre => Find (Container, Key) /= No_Element
             or else raise Constraint_Error,
     Post => Tampering_With_Cursors_Prohibited (Container),
     Nonblocking, Global => null, Use_Formal => null;

```

```

17.7/5  procedure Assign (Target : in out Map; Source : in Map)
        with Pre => not Tampering_With_Cursors_Prohibited (Target)
            or else raise Program_Error,
        Post => Length (Source) = Length (Target) and then
            Capacity (Target) >= Length (Source);

17.8/5  function Copy (Source : Map; Capacity : Count_Type := 0)
        return Map
        with Pre => Capacity = 0 or else Capacity >= Length (Source)
            or else raise Capacity_Error,
        Post =>
            Length (Copy'Result) = Length (Source) and then
            not Tampering_With_Elements_Prohibited (Copy'Result) and then
            not Tampering_With_Cursors_Prohibited (Copy'Result) and then
            Copy'Result.Capacity = (if Capacity = 0 then
                Length (Source) else Capacity);

18/5    procedure Move (Target : in out Map;
        Source : in out Map)
        with Pre => (not Tampering_With_Cursors_Prohibited (Target)
            or else raise Program_Error) and then
            (not Tampering_With_Cursors_Prohibited (Source)
            or else raise Program_Error),
        Post => (if not Target'Has_Same_Storage (Source) then
            Length (Target) = Length (Source'Old) and then
            Length (Source) = 0);

19/5    procedure Insert (Container : in out Map;
        Key : in Key_Type;
        New_Item : in Element_Type;
        Position : out Cursor;
        Inserted : out Boolean)
        with Pre => (not Tampering_With_Cursors_Prohibited (Container)
            or else raise Program_Error) and then
            (Length (Container) <= Count_Type'Last - 1
            or else raise Constraint_Error),
        Post => (declare
            Original_Length : constant Count_Type :=
                Length (Container)'Old;
            begin
                Has_Element (Container, Position) and then
                (if Inserted then
                    Length (Container) = Original_Length + 1
                else
                    Length (Container) = Original_Length)) and then
                Capacity (Container) >= Length (Container);

20/5    procedure Insert (Container : in out Map;
        Key : in Key_Type;
        Position : out Cursor;
        Inserted : out Boolean)
        with Pre => (not Tampering_With_Cursors_Prohibited (Container)
            or else raise Program_Error) and then
            (Length (Container) <= Count_Type'Last - 1
            or else raise Constraint_Error),
        Post => (declare
            Original_Length : constant Count_Type :=
                Length (Container)'Old;
            begin
                Has_Element (Container, Position) and then
                (if Inserted then
                    Length (Container) = Original_Length + 1
                else
                    Length (Container) = Original_Length)) and then
                Capacity (Container) >= Length (Container);

```

```

procedure Insert (Container : in out Map;
                  Key       : in     Key_Type;
                  New_Item  : in     Element_Type)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
    (Length (Container) <= Count_Type'Last - 1
     or else raise Constraint_Error),
    Post => Length (Container) = Length (Container)'Old + 1 and then
    Capacity (Container) >= Length (Container);
21/5

procedure Include (Container : in out Map;
                  Key       : in     Key_Type;
                  New_Item  : in     Element_Type)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
    (Length (Container) <= Count_Type'Last - 1
     or else raise Constraint_Error),
    Post => (declare
             Original_Length : constant Count_Type :=
                Length (Container)'Old;
             begin
                Length (Container)
                in Original_Length | Original_Length + 1) and then
             Capacity (Container) >= Length (Container);
22/5

procedure Replace (Container : in out Map;
                  Key       : in     Key_Type;
                  New_Item  : in     Element_Type)
with Pre => not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error,
    Post => Length (Container) = Length (Container)'Old;
23/5

procedure Exclude (Container : in out Map;
                  Key       : in     Key_Type)
with Pre => not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error,
    Post => (declare
             Original_Length : constant Count_Type :=
                Length (Container)'Old;
             begin
                Length (Container)
                in Original_Length - 1 | Original_Length);
24/5

procedure Delete (Container : in out Map;
                  Key       : in     Key_Type)
with Pre => not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error,
    Post => Length (Container) = Length (Container)'Old - 1;
25/5

procedure Delete (Container : in out Map;
                  Position  : in out Cursor)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
    (Position /= No_Element
     or else raise Constraint_Error) and then
    (Has_Element (Container, Position)
     or else raise Program_Error),
    Post => Length (Container) = Length (Container)'Old - 1 and then
    Position = No_Element;
26/5

function First (Container : Map) return Cursor
with Nonblocking, Global => null, Use_Formal => null,
    Post => (if not Is_Empty (Container)
             then Has_Element (Container, First'Result)
             else First'Result = No_Element);
27/5

function Next (Position : Cursor) return Cursor
with Nonblocking, Global => in all, Use_Formal => null,
    Post => (if Position = No_Element then Next'Result = No_Element);
28/5

```

```

28.1/5     function Next (Container : Map;
              Position : Cursor) return Cursor
          with Nonblocking, Global => null, Use_Formal => null,
              Pre => Position = No_Element or else
                  Has_Element (Container, Position)
                  or else raise Program_Error,
              Post => (if Position = No_Element then Next'Result = No_Element
                      elsif Next'Result = No_Element then
                          Position = Last (Container)
                      else Has_Element (Container, Next'Result));

29/5     procedure Next (Position : in out Cursor)
          with Nonblocking, Global => in all, Use_Formal => null;

29.1/5     procedure Next (Container : in      Map;
              Position  : in out Cursor)
          with Nonblocking, Global => null, Use_Formal => null,
              Pre  => Position = No_Element or else
                  Has_Element (Container, Position)
                  or else raise Program_Error,
              Post => (if Position /= No_Element
                      then Has_Element (Container, Position));

30/5     function Find (Container : Map;
                      Key       : Key_Type)
          return Cursor
          with Post => (if Find'Result /= No_Element
                      then Has_Element (Container, Find'Result));

31/2     function Element (Container : Map;
                          Key       : Key_Type)
          return Element_Type;

32/2     function Contains (Container : Map;
                          Key       : Key_Type) return Boolean;

33/3     This paragraph was deleted.

34/5     function Equivalent_Keys (Left, Right : Cursor)
          return Boolean
          with Pre  => (Left /= No_Element and then Right /= No_Element)
                  or else raise Constraint_Error,
              Global => in all;

35/5     function Equivalent_Keys (Left  : Cursor;
                                  Right : Key_Type)
          return Boolean
          with Pre  => Left /= No_Element or else raise Constraint_Error,
              Global => in all;

36/5     function Equivalent_Keys (Left  : Key_Type;
                                  Right : Cursor)
          return Boolean
          with Pre  => Right /= No_Element or else raise Constraint_Error,
              Global => in all;

37/5     procedure Iterate
          (Container : in Map;
           Process  : not null access procedure (Position : in Cursor))
          with Allows_Exit;

37.1/5     function Iterate (Container : in Map)
          return Map_Iterator_Interfaces.Parallel_Iterator'Class
          with Post => Tampering_With_Cursors_Prohibited (Container);

37.2/5     package Stable is

```



```

type Map (Base : not null access Hashed_Maps.Map) is 37.3/5
  tagged limited private
  with Constant_Indexing => Constant_Reference,
        Variable_Indexing => Reference,
        Default_Iterator  => Iterate,
        Iterator_Element  => Element_Type,
        Stable_Properties => (Length),
        Global_Properties  => null,
        Default_Initial_Condition => Length (Map) = 0,
        Preelaborable_Initialization;

type Cursor is private 37.4/5
with Preelaborable_Initialization;

Empty_Map : constant Map; 37.5/5

No_Element : constant Cursor; 37.6/5

function Has_Element (Position : Cursor) return Boolean 37.7/5
  with Nonblocking, Global => in all, Use_Formal => null;

package Map_Iterator_Interfaces is new 37.8/5
  Ada.Iterator_Interfaces (Cursor, Has_Element);

procedure Assign (Target : in out Hashed_Maps.Map; 37.9/5
  Source : in Map)
  with Post => Length (Source) = Length (Target);

function Copy (Source : Hashed_Maps.Map) return Map 37.10/5
  with Post => Length (Copy'Result) = Length (Source);

type Constant_Reference_Type 37.11/5
  (Element : not null access constant Element_Type) is private
  with Implicit_Dereference => Element,
        Nonblocking, Global => null, Use_Formal => null,
        Default_Initial_Condition => (raise Program_Error);

type Reference_Type 37.12/5
  (Element : not null access Element_Type) is private
  with Implicit_Dereference => Element,
        Nonblocking, Global => null, Use_Formal => null,
        Default_Initial_Condition => (raise Program_Error);

-- Additional subprograms as described in the text 37.13/5
-- are declared here.

private 37.14/5
  ... -- not specified by the language 37.15/5
end Stable; 37.16/5

private 38/2
  ... -- not specified by the language 39/2
end Ada.Containers.Hashed_Maps; 40/2

```

An object of type Map contains an expandable hash table, which is used to provide direct access to nodes. The *capacity* of an object of type Map is the maximum number of nodes that can be inserted into the hash table prior to it being automatically expanded. 41/2

Two keys *K1* and *K2* are defined to be *equivalent* if Equivalent\_Keys (*K1*, *K2*) returns True. 42/2

The actual function for the generic formal function Hash is expected to return the same value each time it is called with a particular key value. For any two equivalent key values, the actual for Hash is expected to return the same value. If the actual for Hash behaves in some other manner, the behavior of this package is unspecified. Which subprograms of this package call Hash, and how many times they call it, is unspecified. 43/2

The actual function for the generic formal function Equivalent\_Keys on Key\_Type values is expected to return the same value each time it is called with a particular pair of key values. It should define an 44/2

equivalence relationship, that is, be reflexive, symmetric, and transitive. If the actual for `Equivalent_Keys` behaves in some other manner, the behavior of this package is unspecified. Which subprograms of this package call `Equivalent_Keys`, and how many times they call it, is unspecified.

45/2 If the value of a key stored in a node of a map is changed other than by an operation in this package such that at least one of `Hash` or `Equivalent_Keys` give different results, the behavior of this package is unspecified.

46/2 Which nodes are the first node and the last node of a map, and which node is the successor of a given node, are unspecified, other than the general semantics described in A.18.4.

```
46.1/5  function Empty (Capacity : Count_Type := implementation-defined)
        return Map
        with Post =>
            Capacity (Empty'Result) >= Capacity and then
            not Tampering_With_Elements_Prohibited (Empty'Result) and then
            not Tampering_With_Cursors_Prohibited (Empty'Result) and then
            Length (Empty'Result) = 0;
```

46.2/2 Returns an empty map.

```
47/5  function Capacity (Container : Map) return Count_Type
        with Nonblocking, Global => null, Use_Formal => null;
```

48/2 Returns the capacity of Container.

```
49/5  procedure Reserve_Capacity (Container : in out Map;
                              Capacity : in Count_Type)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error,
        Post => Container.Capacity >= Capacity;
```

50/2 `Reserve_Capacity` allocates a new hash table such that the length of the resulting map can become at least the value `Capacity` without requiring an additional call to `Reserve_Capacity`, and is large enough to hold the current length of `Container`. `Reserve_Capacity` then rehashes the nodes in `Container` onto the new hash table. It replaces the old hash table with the new hash table, and then deallocates the old hash table. Any exception raised during allocation is propagated and `Container` is not modified.

51/5 *This paragraph was deleted.*

```
52/5  procedure Clear (Container : in out Map)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error,
        Post => Capacity (Container) = Capacity (Container)'Old and then
                Length (Container) = 0;
```

53/2 In addition to the semantics described in A.18.4, `Clear` does not affect the capacity of `Container`.

```
53.1/5 procedure Assign (Target : in out Map; Source : in Map)
        with Pre => not Tampering_With_Cursors_Prohibited (Target)
                or else raise Program_Error,
        Post => Length (Source) = Length (Target) and then
                Capacity (Target) >= Length (Source);
```

53.2/3 In addition to the semantics described in A.18.4, if the length of `Source` is greater than the capacity of `Target`, `Reserve_Capacity (Target, Length (Source))` is called before assigning any elements.

```

function Copy (Source : Map; Capacity : Count_Type := 0)
  return Map
  with Pre => Capacity = 0 or else Capacity >= Length (Source)
           or else raise Capacity_Error,
       Post =>
         Length (Copy'Result) = Length (Source) and then
         not Tampering_With_Elements_Prohibited (Copy'Result) and then
         not Tampering_With_Cursors_Prohibited (Copy'Result) and then
         Copy'Result.Capacity = (if Capacity = 0 then
           Length (Source) else Capacity);

```

Returns a map whose keys and elements are initialized from the keys and elements of Source.

```

procedure Insert (Container : in out Map;
                  Key       : in     Key_Type;
                  New_Item  : in     Element_Type;
                  Position  : out     Cursor;
                  Inserted  : out     Boolean)
  with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
           (Length (Container) <= Count_Type'Last - 1
             or else raise Constraint_Error),
       Post => (declare
                Original_Length : constant Count_Type :=
                  Length (Container)'Old;
              begin
                Has_Element (Container, Position) and then
                (if Inserted then
                  Length (Container) = Original_Length + 1
                else
                  Length (Container) = Original_Length) and then
                Capacity (Container) >= Length (Container);
              end);

```

In addition to the semantics described in A.18.4, if Length (Container) equals Capacity (Container), then Insert first calls Reserve\_Capacity to increase the capacity of Container to some larger value.

```

function Equivalent_Keys (Left, Right : Cursor)
  return Boolean
  with Pre  => (Left /= No_Element and then Right /= No_Element)
             or else raise Constraint_Error,
       Global => in all;

```

Equivalent to Equivalent\_Keys (Key (Left), Key (Right)).

```

function Equivalent_Keys (Left  : Cursor;
                          Right : Key_Type) return Boolean
  with Pre  => Left /= No_Element or else raise Constraint_Error,
       Global => in all;

```

Equivalent to Equivalent\_Keys (Key (Left), Right).

```

function Equivalent_Keys (Left  : Key_Type;
                          Right : Cursor) return Boolean
  with Pre  => Right /= No_Element or else raise Constraint_Error,
       Global => in all;

```

Equivalent to Equivalent\_Keys (Left, Key (Right)).

```

function Iterate (Container : in Map)
  return Map_Iterator_Interfaces.Parallel_Iterator'Class
  with Post => Tampering_With_Cursors_Prohibited (Container);

```

Iterate returns an iterator object (see 5.5.1) that will generate a value for a loop parameter (see 5.5.2) designating each node in Container, starting with the first node and moving the cursor according to the successor relation when used as a forward iterator, and processing all nodes

concurrently when used as a parallel iterator. Tampering with the cursors of Container is prohibited while the iterator object exists (in particular, in the `sequence_of_statements` of the `loop_statement` whose `iterator_specification` denotes this object). The iterator object needs finalization.

*Implementation Advice*

6/2 If  $N$  is the length of a map, the average time complexity of the subprograms `Element`, `Insert`, `Include`, `Replace`, `Delete`, `Exclude`, and `Find` that take a key parameter should be  $O(\log N)$ . The average time complexity of the subprograms that take a cursor parameter should be  $O(1)$ . The average time complexity of `Reserve_Capacity` should be  $O(N)$ .

## A.18.6 The Generic Package `Containers.Ordered_Maps`

*Static Semantics*

1/2 The generic library package `Containers.Ordered_Maps` has the following declaration:

```

2/5 with Ada.Iterator_Interfaces;
generic
  type Key_Type is private;
  type Element_Type is private;
  with function "<" (Left, Right : Key_Type) return Boolean is <>;
  with function "=" (Left, Right : Element_Type) return Boolean is <>;
package Ada.Containers.Ordered_Maps
  with Preelaborate, Remote_Types,
    Nonblocking, Global => in out synchronized is
3/5   function Equivalent_Keys (Left, Right : Key_Type) return Boolean
      is (not ((Left < Right) or (Right < Left)));
4/5   type Map is tagged private
      with Constant_Indexing => Constant_Reference,
        Variable_Indexing => Reference,
        Default_Iterator => Iterate,
        Iterator_Element => Element_Type,
        Iterator_View => Stable.Map,
        Aggregate
          => (Empty => Empty,
              Add_Named => Insert),
        Stable_Properties => (Length,
                              Tampering_With_Cursors_Prohibited,
                              Tampering_With_Elements_Prohibited),
        Default_Initial_Condition =>
          Length (Map) = 0 and then
            (not Tampering_With_Cursors_Prohibited (Map)) and then
              (not Tampering_With_Elements_Prohibited (Map)),
          Preelaborable_Initialization;
5/5   type Cursor is private
      with Preelaborable_Initialization;
6/2   Empty_Map : constant Map;
7/2   No_Element : constant Cursor;
7.1/5   function Has_Element (Position : Cursor) return Boolean
      with Nonblocking, Global => in all, Use_Formal => null;
7.2/5   function Has_Element (Container : Map; Position : Cursor)
      return Boolean
      with Nonblocking, Global => null, Use_Formal => null;
7.3/5   package Map_Iterator_Interfaces is new
      Ada.Iterator_Interfaces (Cursor, Has_Element);
8/2   function "=" (Left, Right : Map) return Boolean;
```

```

function Tampering_With_Cursors_Prohibited
  (Container : Map) return Boolean
  with Nonblocking, Global => null, Use_Formal => null;
8.1/5

function Tampering_With_Elements_Prohibited
  (Container : Map) return Boolean
  with Nonblocking, Global => null, Use_Formal => null;
8.2/5

function Empty return Map
  is (Empty_Map)
  with Post_=>
    not Tampering_With_Elements_Prohibited (Empty'Result) and then
    not Tampering_With_Cursors_Prohibited (Empty'Result) and then
    Length (Empty'Result) = 0;
8.3/5

function Length (Container : Map) return Count_Type
  with Nonblocking, Global => null, Use_Formal => null;
9/5

function Is_Empty (Container : Map) return Boolean
  with Nonblocking, Global => null, Use_Formal => null,
  Post => Is_Empty'Result = (Length (Container) = 0);
10/5

procedure Clear (Container : in out Map)
  with Pre => not Tampering_With_Cursors_Prohibited (Container)
  or else raise Program_Error,
  Post => Length (Container) = 0;
11/5

function Key (Position : Cursor) return Key_Type
  with Pre => Position /= No_Element or else raise Constraint_Error,
  Nonblocking, Global => in all, Use_Formal => Key_Type;
12/5

function Key (Container : Map;
  Position : Cursor) return Key_Type
  with Pre => (Position /= No_Element
  or else raise Constraint_Error) and then
  (Has_Element (Container, Position)
  or else raise Program_Error),
  Nonblocking, Global => null, Use_Formal => Key_Type;
12.1/5

function Element (Position : Cursor) return Element_Type
  with Pre => Position /= No_Element or else raise Constraint_Error,
  Nonblocking, Global => null, Use_Formal => Element_Type;
13/5

function Element (Container : Map;
  Position : Cursor) return Element_Type
  with Pre => (Position /= No_Element
  or else raise Constraint_Error) and then
  (Has_Element (Container, Position)
  or else raise Program_Error),
  Nonblocking, Global => null, Use_Formal => Element_Type;
13.1/5

procedure Replace_Element (Container : in out Map;
  Position : in Cursor;
  New_item : in Element_Type)
  with Pre => (not Tampering_With_Elements_Prohibited (Container)
  or else raise Program_Error) and then
  (Position /= No_Element
  or else raise Constraint_Error) and then
  (Has_Element (Container, Position)
  or else raise Program_Error);
14/5

procedure Query_Element
  (Position : in Cursor;
  Process : not null access procedure (Key : in Key_Type;
  Element : in Element_Type))
  with Pre => Position /= No_Element
  or else raise Constraint_Error,
  Global => in all;
15/5

```

```

15.1/5  procedure Query_Element
        (Container : in Map;
         Position  : in Cursor;
         Process   : not null access procedure (Key      : in Key_Type;
  Element : in Element_Type))

        with Pre => (Position /= No_Element
                    or else raise Constraint_Error) and then
                    (Has_Element (Container, Position)
                    or else raise Program_Error);

16/5    procedure Update_Element
        (Container : in out Map;
         Position  : in Cursor;
         Process   : not null access procedure
                    (Key      : in Key_Type;
                     Element : in out Element_Type))

        with Pre => (Position /= No_Element
                    or else raise Constraint_Error) and then
                    (Has_Element (Container, Position)
                    or else raise Program_Error);

16.1/5  type Constant_Reference_Type
        (Element : not null access constant Element_Type) is private
        with Implicit_Dereference => Element,
             Nonblocking, Global => in out synchronized,
             Default_Initial_Condition => (raise Program_Error);

16.2/5  type Reference_Type (Element : not null access Element_Type) is private
        with Implicit_Dereference => Element,
             Nonblocking, Global => in out synchronized,
             Default_Initial_Condition => (raise Program_Error);

16.3/5  function Constant_Reference (Container : aliased in Map;
                                    Position  : in Cursor)

        return Constant_Reference_Type
        with Pre => (Position /= No_Element
                    or else raise Constraint_Error) and then
                    (Has_Element (Container, Position)
                    or else raise Program_Error),
             Post => Tampering_With_Cursors_Prohibited (Container),
             Nonblocking, Global => null, Use_Formal => null;

16.4/5  function Reference (Container : aliased in out Map;
                            Position  : in Cursor)

        return Reference_Type
        with Pre => (Position /= No_Element
                    or else raise Constraint_Error) and then
                    (Has_Element (Container, Position)
                    or else raise Program_Error),
             Post => Tampering_With_Cursors_Prohibited (Container),
             Nonblocking, Global => null, Use_Formal => null;

16.5/5  function Constant_Reference (Container : aliased in Map;
                                    Key      : in Key_Type)

        return Constant_Reference_Type
        with Pre => Find (Container, Key) /= No_Element
                    or else raise Constraint_Error,
             Post => Tampering_With_Cursors_Prohibited (Container),
             Nonblocking, Global => null, Use_Formal => null;

16.6/5  function Reference (Container : aliased in out Map;
                            Key      : in Key_Type)

        return Reference_Type
        with Pre => Find (Container, Key) /= No_Element
                    or else raise Constraint_Error,
             Post => Tampering_With_Cursors_Prohibited (Container),
             Nonblocking, Global => null, Use_Formal => null;

```

```

procedure Assign (Target : in out Map; Source : in Map)
  with Pre => not Tampering_With_Cursors_Prohibited (Target)
           or else raise Program_Error,
  Post => Length (Source) = Length (Target);
16.7/5

function Copy (Source : Map)
  return Map
  with Post =>
    Length (Copy'Result) = Length (Source) and then
    not Tampering_With_Elements_Prohibited (Copy'Result) and then
    not Tampering_With_Cursors_Prohibited (Copy'Result);
16.8/5

procedure Move (Target : in out Map;
                Source : in out Map)
  with Pre => (not Tampering_With_Cursors_Prohibited (Target)
           or else raise Program_Error) and then
           (not Tampering_With_Cursors_Prohibited (Source)
           or else raise Program_Error),
  Post => (if not Target'Has_Same_Storage (Source) then
    Length (Target) = Length (Source'Old) and then
    Length (Source) = 0);
17/5

procedure Insert (Container : in out Map;
                  Key       : in     Key_Type;
                  New Item  : in     Element_Type;
                  Position  : out Cursor;
                  Inserted  : out Boolean)
  with Pre => (not Tampering_With_Cursors_Prohibited (Container)
           or else raise Program_Error) and then
           (Length (Container) <= Count_Type'Last - 1
           or else raise Constraint_Error),
  Post => (declare
    Original_Length : constant Count_Type :=
      Length (Container)'Old;
  begin
    Has_Element (Container, Position) and then
    (if Inserted then
      Length (Container) = Original_Length + 1
    else
      Length (Container) = Original_Length);
18/5

procedure Insert (Container : in out Map;
                  Key       : in     Key_Type;
                  Position  : out Cursor;
                  Inserted  : out Boolean)
  with Pre => (not Tampering_With_Cursors_Prohibited (Container)
           or else raise Program_Error) and then
           (Length (Container) <= Count_Type'Last - 1
           or else raise Constraint_Error),
  Post => (declare
    Original_Length : constant Count_Type :=
      Length (Container)'Old;
  begin
    Has_Element (Container, Position) and then
    (if Inserted then
      Length (Container) = Original_Length + 1
    else
      Length (Container) = Original_Length);
19/5

procedure Insert (Container : in out Map;
                  Key       : in     Key_Type;
                  New Item  : in     Element_Type)
  with Pre => (not Tampering_With_Cursors_Prohibited (Container)
           or else raise Program_Error) and then
           (Length (Container) <= Count_Type'Last - 1
           or else raise Constraint_Error),
  Post => Length (Container) = Length (Container)'Old + 1;
20/5

```

```

21/5     procedure Include (Container : in out Map;
                          Key       : in   Key_Type;
                          New_Item  : in   Element_Type)
        with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error) and then
        (Length (Container) <= Count_Type'Last - 1
         or else raise Constraint_Error),
        Post => (declare
                  Original_Length : constant Count_Type :=
                    Length (Container)'Old;
                begin
                  Length (Container)
                    in Original_Length | Original_Length + 1);
22/5     procedure Replace (Container : in out Map;
                           Key       : in   Key_Type;
                           New_Item  : in   Element_Type)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error,
        Post => Length (Container) = Length (Container)'Old;
23/5     procedure Exclude (Container : in out Map;
                           Key       : in   Key_Type)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error,
        Post => (declare
                  Original_Length : constant Count_Type :=
                    Length (Container)'Old;
                begin
                  Length (Container)
                    in Original_Length - 1 | Original_Length);
24/5     procedure Delete (Container : in out Map;
                           Key       : in   Key_Type)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error,
        Post => Length (Container) = Length (Container)'Old - 1;
25/5     procedure Delete (Container : in out Map;
                           Position  : in out Cursor)
        with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error) and then
        (Position /= No_Element
         or else raise Constraint_Error) and then
        (Has_Element (Container, Position)
         or else raise Program_Error),
        Post => Length (Container) = Length (Container)'Old - 1 and then
        Position = No_Element;
26/5     procedure Delete_First (Container : in out Map)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error,
        Post => (declare
                  Original_Length : constant Count_Type :=
                    Length (Container)'Old;
                begin
                  (if Original_Length = 0 then Length (Container) = 0
                   else Length (Container) = Original_Length - 1));
27/5     procedure Delete_Last (Container : in out Map)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error,
        Post => (declare
                  Original_Length : constant Count_Type :=
                    Length (Container)'Old;
                begin
                  (if Original_Length = 0 then Length (Container) = 0
                   else Length (Container) = Original_Length - 1));

```



```

function First (Container : Map) return Cursor
  with Nonblocking, Global => null, Use_Formal => null,
  Post => (if not Is_Empty (Container)
    then Has_Element (Container, First'Result)
    else First'Result = No_Element);
28/5

function First_Element (Container : Map) return Element_Type
  with Pre => (not Is_Empty (Container)
    or else raise Constraint_Error);
29/5

function First_Key (Container : Map) return Key_Type
  with Pre => (not Is_Empty (Container)
    or else raise Constraint_Error);
30/5

function Last (Container : Map) return Cursor
  with Nonblocking, Global => null, Use_Formal => null,
  Post => (if not Is_Empty (Container)
    then Has_Element (Container, Last'Result)
    else Last'Result = No_Element);
31/5

function Last_Element (Container : Map) return Element_Type
  with Pre => (not Is_Empty (Container)
    or else raise Constraint_Error);
32/5

function Last_Key (Container : Map) return Key_Type
  with Pre => (not Is_Empty (Container)
    or else raise Constraint_Error);
33/5

function Next (Position : Cursor) return Cursor
  with Nonblocking, Global => in all, Use_Formal => null,
  Post => (if Position = No_Element then Next'Result = No_Element);
34/5

function Next (Container : Map;
  Position : Cursor) return Cursor
  with Nonblocking, Global => null, Use_Formal => null,
  Pre => Position = No_Element or else
  Has_Element (Container, Position)
  or else raise Program_Error,
  Post => (if Position = No_Element then Next'Result = No_Element
    elsif Next'Result = No_Element then
      Position = Last (Container)
    else Has_Element (Container, Next'Result));
34.1/5

procedure Next (Position : in out Cursor)
  with Nonblocking, Global => in all, Use_Formal => null;
35/5

procedure Next (Container : in Map;
  Position : in out Cursor)
  with Nonblocking, Global => null, Use_Formal => null,
  Pre => Position = No_Element or else
  Has_Element (Container, Position)
  or else raise Program_Error,
  Post => (if Position /= No_Element
    then Has_Element (Container, Position));
35.1/5

function Previous (Position : Cursor) return Cursor
  with Nonblocking, Global => in all, Use_Formal => null,
  Post => (if Position = No_Element then
    Previous'Result = No_Element);
36/5

function Previous (Container : Map;
  Position : Cursor) return Cursor
  with Nonblocking, Global => null, Use_Formal => null,
  Pre => Position = No_Element or else
  Has_Element (Container, Position)
  or else raise Program_Error,
  Post => (if Position = No_Element then
    Previous'Result = No_Element
  elsif Previous'Result = No_Element then
    Position = First (Container)
  else Has_Element (Container, Previous'Result));
36.1/5

```

```

37/5      procedure Previous (Position : in out Cursor)
          with Nonblocking, Global => in all, Use_Formal => null;
37.1/5    procedure Previous (Container : in      Map;
          Position : in out Cursor)
          with Nonblocking, Global => null, Use_Formal => null,
          Pre  => Position = No_Element or else
          Has_Element (Container, Position)
          or else raise Program_Error,
          Post => (if Position /= No_Element
          then Has_Element (Container, Position));
38/5      function Find (Container : Map;
          Key      : Key_Type) return Cursor
          with Post => (if Find'Result /= No_Element
          then Has_Element (Container, Find'Result));
39/2      function Element (Container : Map;
          Key      : Key_Type) return Element_Type;
40/5      function Floor (Container : Map;
          Key      : Key_Type) return Cursor
          with Post => (if Floor'Result /= No_Element
          then Has_Element (Container, Floor'Result));
41/5      function Ceiling (Container : Map;
          Key      : Key_Type) return Cursor
          with Post => (if Ceiling'Result /= No_Element
          then Has_Element (Container, Ceiling'Result));
42/2      function Contains (Container : Map;
          Key      : Key_Type) return Boolean;
43/3      This paragraph was deleted.
44/5      function "<" (Left, Right : Cursor) return Boolean
          with Pre  => (Left /= No_Element and then Right /= No_Element)
          or else raise Constraint_Error,
          Global => in all;
45/5      function ">" (Left, Right : Cursor) return Boolean
          with Pre  => (Left /= No_Element and then Right /= No_Element)
          or else raise Constraint_Error,
          Global => in all;
46/5      function "<" (Left : Cursor; Right : Key_Type) return Boolean
          with Pre  => Left /= No_Element or else raise Constraint_Error,
          Global => in all;
47/5      function ">" (Left : Cursor; Right : Key_Type) return Boolean
          with Pre  => Left /= No_Element or else raise Constraint_Error,
          Global => in all;
48/5      function "<" (Left : Key_Type; Right : Cursor) return Boolean
          with Pre  => Right /= No_Element or else raise Constraint_Error,
          Global => in all;
49/5      function ">" (Left : Key_Type; Right : Cursor) return Boolean
          with Pre  => Right /= No_Element or else raise Constraint_Error,
          Global => in all;
50/5      procedure Iterate
          (Container : in Map;
          Process  : not null access procedure (Position : in Cursor))
          with Allows_Exit;
51/5      procedure Reverse_Iterate
          (Container : in Map;
          Process  : not null access procedure (Position : in Cursor))
          with Allows_Exit;
51.1/5    function Iterate (Container : in Map)
          return Map_Iterator_Interfaces.Parallel_Reversible_Iterator'Class
          with Post => Tampering_With_Cursors_Prohibited (Container);

```

```

function Iterate (Container : in Map; Start : in Cursor)
  return Map_Iterator_Interfaces.Reversible_Iterator'Class
with Pre => (Start /= No_Element
             or else raise Constraint_Error) and then
             (Has_Element (Container, Start)
             or else raise Program_Error),
      Post => Tampering_With_Cursors_Prohibited (Container);
51.2/5

package Stable is
51.3/5
  type Map (Base : not null access Ordered_Maps.Map) is
51.4/5
    tagged limited private
    with Constant_Indexing => Constant_Reference,
        Variable_Indexing => Reference,
        Default_Iterator  => Iterate,
        Iterator_Element  => Element_Type,
        Stable_Properties => (Length),
        Global_Properties  => null,
        Default_Initial_Condition => Length (Map) = 0,
        Preelaborable_Initialization;

    type Cursor is private
51.5/5
      with Preelaborable_Initialization;

    Empty_Map : constant Map;
51.6/5
    No_Element : constant Cursor;
51.7/5
    function Has_Element (Position : Cursor) return Boolean
51.8/5
      with Nonblocking, Global => in all, Use_Formal => null;

    package Map_Iterator_Interfaces is new
51.9/5
      Ada.Iterator_Interfaces (Cursor, Has_Element);

    procedure Assign (Target : in out Ordered_Maps.Map;
                    Source : in Map)
51.10/5
      with Post => Length (Source) = Length (Target);

    function Copy (Source : Ordered_Maps.Map) return Map
51.11/5
      with Post => Length (Copy'Result) = Length (Source);

    type Constant_Reference_Type
51.12/5
      (Element : not null access constant Element_Type) is private
      with Implicit_Dereference => Element,
          Nonblocking, Global => null, Use_Formal => null,
          Default_Initial_Condition => (raise Program_Error);

    type Reference_Type
51.13/5
      (Element : not null access Element_Type) is private
      with Implicit_Dereference => Element,
          Nonblocking, Global => null, Use_Formal => null,
          Default_Initial_Condition => (raise Program_Error);

    -- Additional subprograms as described in the text
    -- are declared here.
51.14/5

  private
51.15/5
    ... -- not specified by the language
51.16/5
  end Stable;
51.17/5

  private
    ... -- not specified by the language
52/2
  end Ada.Containers.Ordered_Maps;
54/2

```

Two keys  $K1$  and  $K2$  are *equivalent* if both  $K1 < K2$  and  $K2 < K1$  return False, using the generic formal " $<$ " operator for keys. Function `Equivalent_Keys` returns True if Left and Right are equivalent, and False otherwise.

The actual function for the generic formal function " $<$ " on `Key_Type` values is expected to return the same value each time it is called with a particular pair of key values. It should define a strict weak ordering

relationship (see A.18). If the actual for "<" behaves in some other manner, the behavior of this package is unspecified. Which subprograms of this package call "<" and how many times they call it, is unspecified.

57/2 If the value of a key stored in a map is changed other than by an operation in this package such that at least one of "<" or "=" give different results, the behavior of this package is unspecified.

58/3 The *first node* of a nonempty map is the one whose key is less than the key of all the other nodes in the map. The *last node* of a nonempty map is the one whose key is greater than the key of all the other elements in the map. The *successor* of a node is the node with the smallest key that is larger than the key of the given node. The *predecessor* of a node is the node with the largest key that is smaller than the key of the given node. All comparisons are done using the generic formal "<" operator for keys.

```
58.1/5  function Copy (Source : Map)
        return Map
        with Post =>
            Length (Copy'Result) = Length (Source) and then
            not Tampering_With_Elements_Prohibited (Copy'Result) and then
            not Tampering_With_Cursors_Prohibited (Copy'Result);
```

58.2/3 Returns a map whose keys and elements are initialized from the corresponding keys and elements of Source.

```
59/5  procedure Delete_First (Container : in out Map)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
            or else raise Program_Error,
            Post => (declare
                    Original_Length : constant Count_Type :=
                        Length (Container)'Old;
                    begin
                        (if Original_Length = 0 then Length (Container) = 0
                        else Length (Container) = Original_Length - 1));
```

60/3 If Container is empty, Delete\_First has no effect. Otherwise, the node designated by First (Container) is removed from Container. Delete\_First tampers with the cursors of Container.

```
61/5  procedure Delete_Last (Container : in out Map)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
            or else raise Program_Error,
            Post => (declare
                    Original_Length : constant Count_Type :=
                        Length (Container)'Old;
                    begin
                        (if Original_Length = 0 then Length (Container) = 0
                        else Length (Container) = Original_Length - 1));
```

62/3 If Container is empty, Delete\_Last has no effect. Otherwise, the node designated by Last (Container) is removed from Container. Delete\_Last tampers with the cursors of Container.

```
63/5  function First_Element (Container : Map) return Element_Type
        with Pre => (not Is_Empty (Container)
            or else raise Constraint_Error);
```

64/2 Equivalent to Element (First (Container)).

```
65/5  function First_Key (Container : Map) return Key_Type
        with Pre => (not Is_Empty (Container)
            or else raise Constraint_Error);
```

66/2 Equivalent to Key (First (Container)).

|                                                                                                                                                                                                                                                                                                                                                                                                                                                |        |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| <pre>function Last (Container : Map) return Cursor with Nonblocking, Global =&gt; null, Use_Formal =&gt; null, Post =&gt; (if not Is_Empty (Container) then Has_Element (Container, Last'Result) else Last'Result = No_Element);</pre>                                                                                                                                                                                                         | 67/5   |
| <p>Returns a cursor that designates the last node in Container. If Container is empty, returns No_Element.</p>                                                                                                                                                                                                                                                                                                                                 | 68/2   |
| <pre>function Last_Element (Container : Map) return Element_Type with Pre =&gt; (not Is_Empty (Container) or else raise Constraint_Error);</pre>                                                                                                                                                                                                                                                                                               | 69/5   |
| <p>Equivalent to Element (Last (Container)).</p>                                                                                                                                                                                                                                                                                                                                                                                               | 70/2   |
| <pre>function Last_Key (Container : Map) return Key_Type with Pre =&gt; (not Is_Empty (Container) or else raise Constraint_Error);</pre>                                                                                                                                                                                                                                                                                                       | 71/5   |
| <p>Equivalent to Key (Last (Container)).</p>                                                                                                                                                                                                                                                                                                                                                                                                   | 72/2   |
| <pre>function Previous (Position : Cursor) return Cursor with Nonblocking, Global =&gt; in all, Use_Formal =&gt; null, Post =&gt; (if Position = No_Element then Previous'Result = No_Element);</pre>                                                                                                                                                                                                                                          | 73/5   |
| <p>If Position equals No_Element, then Previous returns No_Element. Otherwise, Previous returns a cursor designating the predecessor node of the one designated by Position. If Position designates the first element, then Previous returns No_Element.</p>                                                                                                                                                                                   | 74/3   |
| <pre>function Previous (Container : Map; Position : Cursor) return Cursor with Nonblocking, Global =&gt; null, Use_Formal =&gt; null, Pre =&gt; Position = No_Element or else Has_Element (Container, Position) or else raise Program_Error, Post =&gt; (if Position = No_Element then Previous'Result = No_Element elsif Previous'Result = No_Element then Position = First (Container) else Has_Element (Container, Previous'Result));</pre> | 74.1/5 |
| <p>Returns a cursor designating the predecessor of the node designated by Position in Container, if any.</p>                                                                                                                                                                                                                                                                                                                                   | 74.2/5 |
| <pre>procedure Previous (Position : in out Cursor) with Nonblocking, Global =&gt; in all, Use_Formal =&gt; null;</pre>                                                                                                                                                                                                                                                                                                                         | 75/5   |
| <p>Equivalent to Position := Previous (Position).</p>                                                                                                                                                                                                                                                                                                                                                                                          | 76/2   |
| <pre>procedure Previous (Container : in Map; Position : in out Cursor) with Nonblocking, Global =&gt; null, Use_Formal =&gt; null, Pre =&gt; Position = No_Element or else Has_Element (Container, Position) or else raise Program_Error, Post =&gt; (if Position /= No_Element then Has_Element (Container, Position));</pre>                                                                                                                 | 76.1/5 |
| <p>Equivalent to Position := Previous (Container, Position).</p>                                                                                                                                                                                                                                                                                                                                                                               | 76.2/5 |

```

77/5  function Floor (Container : Map;
                Key       : Key_Type) return Cursor
        with Post => (if Floor'Result /= No_Element
                    then Has_Element (Container, Floor'Result));
78/3  Floor searches for the last node whose key is not greater than Key, using the generic formal "<"
        operator for keys. If such a node is found, a cursor that designates it is returned. Otherwise,
        No_Element is returned.

79/5  function Ceiling (Container : Map;
                Key       : Key_Type) return Cursor
        with Post => (if Ceiling'Result /= No_Element
                    then Has_Element (Container, Ceiling'Result));
80/3  Ceiling searches for the first node whose key is not less than Key, using the generic formal "<"
        operator for keys. If such a node is found, a cursor that designates it is returned. Otherwise,
        No_Element is returned.

81/5  function "<" (Left, Right : Cursor) return Boolean
        with Pre   => (Left /= No_Element and then Right /= No_Element)
                    or else raise Constraint_Error,
        Global => in all;
82/2  Equivalent to Key (Left) < Key (Right).

83/5  function ">" (Left, Right : Cursor) return Boolean
        with Pre   => (Left /= No_Element and then Right /= No_Element)
                    or else raise Constraint_Error,
        Global => in all;
84/2  Equivalent to Key (Right) < Key (Left).

85/5  function "<" (Left : Cursor; Right : Key_Type) return Boolean
        with Pre   => Left /= No_Element or else raise Constraint_Error,
        Global => in all;
86/2  Equivalent to Key (Left) < Right.

87/5  function ">" (Left : Cursor; Right : Key_Type) return Boolean
        with Pre   => Left /= No_Element or else raise Constraint_Error,
        Global => in all;
88/2  Equivalent to Right < Key (Left).

89/5  function "<" (Left : Key_Type; Right : Cursor) return Boolean
        with Pre   => Right /= No_Element or else raise Constraint_Error,
        Global => in all;
90/2  Equivalent to Left < Key (Right).

91/5  function ">" (Left : Key_Type; Right : Cursor) return Boolean
        with Pre   => Right /= No_Element or else raise Constraint_Error,
        Global => in all;
92/2  Equivalent to Key (Right) < Left.

93/5  procedure Reverse_Iterate
        (Container : in Map;
         Process   : not null access procedure (Position : in Cursor))
        with Allows_Exit;
94/3  Iterates over the nodes in Container as per procedure Iterate, with the difference that the nodes
        are traversed in predecessor order, starting with the last node.

```

```
function Iterate (Container : in Map)
return Map_Iterator_Interfaces.Parallel_Reversible_Iterator'Class
with Post => Tampering_With_Cursors_Prohibited (Container);
```

Iterate returns an iterator object (see 5.5.1) that will generate a value for a loop parameter (see 5.5.2) designating each node in Container, starting with the first node and moving the cursor according to the successor relation when used as a forward iterator, and starting with the last node and moving the cursor according to the predecessor relation when used as a reverse iterator, and processing all nodes concurrently when used as a parallel iterator. Tampering with the cursors of Container is prohibited while the iterator object exists (in particular, in the sequence\_of\_statements of the loop\_statement whose iterator\_specification denotes this object). The iterator object needs finalization.

```
function Iterate (Container : in Map; Start : in Cursor)
return Map_Iterator_Interfaces.Reversible_Iterator'Class
with Pre  => (Start /= No_Element
             or else raise Constraint_Error) and then
             (Has_Element (Container, Start)
             or else raise Program_Error),
Post => Tampering_With_Cursors_Prohibited (Container);
```

Iterate returns a reversible iterator object (see 5.5.1) that will generate a value for a loop parameter (see 5.5.2) designating each node in Container, starting with the node designated by Start and moving the cursor according to the successor relation when used as a forward iterator, or moving the cursor according to the predecessor relation when used as a reverse iterator. Tampering with the cursors of Container is prohibited while the iterator object exists (in particular, in the sequence\_of\_statements of the loop\_statement whose iterator\_specification denotes this object). The iterator object needs finalization.

#### Implementation Advice

If  $N$  is the length of a map, then the worst-case time complexity of the Element, Insert, Include, Replace, Delete, Exclude, and Find operations that take a key parameter should be  $O((\log N)**2)$  or better. The worst-case time complexity of the subprograms that take a cursor parameter should be  $O(1)$ .

## A.18.7 Sets

The language-defined generic packages Containers.Hashing\_Sets and Containers.Ordered\_Sets provide private types Set and Cursor, and a set of operations for each type. A set container allows elements of an arbitrary type to be stored without duplication. A hashed set uses a hash function to organize elements, while an ordered set orders its element per a specified relation.

This subclause describes the declarations that are common to both kinds of sets. See A.18.8 for a description of the semantics specific to Containers.Hashing\_Sets and A.18.9 for a description of the semantics specific to Containers.Ordered\_Sets.

#### Static Semantics

The actual function for the generic formal function "=" on Element\_Type values is expected to define a reflexive and symmetric relationship and return the same result value each time it is called with a particular pair of values. If it behaves in some other manner, the function "=" on set values returns an unspecified value. The exact arguments and number of calls of this generic formal function by the function "=" on set values are unspecified.

The type Set is used to represent sets. The type Set needs finalization (see 7.6).

5/2 A set contains elements. Set cursors designate elements. There exists an equivalence relation on elements, whose definition is different for hashed sets and ordered sets. A set never contains two or more equivalent elements. The *length* of a set is the number of elements it contains.

6/2 Each nonempty set has two particular elements called the *first element* and the *last element* (which may be the same). Each element except for the last element has a *successor element*. If there are no other intervening operations, starting with the first element and repeatedly going to the successor element will visit each element in the set exactly once until the last element is reached. The exact definition of these terms is different for hashed sets and ordered sets.

7/5 Some operations check for “tampering with cursors” of a container because they depend on the set of elements of the container remaining constant and on elements of the container not being replaced. When tampering with cursors is *prohibited* for a particular set object  $S$ , `Program_Error` is propagated by the finalization of  $S$ , as well as by a call that passes  $S$  to certain of the operations of this package, as indicated by the precondition of such an operation.

*Paragraphs 8 through 14 are removed as preconditions now describe these rules.*

8/5

9/5

10/5

10.1/5

11/5

12/5

13/5

14/5

14.1/5

5/2 `Empty_Set` represents the empty Set object. It has a length of 0. If an object of type Set is not otherwise initialized, it is initialized to the same value as `Empty_Set`.

6/2 `No_Element` represents a cursor that designates no element. If an object of type Cursor is not otherwise initialized, it is initialized to the same value as `No_Element`.

7/5 The primitive “=” operator for type Cursor returns True if both cursors are `No_Element`, or designate the same element in the same container.

8/2 Execution of the default implementation of the `Input`, `Output`, `Read`, or `Write` attribute of type Cursor raises `Program_Error`.

18.1/5 `Set'Write` for a Set object  $S$  writes `Length(S)` elements of the set to the stream. It may also write additional information about the set.

18.2/3 `Set'Read` reads the representation of a set from the stream, and assigns to *Item* a set with the same length and elements as was written by `Set'Write`.

```
18.3/5     function Has_Element (Position : Cursor) return Boolean
           with Nonblocking, Global => in all, Use_Formal => null;
```

18.4/3 Returns True if Position designates an element, and returns False otherwise.



|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |        |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| <b>function</b> Has_Element (Container : Set; Position : Cursor)<br><b>return</b> Boolean<br><b>with</b> Nonblocking, Global => null, Use_Formals => null;                                                                                                                                                                                                                                                                                                                                                       | 18.5/5 |
| Returns True if Position designates an element in Container, and returns False otherwise.                                                                                                                                                                                                                                                                                                                                                                                                                        | 18.6/5 |
| <b>function</b> "=" (Left, Right : Set) <b>return</b> Boolean;                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 19/2   |
| If Left and Right denote the same set object, then the function returns True. If Left and Right have different lengths, then the function returns False. Otherwise, for each element <i>E</i> in Left, the function returns False if an element equal to <i>E</i> (using the generic formal equality operator) is not present in Right. If the function has not returned a result after checking all of the elements, it returns True. Any exception raised during evaluation of element equality is propagated. | 20/2   |
| <b>function</b> Equivalent_Sets (Left, Right : Set) <b>return</b> Boolean;                                                                                                                                                                                                                                                                                                                                                                                                                                       | 21/2   |
| If Left and Right denote the same set object, then the function returns True. If Left and Right have different lengths, then the function returns False. Otherwise, for each element <i>E</i> in Left, the function returns False if an element equivalent to <i>E</i> is not present in Right. If the function has not returned a result after checking all of the elements, it returns True. Any exception raised during evaluation of element equivalence is propagated.                                      | 22/2   |
| <b>function</b> Tampering_With_Cursors_Prohibited<br>(Container : Set) <b>return</b> Boolean<br><b>with</b> Nonblocking, Global => null, Use_Formals => null;                                                                                                                                                                                                                                                                                                                                                    | 22.1/5 |
| Returns True if tampering with cursors is currently prohibited for Container, and returns False otherwise.                                                                                                                                                                                                                                                                                                                                                                                                       | 22.2/5 |
| <b>function</b> To_Set (New_Item : Element_Type) <b>return</b> Set<br><b>with</b> Post => Length (To_Set'Result) = 1 <b>and then</b><br><b>not</b> Tampering_With_Cursors_Prohibited (To_Set'Result);                                                                                                                                                                                                                                                                                                            | 23/5   |
| Returns a set containing the single element New_Item.                                                                                                                                                                                                                                                                                                                                                                                                                                                            | 24/2   |
| <b>function</b> Length (Container : Set) <b>return</b> Count_Type<br><b>with</b> Nonblocking, Global => null, Use_Formals => null;                                                                                                                                                                                                                                                                                                                                                                               | 25/5   |
| Returns the number of elements in Container.                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 26/2   |
| <b>function</b> Is_Empty (Container : Set) <b>return</b> Boolean<br><b>with</b> Nonblocking, Global => null, Use_Formals => null,<br>Post => Is_Empty'Result = (Length (Container) = 0);                                                                                                                                                                                                                                                                                                                         | 27/5   |
| Returns True if Container is empty.                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | 28/5   |
| <b>procedure</b> Clear (Container : <b>in out</b> Set)<br><b>with</b> Pre => <b>not</b> Tampering_With_Cursors_Prohibited (Container)<br><b>or else raise</b> Program_Error,<br>Post => Length (Container) = 0;                                                                                                                                                                                                                                                                                                  | 29/5   |
| Removes all the elements from Container.                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 30/2   |
| <b>function</b> Element (Position : Cursor) <b>return</b> Element_Type<br><b>with</b> Pre => Position /= No_Element <b>or else raise</b> Constraint_Error,<br>Nonblocking, Global => <b>in all</b> , Use_Formals => Element_Type;                                                                                                                                                                                                                                                                                | 31/5   |
| Element returns the element designated by Position.                                                                                                                                                                                                                                                                                                                                                                                                                                                              | 32/5   |

```

32.1/5  function Element (Container : Set;
                Position : Cursor) return Element_Type
        with Pre => (Position /= No_Element
                or else raise Constraint_Error) and then
                (Has_Element (Container, Position)
                or else raise Program_Error),
        Nonblocking, Global => null, Use_Formal => Element_Type;

```

32.2/5 Element returns the element designated by Position.

```

33/5  procedure Replace_Element (Container : in out Set;
                Position : in Cursor;
                New_Item : in Element_Type)
        with Pre => (not Tampering_With_Elements_Prohibited (Container)
                or else raise Program_Error) and then
                (Position /= No_Element
                or else raise Constraint_Error) and then
                (Has_Element (Container, Position)
                or else raise Program_Error);

```

34/5 Replace\_Element assigns New\_Item to the element designated by Position. Any exception raised by the assignment is propagated. For the purposes of determining whether the parameters overlap in a call to Replace\_Element, the Container parameter is not considered to overlap with any object (including itself).

```

35/5  procedure Query_Element
        (Position : in Cursor;
        Process : not null access procedure (Element : in Element_Type))
        with Pre => (Position /= No_Element
                or else raise Constraint_Error,
        Global => in all;

```

36/5 Query\_Element calls Process.all with the element designated by Position as the argument. Tampering with the elements of the set that contains the element designated by Position is prohibited during the execution of the call on Process.all. Any exception raised by Process.all is propagated.

```

36.1/5  procedure Query_Element
        (Container : in Set;
        Position : in Cursor;
        Process : not null access procedure (Element : in Element_Type))
        with Pre => (Position /= No_Element
                or else raise Constraint_Error) and then
                (Has_Element (Container, Position)
                or else raise Program_Error);

```

36.2/5 Query\_Element calls Process.all with the key and element from the node designated by Position as the arguments. Tampering with the elements of Container is prohibited during the execution of the call on Process.all. Any exception raised by Process.all is propagated.

```

36.3/5  type Constant_Reference_Type
        (Element : not null access constant Element_Type) is private
        with Implicit_Dereference => Element,
        Nonblocking, Global => in out synchronized,
        Default_Initial_Condition => (raise Program_Error);

```

36.4/3 The type Constant\_Reference\_Type needs finalization.

36.5/5 *This paragraph was deleted.*

```

function Constant_Reference (Container : aliased in Set;
                             Position  : in Cursor)
return Constant_Reference_Type
with Pre => (Position /= No_Element
             or else raise Constraint_Error) and then
             (Has_Element (Container, Position)
             or else raise Program_Error),
    Post => Tampering_With_Cursors_Prohibited (Container),
    Nonblocking, Global => null, Use_Formal => null;

```

This function (combined with the Constant\_Indexing and Implicit\_Dereference aspects) provides a convenient way to gain read access to an individual element of a set given a cursor. 36.6/5

Constant\_Reference returns an object whose discriminant is an access value that designates the element designated by Position. Tampering with the cursors of Container is prohibited while the object returned by Constant\_Reference exists and has not been finalized. 36.8/5

```

procedure Assign (Target : in out Set; Source : in Set)
with Pre => not Tampering_With_Cursors_Prohibited (Target)
             or else raise Program_Error,
    Post => Length (Source) = Length (Target);

```

If Target denotes the same object as Source, the operation has no effect. Otherwise, the elements of Source are copied to Target as for an assignment\_statement assigning Source to Target. 36.10/3

```

procedure Move (Target : in out Set;
                Source : in out Set)
with Pre => (not Tampering_With_Cursors_Prohibited (Target)
             or else raise Program_Error) and then
             (not Tampering_With_Cursors_Prohibited (Source)
             or else raise Program_Error),
    Post => (if not Target'Has_Same_Storage (Source) then
             Length (Target) = Length (Source'Old) and then
             Length (Source) = 0);

```

If Target denotes the same object as Source, then the operation has no effect. Otherwise, the operation is equivalent to Assign (Target, Source) followed by Clear (Source). 38/3

```

procedure Insert (Container : in out Set;
                  New_Item  : in Element_Type;
                  Position  : out Cursor;
                  Inserted  : out Boolean)
with Pre => (not Tampering_With_Elements_Prohibited (Container)
             or else raise Program_Error) and then
             (Length (Container) <= Count_Type'Last - 1
             or else raise Constraint_Error),
    Post => (declare
             Original_Length : constant Count_Type :=
                Length (Container)'Old;
             begin
             Has_Element (Container, Position) and then
             (if Inserted then
              Length (Container) = Original_Length + 1
             else
              Length (Container) = Original_Length);

```

Insert checks if an element equivalent to New\_Item is already present in Container. If a match is found, Inserted is set to False and Position designates the matching element. Otherwise, Insert adds New\_Item to Container; Inserted is set to True and Position designates the newly-inserted element. Any exception raised during allocation is propagated and Container is not modified. 40/2

```

41/5  procedure Insert (Container : in out Set;
                    New_Item  : in   Element_Type)
        with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error) and then
                    (Length (Container) <= Count_Type'Last - 1
                    or else raise Constraint_Error),
        Post => Length (Container) = Length (Container)'Old + 1;

```

42/2 Insert inserts `New_Item` into `Container` as per the four-parameter `Insert`, with the difference that if an element equivalent to `New_Item` is already in the set, then `Constraint_Error` is propagated.

```

43/5  procedure Include (Container : in out Set;
                     New_Item  : in   Element_Type)
        with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error) and then
                    (Length (Container) <= Count_Type'Last - 1
                    or else raise Constraint_Error),
        Post => (declare
                 Original_Length : constant Count_Type :=
                    Length (Container)'Old;
                begin
                 Length (Container)
                    in Original_Length | Original_Length + 1);

```

44/2 Include inserts `New_Item` into `Container` as per the four-parameter `Insert`, with the difference that if an element equivalent to `New_Item` is already in the set, then it is replaced. Any exception raised during assignment is propagated.

```

45/5  procedure Replace (Container : in out Set;
                      New_Item  : in   Element_Type)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error,
        Post => Length (Container) = Length (Container)'Old;

```

46/2 Replace checks if an element equivalent to `New_Item` is already in the set. If a match is found, that element is replaced with `New_Item`; otherwise, `Constraint_Error` is propagated.

```

47/5  procedure Exclude (Container : in out Set;
                      Item       : in   Element_Type)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error,
        Post => (declare
                 Original_Length : constant Count_Type :=
                    Length (Container)'Old;
                begin
                 Length (Container) in
                    Original_Length - 1 | Original_Length);

```

48/2 Exclude checks if an element equivalent to `Item` is present in `Container`. If a match is found, `Exclude` removes the element from the set.

```

49/5  procedure Delete (Container : in out Set;
                     Item       : in   Element_Type)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error,
        Post => Length (Container) = Length (Container)'Old - 1;

```

50/2 Delete checks if an element equivalent to `Item` is present in `Container`. If a match is found, `Delete` removes the element from the set; otherwise, `Constraint_Error` is propagated.

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |      |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|
| <pre> <b>procedure</b> Delete (Container : <b>in out</b> Set;                   Position  : <b>in out</b> Cursor) <b>with</b> Pre  =&gt; (<b>not</b> Tampering_With_Cursors_Prohibited (Container)               <b>or else raise</b> Program_Error) <b>and then</b>               (Position /= No_Element               <b>or else raise</b> Constraint_Error) <b>and then</b>               (Has_Element (Container, Position)               <b>or else raise</b> Program_Error),           Post =&gt; Length (Container) = Length (Container)'Old - 1 <b>and then</b>               Position = No_Element; </pre> | 51/5 |
| <p>Delete removes the element designated by Position from the set.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 52/5 |
| <pre> <b>procedure</b> Union (Target : <b>in out</b> Set;                  Source  : <b>in</b>      Set) <b>with</b> Pre  =&gt; <b>not</b> Tampering_With_Cursors_Prohibited (Target)               <b>or else raise</b> Program_Error,           Post =&gt; Length (Target) &lt;= Length (Target)'Old + Length (Source); </pre>                                                                                                                                                                                                                                                                                     | 53/5 |
| <p>Union inserts into Target the elements of Source that are not equivalent to some element already in Target.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 54/2 |
| <pre> <b>function</b> Union (Left, Right : Set) <b>return</b> Set <b>with</b> Post =&gt; Length (Union'Result) &lt;=               Length (Left) + Length (Right) <b>and then</b>               <b>not</b> Tampering_With_Cursors_Prohibited (Union'Result); </pre>                                                                                                                                                                                                                                                                                                                                                  | 55/5 |
| <p>Returns a set comprising all of the elements of Left, and the elements of Right that are not equivalent to some element of Left.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | 56/2 |
| <pre> <b>procedure</b> Intersection (Target : <b>in out</b> Set;                        Source  : <b>in</b>      Set) <b>with</b> Pre  =&gt; <b>not</b> Tampering_With_Cursors_Prohibited (Target)               <b>or else raise</b> Program_Error,           Post =&gt; Length (Target) &lt;= Length (Target)'Old + Length (Source); </pre>                                                                                                                                                                                                                                                                        | 57/5 |
| <p>Intersection deletes from Target the elements of Target that are not equivalent to some element of Source.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | 58/3 |
| <pre> <b>function</b> Intersection (Left, Right : Set) <b>return</b> Set <b>with</b> Post =&gt; Length (Intersection'Result) &lt;=               Length (Left) + Length (Right) <b>and then</b>               <b>not</b> Tampering_With_Cursors_Prohibited (Intersection'Result); </pre>                                                                                                                                                                                                                                                                                                                             | 59/5 |
| <p>Returns a set comprising all the elements of Left that are equivalent to the some element of Right.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | 60/2 |
| <pre> <b>procedure</b> Difference (Target : <b>in out</b> Set;                      Source  : <b>in</b>      Set) <b>with</b> Pre  =&gt; <b>not</b> Tampering_With_Cursors_Prohibited (Target)               <b>or else raise</b> Program_Error,           Post =&gt; Length (Target) &lt;= Length (Target)'Old + Length (Source); </pre>                                                                                                                                                                                                                                                                            | 61/5 |
| <p>If Target denotes the same object as Source, then Difference clears Target. Otherwise, it deletes from Target the elements that are equivalent to some element of Source.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                     | 62/2 |
| <pre> <b>function</b> Difference (Left, Right : Set) <b>return</b> Set <b>with</b> Post =&gt; Length (Difference'Result) &lt;= Length (Left) +               Length (Right) <b>and then</b>               <b>not</b> Tampering_With_Cursors_Prohibited (Difference'Result); </pre>                                                                                                                                                                                                                                                                                                                                   | 63/5 |
| <p>Returns a set comprising the elements of Left that are not equivalent to some element of Right.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 64/2 |

```

65/5  procedure Symmetric_Difference (Target : in out Set;
                                   Source : in Set)
  with Pre => not Tampering_With_Cursors_Prohibited (Target)
         or else raise Program_Error,
        Post => Length (Target) <= Length (Target)'Old + Length (Source);
66/2  If Target denotes the same object as Source, then Symmetric_Difference clears Target.
      Otherwise, it deletes from Target the elements that are equivalent to some element of Source,
      and inserts into Target the elements of Source that are not equivalent to some element of Target.

67/5  function Symmetric_Difference (Left, Right : Set) return Set
  with Post => Length (Symmetric_Difference'Result) <=
           Length (Left) + Length (Right) and then
         not Tampering_With_Cursors_Prohibited (
           Symmetric_Difference'Result);
68/2  Returns a set comprising the elements of Left that are not equivalent to some element of Right,
      and the elements of Right that are not equivalent to some element of Left.

69/2  function Overlap (Left, Right : Set) return Boolean;
70/3  If an element of Left is equivalent to some element of Right, then Overlap returns True.
      Otherwise, it returns False.

71/2  function Is_Subset (Subset : Set;
                       Of_Set : Set) return Boolean;
72/3  If an element of Subset is not equivalent to some element of Of_Set, then Is_Subset returns
      False. Otherwise, it returns True.

73/5  function First (Container : Set) return Cursor
  with Nonblocking, Global => null, Use_Formals => null,
        Post => (if not Is_Empty (Container)
                 then Has_Element (Container, First'Result)
                 else First'Result = No_Element);
74/2  If Length (Container) = 0, then First returns No_Element. Otherwise, First returns a cursor that
      designates the first element in Container.

75/5  function Next (Position : Cursor) return Cursor
  with Nonblocking, Global => in all, Use_Formals => null,
        Post => (if Position = No_Element then Next'Result = No_Element);
76/2  Returns a cursor that designates the successor of the element designated by Position. If Position
      designates the last element, then No_Element is returned. If Position equals No_Element, then
      No_Element is returned.

76.1/5 function Next (Container : Set;
                  Position : Cursor) return Cursor
  with Nonblocking, Global => null, Use_Formals => null,
        Pre => Position = No_Element or else
              Has_Element (Container, Position)
              or else raise Program_Error,
        Post => (if Position = No_Element then Next'Result = No_Element
                 elsif Next'Result = No_Element then
                   Position = Last (Container)
                 else Has_Element (Container, Next'Result));
76.2/5 Returns a cursor designating the successor of the node designated by Position in Container.

77/5  procedure Next (Position : in out Cursor)
  with Nonblocking, Global => in all, Use_Formals => null;
78/2  Equivalent to Position := Next (Position).

```

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |        |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| <pre> <b>procedure</b> Next (Container : <b>in</b>      Set;                 Position  : <b>in out</b> Cursor) <b>with</b> Nonblocking, Global =&gt; <b>null</b>, Use_Formal =&gt; <b>null</b>,     Pre =&gt; Position = No_Element <b>or else</b>         Has_Element (Container, Position)         <b>or else raise</b> Program_Error,     Post =&gt; (<b>if</b> Position /= No_Element             <b>then</b> Has_Element (Container, Position)); </pre>                                                   | 78.1/5 |
| <p>Equivalent to Position := Next (Container, Position).</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 78.2/5 |
| <p><i>This paragraph was deleted.</i></p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 79/3   |
| <pre> <b>function</b> Find (Container : Set;                Item      : Element_Type) <b>return</b> Cursor <b>with</b> Post =&gt; (<b>if</b> Find'Result /= No_Element             <b>then</b> Has_Element (Container, Find'Result)); </pre>                                                                                                                                                                                                                                                                   | 80/5   |
| <p>If Length (Container) equals 0, then Find returns No_Element. Otherwise, Find checks if an element equivalent to Item is present in Container. If a match is found, a cursor designating the matching element is returned; otherwise, No_Element is returned.</p>                                                                                                                                                                                                                                           | 81/2   |
| <pre> <b>function</b> Contains (Container : Set;                   Item       : Element_Type) <b>return</b> Boolean; </pre>                                                                                                                                                                                                                                                                                                                                                                                    | 82/2   |
| <p>Equivalent to Find (Container, Item) /= No_Element.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 82.1/3 |
| <p><i>Paragraphs 83 and 84 were moved above.</i></p>                                                                                                                                                                                                                                                                                                                                                                                                                                                           |        |
| <pre> <b>procedure</b> Iterate (Container : <b>in</b> Set;  Process  : <b>not null access procedure</b> (Position : <b>in</b> Cursor)) <b>with</b> Allows_Exit; </pre>                                                                                                                                                                                                                                                                                                                                         | 85/5   |
| <p>Iterate calls Process.all with a cursor that designates each element in Container, starting with the first element and moving the cursor according to the successor relation. Tampering with the cursors of Container is prohibited during the execution of a call on Process.all. Any exception raised by Process.all is propagated.</p>                                                                                                                                                                   | 86/3   |
| <p>Both Containers.Hash_Set and Containers.Ordered_Set declare a nested generic package Generic_Keys, which provides operations that allow set manipulation in terms of a key (typically, a portion of an element) instead of a complete element. The formal function Key of Generic_Keys extracts a key value from an element. It is expected to return the same value each time it is called with a particular element. The behavior of Generic_Keys is unspecified if Key behaves in some other manner.</p> | 87/2   |
| <p>A key is expected to unambiguously determine a single equivalence class for elements. The behavior of Generic_Keys is unspecified if the formal parameters of this package behave in some other manner.</p>                                                                                                                                                                                                                                                                                                 | 88/2   |
| <pre> <b>function</b> Key (Position : Cursor) <b>return</b> Key_Type <b>with</b> Pre =&gt; Position /= No_Element <b>or else raise</b> Constraint_Error,     Global =&gt; <b>in all</b>; </pre>                                                                                                                                                                                                                                                                                                                | 89/5   |
| <p>Equivalent to Key (Element (Position)).</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 90/2   |
| <pre> <b>function</b> Key (Container : Set;              Position  : Cursor) <b>return</b> Key_Type <b>with</b> Pre =&gt; (Position /= No_Element             <b>or else raise</b> Constraint_Error) <b>and then</b>         (Has_Element (Container, Position)          <b>or else raise</b> Program_Error); </pre>                                                                                                                                                                                           | 90.1/5 |
| <p>Equivalent to Key (Element (Container, Position)).</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 90.2/5 |

91/2 The subprograms in package `Generic_Keys` named `Contains`, `Find`, `Element`, `Delete`, and `Exclude`, are equivalent to the corresponding subprograms in the parent package, with the difference that the `Key` parameter is used to locate an element in the set.

```
92/5   procedure Replace (Container : in out Set;
                        Key       : in   Key_Type;
                        New_Item  : in   Element_Type)
      with Pre => not Tampering_With_Cursors_Prohibited (Container)
           or else raise Program_Error,
           Post => Length (Container) = Length (Container)'Old;
```

93/2 Equivalent to `Replace_Element (Container, Find (Container, Key), New_Item)`.

```
94/5   procedure Update_Element_Preserving_Key
      (Container : in out Set;
       Position  : in   Cursor;
       Process   : not null access procedure
                 (Element : in out Element_Type))
      with Pre => (Position /= No_Element
                 or else raise Constraint_Error) and then
                 (Has_Element (Container, Position)
                 or else raise Program_Error);
```

95/5 `Update_Element_Preserving_Key` uses `Key` to save the key value  $K$  of the element designated by `Position`. `Update_Element_Preserving_Key` then calls `Process.all` with that element as the argument. Tampering with the cursors of `Container` is prohibited during the execution of the call on `Process.all`. Any exception raised by `Process.all` is propagated. After `Process.all` returns, `Update_Element_Preserving_Key` checks if  $K$  determines the same equivalence class as that for the new element; if not, the element is removed from the set and `Program_Error` is propagated.

96/2 If `Element_Type` is unconstrained and definite, then the actual `Element` parameter of `Process.all` shall be unconstrained.

```
96.1/5   type Reference_Type (Element : not null access Element_Type) is private
      with Implicit_Dereference => Element,
           Nonblocking, Global => in out synchronized,
           Default_Initial_Condition => (raise Program_Error);
```

96.2/3 The type `Reference_Type` needs finalization.

96.3/5 *This paragraph was deleted.*

```
96.4/5   function Reference_Preserving_Key (Container : aliased in out Set;
   Position  : in Cursor)
      return Reference_Type
      with Pre => (Position /= No_Element
                 or else raise Constraint_Error) and then
                 (Has_Element (Container, Position)
                 or else raise Program_Error),
           Post => Tampering_With_Cursors_Prohibited (Container);
```

96.5/3 This function (combined with the `Implicit_Dereference` aspect) provides a convenient way to gain read and write access to an individual element of a set given a cursor.

96.6/5 `Reference_Preserving_Key` uses `Key` to save the key value  $K$ ; then returns an object whose discriminant is an access value that designates the element designated by `Position`. Tampering with the cursors of `Container` is prohibited while the object returned by `Reference_Preserving_Key` exists and has not been finalized. When the object returned by `Reference_Preserving_Key` is finalized, a check is made if  $K$  determines the same equivalence class as that for the new element; if not, the element is removed from the set and `Program_Error` is propagated.



```

function Constant_Reference (Container : aliased in Set;           96.7/5
                             Key       : in Key_Type)
return Constant_Reference_Type
with Pre => Find (Container, Key) /= No_Element
        or else raise Constraint_Error,
        Post => Tampering_With_Cursors_Prohibited (Container);

```

This function (combined with the `Implicit_Dereference` aspect) provides a convenient way to gain read access to an individual element of a set given a key value. 96.8/3

Equivalent to `Constant_Reference (Container, Find (Container, Key))`. 96.9/3

```

function Reference_Preserving_Key (Container : aliased in out Set; 96.10/5
                                    Key       : in Key_Type)
return Reference_Type
with Pre => Find (Container, Key) /= No_Element
        or else raise Constraint_Error,
        Post => Tampering_With_Cursors_Prohibited (Container);

```

This function (combined with the `Implicit_Dereference` aspect) provides a convenient way to gain read and write access to an individual element of a set given a key value. 96.11/3

Equivalent to `Reference_Preserving_Key (Container, Find (Container, Key))`. 96.12/3

The nested package `Stable` provides a type `Stable.Set` that represents a *stable* set, which is one that cannot grow and shrink. Such a set can be created by calling the `Copy` function, or by establishing a *stabilized view* of an ordinary set. 96.13/5

The subprograms of the set package that have a parameter or result of type `Set` are included in the nested package `Stable` with the same specification, except that the following are omitted: 96.14/5

`Tampering_With_Cursors_Prohibited`, `Assign`, `Move`, `Insert`, `Include`, `Clear`, `Delete`, `Exclude`, `Replace`, `Replace_Element`, procedures `Union`, `Intersection`, `Difference`, and `Symmetric_Difference`, (for `Ordered_sets`) `Delete_First` and `Delete_Last`, and (for `Hashed_sets`) `Reserve_Capacity` 96.15/5

The operations of this package are equivalent to those for ordinary sets, except that the calls to `Tampering_With_Cursors_Prohibited` that occur in preconditions are replaced by `False`, and any that occur in postconditions are replaced by `True`. 96.16/5

If a stable set is declared with the `Base` discriminant designating a pre-existing ordinary set, the stable set represents a stabilized view of the underlying ordinary set, and any operation on the stable set is reflected on the underlying ordinary set. While a stabilized view exists, any operation that tampers with cursors performed on the underlying set is prohibited. The finalization of a stable set that provides such a view removes this restriction on the underlying ordinary set (though some other restriction can exist due to other concurrent iterations or stabilized views). 96.17/5

If a stable set is declared without specifying `Base`, the object is necessarily initialized. The initializing expression of the stable set, typically a call on `Copy`, determines the `Length` of the set. The `Length` of a stable set never changes after initialization. 96.18/5

#### *Bounded (Run-Time) Errors*

It is a bounded error for the actual function associated with a generic formal subprogram, when called as part of an operation of a set package, to tamper with elements of any set parameter of the operation. Either `Program_Error` is raised, or the operation works as defined on the value of the set either prior to, or subsequent to, some or all of the modifications to the set. 96.19/3

96.20/3 It is a bounded error to call any subprogram declared in the visible part of a set package when the associated container has been finalized. If the operation takes Container as an **in out** parameter, then it raises Constraint\_Error or Program\_Error. Otherwise, the operation either proceeds as it would for an empty container, or it raises Constraint\_Error or Program\_Error.

*Erroneous Execution*

- 97/2 A Cursor value is *invalid* if any of the following have occurred since it was created:
- 98/2 • The set that contains the element it designates has been finalized;
  - 98.1/3 • The set that contains the element it designates has been used as the Target of a call to Assign, or as the target of an assignment\_statement;
  - 99/2 • The set that contains the element it designates has been used as the Source or Target of a call to Move; or
  - 100/3 • The element it designates has been removed from the set that previously contained the element.
- 101/2 The result of "=" or Has\_Element is unspecified if these functions are called with an invalid cursor parameter. Execution is erroneous if any other subprogram declared in Containers.Hashtable\_Sets or Containers.Ordered\_Sets is called with an invalid cursor parameter.
- 101.1/3 Execution is erroneous if the set associated with the result of a call to Reference or Constant\_Reference is finalized before the result object returned by the call to Reference or Constant\_Reference is finalized.

*Implementation Requirements*

- 102/5 No storage associated with a set object shall be lost upon assignment or scope exit.
- 103/3 The execution of an assignment\_statement for a set shall have the effect of copying the elements from the source set object to the target set object and changing the length of the target object to that of the source object.

*Implementation Advice*

- 104/2 Move should not copy elements, and should minimize copying of internal data structures.
- 105/2 If an exception is propagated from a set operation, no storage should be lost, nor any elements removed from a set unless specified by the operation.

## A.18.8 The Generic Package Containers.Hashtable\_Sets

*Static Semantics*

1/2 The generic library package Containers.Hashtable\_Sets has the following declaration:

```
2/5  with Ada.Iterator_Interfaces;
    generic
      type Element_Type is private;
      with function Hash (Element : Element_Type) return Hash_Type;
      with function Equivalent_Elements (Left, Right : Element_Type)
        return Boolean;
      with function "=" (Left, Right : Element_Type) return Boolean is <>;
    package Ada.Containers.Hashtable_Sets
      with Preelaborate, Remote_Types,
        Nonblocking, Global => in out synchronized is
```

```

type Set is tagged private 3/5
  with Constant_Indexing => Constant_Reference,
        Default_Iterator  => Iterate,
        Iterator_Element  => Element_Type,
        Iterator_View     => Stable.Set,
        Aggregate         => (Empty      => Empty,
                             Add_Unnamed => Include),
        Stable_Properties => (Length,
                             Tampering_With_Cursors_Prohibited),
        Default_Initial_Condition =>
          Length (Set) = 0 and then
            (not Tampering_With_Cursors_Prohibited (Set)),
        Preelaborable_Initialization;

type Cursor is private 4/5
  with Preelaborable_Initialization;

Empty_Set : constant Set; 5/2
No_Element : constant Cursor; 6/2

function Has_Element (Position : Cursor) return Boolean 6.1/5
  with Nonblocking, Global => in all, Use_Formal => null;

function Has_Element (Container : Set; Position : Cursor) 6.2/5
  return Boolean
  with Nonblocking, Global => null, Use_Formal => null;

package Set_Iterator_Interfaces is new 6.3/3
  Ada.Iterator_Interfaces (Cursor, Has_Element);

function "=" (Left, Right : Set) return Boolean; 7/2
function Equivalent_Sets (Left, Right : Set) return Boolean; 8/2
function Tampering_With_Cursors_Prohibited 8.1/5
  (Container : Set) return Boolean
  with Nonblocking, Global => null, Use_Formal => null;

function Empty (Capacity : Count_Type := implementation-defined) 8.2/5
  return Set
  with Post =>
    Capacity (Empty'Result) >= Capacity and then
      not Tampering_With_Cursors_Prohibited (Empty'Result) and then
        Length (Empty'Result) = 0;

function To_Set (New_Item : Element_Type) return Set 9/5
  with Post => Length (To_Set'Result) = 1 and then
    not Tampering_With_Cursors_Prohibited (To_Set'Result);

function Capacity (Container : Set) return Count_Type 10/5
  with Nonblocking, Global => null, Use_Formal => null;

procedure Reserve_Capacity (Container : in out Set; 11/5
                          Capacity : in Count_Type)
  with Pre => not Tampering_With_Cursors_Prohibited (Container)
        or else raise Program_Error,
        Post => Container.Capacity >= Capacity;

function Length (Container : Set) return Count_Type 12/5
  with Nonblocking, Global => null, Use_Formal => null;

function Is_Empty (Container : Set) return Boolean 13/5
  with Nonblocking, Global => null, Use_Formal => null,
        Post => Is_Empty'Result = (Length (Container) = 0);

procedure Clear (Container : in out Set) 14/5
  with Pre => not Tampering_With_Cursors_Prohibited (Container)
        or else raise Program_Error,
        Post => Capacity (Container) = Capacity (Container)'Old and then
          Length (Container) = 0;

function Element (Position : Cursor) return Element_Type 15/5
  with Pre => Position /= No_Element or else raise Constraint_Error,
        Nonblocking, Global => in all, Use_Formal => Element_Type;

```

```

15.1/5    function Element (Container : Set;
              Position : Cursor) return Element_Type
          with Pre => (Position /= No_Element
                    or else raise Constraint_Error) and then
                    (Has_Element (Container, Position)
                    or else raise Program_Error),
              Nonblocking, Global => null, Use_Formal => Element_Type;

16/5      procedure Replace_Element (Container : in out Set;
              Position : in Cursor;
              New_item : in Element_Type)
          with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error) and then
                    (Position /= No_Element
                    or else raise Constraint_Error) and then
                    (Has_Element (Container, Position)
                    or else raise Program_Error);

17/5      procedure Query_Element
              (Position : in Cursor;
              Process : not null access procedure (Element : in Element_Type))
          with Pre => Position /= No_Element or else raise Constraint_Error,
              Global => in all;

17.1/5    procedure Query_Element
              (Container : in Set;
              Position : in Cursor;
              Process : not null access procedure (Element : in Element_Type))
          with Pre => (Position /= No_Element
                    or else raise Constraint_Error) and then
                    (Has_Element (Container, Position)
                    or else raise Program_Error);

17.2/5    type Constant_Reference_Type
              (Element : not null access constant Element_Type) is private
          with Implicit_Dereference => Element,
              Nonblocking, Global => in out synchronized,
              Default_Initial_Condition => (raise Program_Error);

17.3/5    function Constant_Reference (Container : aliased in Set;
              Position : in Cursor)
          return Constant_Reference_Type
          with Pre => (Position /= No_Element
                    or else raise Constraint_Error) and then
                    (Has_Element (Container, Position)
                    or else raise Program_Error),
              Post => Tampering_With_Cursors_Prohibited (Container),
              Nonblocking, Global => null, Use_Formal => null;

17.4/5    procedure Assign (Target : in out Set; Source : in Set)
          with Pre => not Tampering_With_Cursors_Prohibited (Target)
                    or else raise Program_Error,
              Post => Length (Source) = Length (Target) and then
                    Capacity (Target) >= Length (Source);

17.5/5    function Copy (Source : Set; Capacity : Count_Type := 0)
          return Set
          with Pre => Capacity = 0 or else Capacity >= Length (Source)
                    or else raise Capacity_Error,
              Post =>
                    Length (Copy'Result) = Length (Source) and then
                    not Tampering_With_Cursors_Prohibited (Copy'Result) and then
                    Copy'Result.Capacity = (if Capacity = 0 then
                    Length (Source) else Capacity);

```

```

procedure Move (Target : in out Set;
                Source : in out Set)
    with Pre => (not Tampering_With_Cursors_Prohibited (Target)
                or else raise Program_Error) and then
                (not Tampering_With_Cursors_Prohibited (Source)
                or else raise Program_Error),
    Post => (if not Target'Has_Same_Storage (Source) then
            Length (Target) = Length (Source'Old) and then
            Length (Source) = 0);
18/5

procedure Insert (Container : in out Set;
                 New_Item  : in   Element_Type;
                 Position  : out Cursor;
                 Inserted  : out Boolean)
    with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error) and then
                (Length (Container) <= Count_Type'Last - 1
                or else raise Constraint_Error),
    Post => (declare
            Original_Length : constant Count_Type :=
                Length (Container)'Old;
            begin
                Has_Element (Container, Position) and then
                (if Inserted then
                 Length (Container) = Original_Length + 1
                else
                 Length (Container) = Original_Length) and then
                Capacity (Container) >= Length (Container);
19/5

procedure Insert (Container : in out Set;
                 New_Item  : in   Element_Type)
    with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error) and then
                (Length (Container) <= Count_Type'Last - 1
                or else raise Constraint_Error),
    Post => Length (Container) = Length (Container)'Old + 1 and then
            Capacity (Container) >= Length (Container);
20/5

procedure Include (Container : in out Set;
                  New_Item  : in   Element_Type)
    with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error) and then
                (Length (Container) <= Count_Type'Last - 1
                or else raise Constraint_Error),
    Post => (declare
            Original_Length : constant Count_Type :=
                Length (Container)'Old;
            begin
                Length (Container)
                in Original_Length | Original_Length + 1) and then
                Capacity (Container) >= Length (Container);
21/5

procedure Replace (Container : in out Set;
                  New_Item  : in   Element_Type)
    with Pre => not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error,
    Post => Length (Container) = Length (Container)'Old;
22/5

procedure Exclude (Container : in out Set;
                  Item      : in   Element_Type)
    with Pre => not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error,
    Post => (declare
            Original_Length : constant Count_Type :=
                Length (Container)'Old;
            begin
                Length (Container) in
                Original_Length - 1 | Original_Length);
23/5

```

```

24/5     procedure Delete (Container : in out Set;
                Item      : in   Element_Type)
                with Pre => not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error,
                Post => Length (Container) = Length (Container)'Old - 1;
25/5     procedure Delete (Container : in out Set;
                Position  : in out Cursor)
                with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error) and then
                (Position /= No_Element
                or else raise Constraint_Error) and then
                (Has_Element (Container, Position)
                or else raise Program_Error),
                Post => Length (Container) = Length (Container)'Old - 1 and then
                Position = No_Element;
26/5     procedure Union (Target : in out Set;
                Source : in   Set)
                with Pre => not Tampering_With_Cursors_Prohibited (Target)
                or else raise Program_Error,
                Post => Length (Target) <= Length (Target)'Old + Length (Source);
27/5     function Union (Left, Right : Set) return Set
                with Post => Length (Union'Result) <=
                Length (Left) + Length (Right) and then
                not Tampering_With_Cursors_Prohibited (Union'Result);
28/2     function "or" (Left, Right : Set) return Set renames Union;
29/5     procedure Intersection (Target : in out Set;
                Source : in   Set)
                with Pre => not Tampering_With_Cursors_Prohibited (Target)
                or else raise Program_Error,
                Post => Length (Target) <= Length (Target)'Old + Length (Source);
30/5     function Intersection (Left, Right : Set) return Set
                with Post =>
                Length (Intersection'Result) <=
                Length (Left) + Length (Right) and then
                not Tampering_With_Cursors_Prohibited (Intersection'Result);
31/2     function "and" (Left, Right : Set) return Set renames Intersection;
32/5     procedure Difference (Target : in out Set;
                Source : in   Set)
                with Pre => not Tampering_With_Cursors_Prohibited (Target)
                or else raise Program_Error,
                Post => Length (Target) <= Length (Target)'Old + Length (Source);
33/5     function Difference (Left, Right : Set) return Set
                with Post =>
                Length (Difference'Result) <=
                Length (Left) + Length (Right) and then
                not Tampering_With_Cursors_Prohibited (Difference'Result);
34/2     function "-" (Left, Right : Set) return Set renames Difference;
35/5     procedure Symmetric_Difference (Target : in out Set;
                Source : in   Set)
                with Pre => not Tampering_With_Cursors_Prohibited (Target)
                or else raise Program_Error,
                Post => Length (Target) <= Length (Target)'Old + Length (Source);
36/5     function Symmetric_Difference (Left, Right : Set) return Set
                with Post =>
                Length (Symmetric_Difference'Result) <=
                Length (Left) + Length (Right) and then
                not Tampering_With_Cursors_Prohibited (
                Symmetric_Difference'Result);
37/2     function "xor" (Left, Right : Set) return Set
                renames Symmetric_Difference;

```

|                                                                                                                                                                                                                                                                                                                                                                                                                                                 |        |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| <b>function</b> Overlap (Left, Right : Set) <b>return</b> Boolean;                                                                                                                                                                                                                                                                                                                                                                              | 38/2   |
| <b>function</b> Is_Subset (Subset : Set;<br>Of_Set : Set) <b>return</b> Boolean;                                                                                                                                                                                                                                                                                                                                                                | 39/2   |
| <b>function</b> First (Container : Set) <b>return</b> Cursor<br>with Nonblocking, Global => null, Use_Formal => null,<br>Post => (if not Is_Empty (Container)<br>then Has_Element (Container, First'Result)<br>else First'Result = No_Element);                                                                                                                                                                                                 | 40/5   |
| <b>function</b> Next (Position : Cursor) <b>return</b> Cursor<br>with Nonblocking, Global => in all, Use_Formal => null,<br>Post => (if Position = No_Element then Next'Result = No_Element);                                                                                                                                                                                                                                                   | 41/5   |
| <b>function</b> Next (Container : Set;<br>Position : Cursor) <b>return</b> Cursor<br>with Nonblocking, Global => null, Use_Formal => null,<br>Pre => Position = No_Element or else<br>Has_Element (Container, Position)<br>or else raise Program_Error,<br>Post => (if Position = No_Element then Next'Result = No_Element<br>elsif Next'Result = No_Element then<br>Position = Last (Container)<br>else Has_Element (Container, Next'Result)); | 41.1/5 |
| <b>procedure</b> Next (Position : in out Cursor)<br>with Nonblocking, Global => in all, Use_Formal => null;                                                                                                                                                                                                                                                                                                                                     | 42/5   |
| <b>procedure</b> Next (Container : in Set;<br>Position : in out Cursor)<br>with Nonblocking, Global => null, Use_Formal => null,<br>Pre => Position = No_Element or else<br>Has_Element (Container, Position)<br>or else raise Program_Error,<br>Post => (if Position /= No_Element<br>then Has_Element (Container, Position));                                                                                                                 | 42.1/5 |
| <b>function</b> Find (Container : Set;<br>Item : Element_Type)<br><b>return</b> Cursor<br>with Post => (if Find'Result /= No_Element<br>then Has_Element (Container, Find'Result));                                                                                                                                                                                                                                                             | 43/5   |
| <b>function</b> Contains (Container : Set;<br>Item : Element_Type) <b>return</b> Boolean;                                                                                                                                                                                                                                                                                                                                                       | 44/2   |
| <i>This paragraph was deleted.</i>                                                                                                                                                                                                                                                                                                                                                                                                              | 45/3   |
| <b>function</b> Equivalent_Elements (Left, Right : Cursor)<br><b>return</b> Boolean<br>with Pre => (Left /= No_Element and then Right /= No_Element)<br>or else raise Constraint_Error,<br>Global => in all;                                                                                                                                                                                                                                    | 46/5   |
| <b>function</b> Equivalent_Elements (Left : Cursor;<br>Right : Element_Type)<br><b>return</b> Boolean<br>with Pre => Left /= No_Element or else raise Constraint_Error,<br>Global => in all;                                                                                                                                                                                                                                                    | 47/5   |
| <b>function</b> Equivalent_Elements (Left : Element_Type;<br>Right : Cursor)<br><b>return</b> Boolean<br>with Pre => Right /= No_Element or else raise Constraint_Error,<br>Global => in all;                                                                                                                                                                                                                                                   | 48/5   |
| <b>procedure</b> Iterate<br>(Container : in Set;<br>Process : not null access procedure (Position : in Cursor))<br>with Allows_Exit;                                                                                                                                                                                                                                                                                                            | 49/5   |

```

49.1/5 function Iterate (Container : in Set)
      return Set_Iterator_Interfaces.Parallel_Iterator'Class
      with Post => Tampering_With_Cursors_Prohibited (Container);
50/5
generic
  type Key_Type (<>) is private;
  with function Key (Element : Element_Type) return Key_Type;
  with function Hash (Key : Key_Type) return Hash_Type;
  with function Equivalent_Keys (Left, Right : Key_Type)
      return Boolean;
package Generic_Keys
with Nonblocking, Global => null is
51/5   function Key (Position : Cursor) return Key_Type
      with Pre => Position /= No_Element or else raise Constraint_Error,
      Global => in all;
51.1/5   function Key (Container : Set;
      Position : Cursor) return Key_Type
      with Pre => (Position = No_Element
      or else raise Constraint_Error) and then
      (Has_Element (Container, Position)
      or else raise Program_Error);
52/2   function Element (Container : Set;
      Key : Key_Type)
      return Element_Type;
53/5   procedure Replace (Container : in out Set;
      Key : in Key_Type;
      New_Item : in Element_Type)
      with Pre => not Tampering_With_Cursors_Prohibited (Container)
      or else raise Program_Error,
      Post => Length (Container) = Length (Container)'Old;
54/5   procedure Exclude (Container : in out Set;
      Key : in Key_Type)
      with Pre => not Tampering_With_Cursors_Prohibited (Container)
      or else raise Program_Error,
      Post => (declare
      Original_Length : constant Count_Type :=
      Length (Container)'Old;
      begin
      Length (Container)
      in Original_Length - 1 | Original_Length);
55/5   procedure Delete (Container : in out Set;
      Key : in Key_Type)
      with Pre => not Tampering_With_Cursors_Prohibited (Container)
      or else raise Program_Error,
      Post => Length (Container) = Length (Container)'Old - 1;
56/5   function Find (Container : Set;
      Key : Key_Type)
      return Cursor
      with Post => (if Find'Result = No_Element
      then Has_Element (Container, Find'Result));
57/2   function Contains (Container : Set;
      Key : Key_Type)
      return Boolean;
58/5   procedure Update_Element_Preserving_Key
      (Container : in out Set;
      Position : in Cursor;
      Process : not null access procedure
      (Element : in out Element_Type))
      with Pre => (Position /= No_Element or else
      raise Constraint_Error) and then
      (Has_Element (Container, Position) or else
      raise Program_Error);

```



```

type Reference_Type
  (Element : not null access Element_Type) is private
  with Implicit_Dereference => Element,
       Nonblocking, Global => in out synchronized,
       Default_Initial_Condition => (raise Program_Error);
58.1/5

function Reference_Preserving_Key (Container : aliased in out Set;
                                   Position : in Cursor)
58.2/5
  return Reference_Type
  with Pre => (Position /= No_Element
              or else raise Constraint_Error) and then
              (Has_Element (Container, Position)
              or else raise Program_Error),
       Post => Tampering_With_Cursors_Prohibited (Container);

function Constant_Reference (Container : aliased in Set;
                              Key       : in Key_Type)
58.3/5
  return Constant_Reference_Type
  with Pre => Find (Container, Key) /= No_Element
              or else raise Constraint_Error,
       Post => Tampering_With_Cursors_Prohibited (Container);

function Reference_Preserving_Key (Container : aliased in out Set;
                                   Key       : in Key_Type)
58.4/5
  return Reference_Type
  with Pre => Find (Container, Key) /= No_Element
              or else raise Constraint_Error,
       Post => Tampering_With_Cursors_Prohibited (Container);

end Generic_Keys;
59/2

package Stable is
59.1/5
  type Set (Base : not null access Hashed_Sets.Set) is
59.2/5
    tagged limited private
    with Constant_Indexing => Constant_Reference,
         Default_Iterator  => Iterate,
         Iterator_Element  => Element_Type,
         Stable_Properties => (Length),
         Global            => null,
         Default_Initial_Condition => Length (Set) = 0,
         Prelaborable_Initialization;

  type Cursor is private
59.3/5
    with Prelaborable_Initialization;

  Empty_Set : constant Set;
59.4/5
  No_Element : constant Cursor;
59.5/5

  function Has_Element (Position : Cursor) return Boolean
59.6/5
    with Nonblocking, Global => in all, Use_Formal => null;

  package Set_Iterator_Interfaces is new
59.7/5
    Ada.Iterator_Interfaces (Cursor, Has_Element);

  procedure Assign (Target : in out Hashed_Sets.Set;
                   Source : in Set)
59.8/5
    with Post => Length (Source) = Length (Target);

  function Copy (Source : Hashed_Sets.Set) return Set
59.9/5
    with Post => Length (Copy'Result) = Length (Source);

  type Constant_Reference_Type
59.10/5
    (Element : not null access constant Element_Type) is private
    with Implicit_Dereference => Element,
         Nonblocking, Global => null, Use_Formal => null,
         Default_Initial_Condition => (raise Program_Error);

  -- Additional subprograms as described in the text
  -- are declared here.
59.11/5

private
59.12/5
  ... -- not specified by the language
59.13/5

```

```

59.14/3     end Stable;
60/2       private
61/2         ... -- not specified by the language
62/2       end Ada.Containers.Hashed_Sets;

```

63/2 An object of type Set contains an expandable hash table, which is used to provide direct access to elements. The *capacity* of an object of type Set is the maximum number of elements that can be inserted into the hash table prior to it being automatically expanded.

64/2 Two elements *E1* and *E2* are defined to be *equivalent* if Equivalent\_Elements (*E1*, *E2*) returns True.

65/2 The actual function for the generic formal function Hash is expected to return the same value each time it is called with a particular element value. For any two equivalent elements, the actual for Hash is expected to return the same value. If the actual for Hash behaves in some other manner, the behavior of this package is unspecified. Which subprograms of this package call Hash, and how many times they call it, is unspecified.

66/2 The actual function for the generic formal function Equivalent\_Elements is expected to return the same value each time it is called with a particular pair of Element values. It should define an equivalence relationship, that is, be reflexive, symmetric, and transitive. If the actual for Equivalent\_Elements behaves in some other manner, the behavior of this package is unspecified. Which subprograms of this package call Equivalent\_Elements, and how many times they call it, is unspecified.

66.1/3 If the actual function for the generic formal function "=" returns True for any pair of nonequivalent elements, then the behavior of the container function "=" is unspecified.

67/2 If the value of an element stored in a set is changed other than by an operation in this package such that at least one of Hash or Equivalent\_Elements give different results, the behavior of this package is unspecified.

68/2 Which elements are the first element and the last element of a set, and which element is the successor of a given element, are unspecified, other than the general semantics described in A.18.7.

```

68.1/5     function Empty (Capacity : Count_Type := implementation-defined)
           return Set
           with Post =>
               Capacity (Empty'Result) >= Capacity and then
               not Tampering_With_Cursors_Prohibited (Empty'Result) and then
               Length (Empty'Result) = 0;

```

68.2/2 Returns an empty set.

```

69/5     function Capacity (Container : Set) return Count_Type
           with Nonblocking, Global => null, Use_Formal => null;

```

70/2 Returns the capacity of Container.

```

71/5     procedure Reserve_Capacity (Container : in out Set;
                                   Capacity : in Count_Type)
           with Pre => not Tampering_With_Cursors_Prohibited (Container)
               or else raise Program_Error,
               Post => Container.Capacity >= Capacity;

```

72/2 Reserve\_Capacity allocates a new hash table such that the length of the resulting set can become at least the value Capacity without requiring an additional call to Reserve\_Capacity, and is large enough to hold the current length of Container. Reserve\_Capacity then rehashes the elements in Container onto the new hash table. It replaces the old hash table with the new hash table, and

then deallocates the old hash table. Any exception raised during allocation is propagated and Container is not modified.

*This paragraph was deleted.*

```

procedure Clear (Container : in out Set)
  with Pre => not Tampering_With_Cursors_Prohibited (Container)
           or else raise Program_Error,
       Post => Capacity (Container) = Capacity (Container)'Old and then
           Length (Container) = 0;

```

In addition to the semantics described in A.18.7, Clear does not affect the capacity of Container.

```

procedure Assign (Target : in out Set; Source : in Set)
  with Pre => not Tampering_With_Cursors_Prohibited (Target)
           or else raise Program_Error,
       Post => Length (Source) = Length (Target) and then
           Capacity (Target) >= Length (Source);

```

In addition to the semantics described in A.18.7, if the length of Source is greater than the capacity of Target, Reserve\_Capacity (Target, Length (Source)) is called before assigning any elements.

```

function Copy (Source : Set; Capacity : Count_Type := 0)
  return Set
  with Pre => Capacity = 0 or else Capacity >= Length (Source)
           or else raise Capacity_Error,
       Post =>
           Length (Copy'Result) = Length (Source) and then
           not Tampering_With_Cursors_Prohibited (Copy'Result) and then
           Copy'Result.Capacity = (if Capacity = 0 then
                                   Length (Source) else Capacity);

```

Returns a set whose elements are initialized from the elements of Source.

```

procedure Insert (Container : in out Set;
                 New_Item : in Element_Type;
                 Position : out Cursor;
                 Inserted : out Boolean)
  with Pre => (not Tampering_With_Cursors_Prohibited (Container)
           or else raise Program_Error) and then
           (Length (Container) <= Count_Type'Last - 1
           or else raise Constraint_Error),
       Post => (declare
           Original_Length : constant Count_Type :=
             Length (Container)'Old;
           begin
             Has_Element (Container, Position) and then
             (if Inserted then
               Length (Container) = Original_Length + 1
             else
               Length (Container) = Original_Length) and then
             Capacity (Container) >= Length (Container);
           end);

```

In addition to the semantics described in A.18.7, if Length (Container) equals Capacity (Container), then Insert first calls Reserve\_Capacity to increase the capacity of Container to some larger value.

```

function First (Container : Set) return Cursor;

```

If Length (Container) = 0, then First returns No\_Element. Otherwise, First returns a cursor that designates the first hashed element in Container.

```

80/5  function Equivalent_Elements (Left, Right : Cursor)
      return Boolean
      with Pre    => (Left /= No_Element and then Right /= No_Element)
           or else raise Constraint_Error,
           Global => in all;

```

81/2      Equivalent to Equivalent\_Elements (Element (Left), Element (Right)).

```

82/5  function Equivalent_Elements (Left : Cursor;
                                   Right : Element_Type) return Boolean
      with Pre    => Left /= No_Element or else raise Constraint_Error,
           Global => in all;

```

83/2      Equivalent to Equivalent\_Elements (Element (Left), Right).

```

84/5  function Equivalent_Elements (Left : Element_Type;
                                   Right : Cursor) return Boolean
      with Pre    => Right /= No_Element or else raise Constraint_Error,
           Global => in all;

```

85/2      Equivalent to Equivalent\_Elements (Left, Element (Right)).

```

85.1/5 function Iterate (Container : in Set)
      return Set_Iterator_Interfaces.Parallel_Iterator'Class
      with Post => Tampering_With_Cursors_Prohibited (Container);

```

85.2/5      Iterate returns an iterator object (see 5.5.1) that will generate a value for a loop parameter (see 5.5.2) designating each element in Container, starting with the first element and moving the cursor according to the successor relation when used as a forward iterator, and processing all nodes concurrently when used as a parallel iterator. Tampering with the cursors of Container is prohibited while the iterator object exists (in particular, in the `sequence_of_statements` of the `loop_statement` whose `iterator_specification` denotes this object). The iterator object needs finalization.

86/2      For any element  $E$ , the actual function for the generic formal function `Generic_Keys.Hash` is expected to be such that `Hash (E) = Generic_Keys.Hash (Key (E))`. If the actuals for `Key` or `Generic_Keys.Hash` behave in some other manner, the behavior of `Generic_Keys` is unspecified. Which subprograms of `Generic_Keys` call `Generic_Keys.Hash`, and how many times they call it, is unspecified.

87/2      For any two elements  $E1$  and  $E2$ , the boolean values `Equivalent_Elements (E1, E2)` and `Equivalent_Keys (Key (E1), Key (E2))` are expected to be equal. If the actuals for `Key` or `Equivalent_Keys` behave in some other manner, the behavior of `Generic_Keys` is unspecified. Which subprograms of `Generic_Keys` call `Equivalent_Keys`, and how many times they call it, is unspecified.

*Implementation Advice*

88/2      If  $N$  is the length of a set, the average time complexity of the subprograms `Insert`, `Include`, `Replace`, `Delete`, `Exclude`, and `Find` that take an element parameter should be  $O(\log N)$ . The average time complexity of the subprograms that take a cursor parameter should be  $O(1)$ . The average time complexity of `Reserve_Capacity` should be  $O(N)$ .

## A.18.9 The Generic Package Containers.Ordered\_Sets

*Static Semantics*

The generic library package Containers.Ordered\_Sets has the following declaration:

|                                                                                              |       |
|----------------------------------------------------------------------------------------------|-------|
| <code>with Ada.Iterator_Interfaces;</code>                                                   | 1/2   |
| <code>generic</code>                                                                         | 2/5   |
| <code>  type Element_Type is private;</code>                                                 |       |
| <code>  with function "&lt;" (Left, Right : Element_Type) return Boolean is &lt;&gt;;</code> |       |
| <code>  with function "=" (Left, Right : Element_Type) return Boolean is &lt;&gt;;</code>    |       |
| <code>package Ada.Containers.Ordered_Sets</code>                                             |       |
| <code>  with Preelaborate, Remote_Types,</code>                                              |       |
| <code>      Nonblocking, Global =&gt; in out synchronized is</code>                          |       |
| <code>  function Equivalent_Elements (Left, Right : Element_Type) return Boolean;</code>     | 3/2   |
| <code>  type Set is tagged private</code>                                                    | 4/5   |
| <code>    with Constant_Indexing =&gt; Constant_Reference,</code>                            |       |
| <code>        Default_Iterator =&gt; Iterate,</code>                                         |       |
| <code>        Iterator_Element =&gt; Element_Type,</code>                                    |       |
| <code>        Iterator_View =&gt; Stable.Set,</code>                                         |       |
| <code>        Aggregate =&gt; (Empty =&gt; Empty,</code>                                     |       |
| <code>                    Add_Unnamed =&gt; Include),</code>                                 |       |
| <code>        Stable_Properties =&gt; (Length,</code>                                        |       |
| <code>                            Tampering_With_Cursors_Prohibited),</code>                 |       |
| <code>        Default_Initial_Condition =&gt;</code>                                         |       |
| <code>            Length (Set) = 0 and then</code>                                           |       |
| <code>            (not Tampering_With_Cursors_Prohibited (Set)),</code>                      |       |
| <code>        Preelaborable_Initialization;</code>                                           |       |
| <code>  type Cursor is private</code>                                                        | 5/5   |
| <code>    with Preelaborable_Initialization;</code>                                          |       |
| <code>  Empty_Set : constant Set;</code>                                                     | 6/2   |
| <code>  No_Element : constant Cursor;</code>                                                 | 7/2   |
| <code>  function Has_Element (Position : Cursor) return Boolean</code>                       |       |
| <code>    with Nonblocking, Global =&gt; in all, Use_Formal =&gt; null;</code>               | 7.1/5 |
| <code>  function Has_Element (Container : Set; Position : Cursor)</code>                     |       |
| <code>    return Boolean</code>                                                              | 7.2/5 |
| <code>    with Nonblocking, Global =&gt; null, Use_Formal =&gt; null;</code>                 |       |
| <code>package Set_Iterator_Interfaces is new</code>                                          | 7.3/3 |
| <code>  Ada.Iterator_Interfaces (Cursor, Has_Element);</code>                                |       |
| <code>  function "=" (Left, Right : Set) return Boolean;</code>                              | 8/2   |
| <code>  function Equivalent_Sets (Left, Right : Set) return Boolean;</code>                  | 9/2   |
| <code>  function Tampering_With_Cursors_Prohibited</code>                                    |       |
| <code>    (Container : Set) return Boolean</code>                                            | 9.1/5 |
| <code>    with Nonblocking, Global =&gt; null, Use_Formal =&gt; null;</code>                 |       |
| <code>  function Empty return Set</code>                                                     | 9.2/5 |
| <code>  is (Empty_Set)</code>                                                                |       |
| <code>  with Post =&gt;</code>                                                               |       |
| <code>    not Tampering_With_Cursors_Prohibited (Empty'Result) and then</code>               |       |
| <code>    Length (Empty'Result) = 0;</code>                                                  |       |
| <code>  function To_Set (New_Item : Element_Type) return Set</code>                          | 10/5  |
| <code>  with Post =&gt; Length (To_Set'Result) = 1 and then</code>                           |       |
| <code>    not Tampering_With_Cursors_Prohibited (To_Set'Result);</code>                      |       |
| <code>  function Length (Container : Set) return Count_Type</code>                           | 11/5  |
| <code>  with Nonblocking, Global =&gt; null, Use_Formal =&gt; null;</code>                   |       |
| <code>  function Is_Empty (Container : Set) return Boolean</code>                            | 12/5  |
| <code>  with Nonblocking, Global =&gt; null, Use_Formal =&gt; null,</code>                   |       |
| <code>    Post =&gt; Is_Empty'Result = (Length (Container) = 0);</code>                      |       |

```

13/5  procedure Clear (Container : in out Set)
      with Pre => not Tampering_With_Cursors_Prohibited (Container)
           or else raise Program_Error,
           Post => Length (Container) = 0;

14/5  function Element (Position : Cursor) return Element_Type
      with Pre => Position /= No_Element or else raise Constraint_Error,
           Nonblocking, Global => in all, Use_Formal => Element_Type;

14.1/5 function Element (Container : Set;
      Position : Cursor) return Element_Type
      with Pre => (Position /= No_Element
           or else raise Constraint_Error) and then
           (Has_Element (Container, Position)
           or else raise Program_Error),
           Nonblocking, Global => null, Use_Formal => Element_Type;

15/5  procedure Replace_Element (Container : in out Set;
      Position : in Cursor;
      New_item : in Element_Type)
      with Pre => (not Tampering_With_Cursors_Prohibited (Container)
           or else raise Program_Error) and then
           (Position /= No_Element
           or else raise Constraint_Error) and then
           (Has_Element (Container, Position)
           or else raise Program_Error);

16/5  procedure Query_Element
      (Position : in Cursor;
      Process : not null access procedure (Element : in Element_Type))
      with Pre => Position /= No_Element
           or else raise Constraint_Error,
           Global => in all;

16.1/5 procedure Query_Element
      (Container : in Set;
      Position : in Cursor;
      Process : not null access procedure (Element : in Element_Type))
      with Pre => (Position /= No_Element
           or else raise Constraint_Error) and then
           (Has_Element (Container, Position)
           or else raise Program_Error);

16.2/5 type Constant_Reference_Type
      (Element : not null access constant Element_Type) is private
      with Implicit_Dereference => Element,
           Nonblocking, Global => in out synchronized,
           Default_Initial_Condition => (raise Program_Error);

16.3/5 function Constant_Reference (Container : aliased in Set;
      Position : in Cursor)
      return Constant_Reference_Type
      with Pre => (Position /= No_Element
           or else raise Constraint_Error) and then
           (Has_Element (Container, Position)
           or else raise Program_Error),
           Post => Tampering_With_Cursors_Prohibited (Container),
           Nonblocking, Global => null, Use_Formal => null;

16.4/5 procedure Assign (Target : in out Set; Source : in Set)
      with Pre => not Tampering_With_Cursors_Prohibited (Target)
           or else raise Program_Error,
           Post => Length (Source) = Length (Target);

16.5/5 function Copy (Source : Set) return Set
      with Post => Length (Copy'Result) = Length (Source) and then
           not Tampering_With_Cursors_Prohibited (Copy'Result);

```

```

procedure Move (Target : in out Set;
                Source : in out Set)
    with Pre => (not Tampering_With_Cursors_Prohibited (Target)
                or else raise Program_Error) and then
                (not Tampering_With_Cursors_Prohibited (Source)
                or else raise Program_Error),
    Post => (if not Target'Has_Same_Storage (Source) then
            Length (Target) = Length (Source'Old) and then
            Length (Source) = 0);
17/5

procedure Insert (Container : in out Set;
                 New_Item  : in   Element_Type;
                 Position  : out Cursor;
                 Inserted  : out Boolean)
    with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error) and then
                (Length (Container) <= Count_Type'Last - 1
                or else raise Constraint_Error),
    Post => (declare
            Original_Length : constant Count_Type :=
                Length (Container)'Old;
            begin
                Has_Element (Container, Position) and then
                (if Inserted then
                 Length (Container) = Original_Length + 1
                else
                 Length (Container) = Original_Length);
18/5

procedure Insert (Container : in out Set;
                 New_Item  : in   Element_Type)
    with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error) and then
                (Length (Container) <= Count_Type'Last - 1
                or else raise Constraint_Error),
    Post => Length (Container) = Length (Container)'Old + 1;
19/5

procedure Include (Container : in out Set;
                  New_Item  : in   Element_Type)
    with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error) and then
                (Length (Container) <= Count_Type'Last - 1
                or else raise Constraint_Error),
    Post => (declare
            Original_Length : constant Count_Type :=
                Length (Container)'Old;
            begin
                Length (Container)
                in Original_Length | Original_Length + 1);
20/5

procedure Replace (Container : in out Set;
                  New_Item  : in   Element_Type)
    with Pre => not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error,
    Post => Length (Container) = Length (Container)'Old;
21/5

procedure Exclude (Container : in out Set;
                  Item      : in   Element_Type)
    with Pre => not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error,
    Post => (declare
            Original_Length : constant Count_Type :=
                Length (Container)'Old;
            begin
                Length (Container)
                in Original_Length - 1 | Original_Length);
22/5

```

```

23/5     procedure Delete (Container : in out Set;
           Item      : in      Element_Type)
           with Pre => not Tampering_With_Cursors_Prohibited (Container)
           or else raise Program_Error,
           Post => Length (Container) = Length (Container)'Old - 1;
24/5     procedure Delete (Container : in out Set;
           Position  : in out Cursor)
           with Pre => (not Tampering_With_Cursors_Prohibited (Container)
           or else raise Program_Error) and then
           (Position /= No_Element
           or else raise Constraint_Error) and then
           (Has_Element (Container, Position)
           or else raise Program_Error),
           Post => Length (Container) = Length (Container)'Old - 1 and then
           Position = No_Element;
25/5     procedure Delete_First (Container : in out Set)
           with Pre => not Tampering_With_Cursors_Prohibited (Container)
           or else raise Program_Error,
           Post => (declare
           Original_Length : constant Count_Type :=
           Length (Container)'Old;
           begin
           (if Original_Length = 0 then Length (Container) = 0
           else Length (Container) = Original_Length - 1));
26/5     procedure Delete_Last (Container : in out Set)
           with Pre => not Tampering_With_Cursors_Prohibited (Container)
           or else raise Program_Error,
           Post => (declare
           Original_Length : constant Count_Type :=
           Length (Container)'Old;
           begin
           (if Original_Length = 0 then Length (Container) = 0
           else Length (Container) = Original_Length - 1));
27/5     procedure Union (Target : in out Set;
           Source : in      Set)
           with Pre => not Tampering_With_Cursors_Prohibited (Target)
           or else raise Program_Error,
           Post => Length (Target) <= Length (Target)'Old + Length (Source);
28/5     function Union (Left, Right : Set) return Set
           with Post => Length (Union'Result) <=
           Length (Left) + Length (Right) and then
           not Tampering_With_Cursors_Prohibited (Union'Result);
29/2     function "or" (Left, Right : Set) return Set renames Union;
30/5     procedure Intersection (Target : in out Set;
           Source : in      Set)
           with Pre => not Tampering_With_Cursors_Prohibited (Target)
           or else raise Program_Error,
           Post => Length (Target) <= Length (Target)'Old + Length (Source);
31/5     function Intersection (Left, Right : Set) return Set
           with Post =>
           Length (Intersection'Result) <=
           Length (Left) + Length (Right) and then
           not Tampering_With_Cursors_Prohibited (Intersection'Result);
32/2     function "and" (Left, Right : Set) return Set renames Intersection;
33/5     procedure Difference (Target : in out Set;
           Source : in      Set)
           with Pre => not Tampering_With_Cursors_Prohibited (Target)
           or else raise Program_Error,
           Post => Length (Target) <= Length (Target)'Old + Length (Source);

```



```

function Difference (Left, Right : Set) return Set
  with Post =>
    Length (Difference'Result) <=
      Length (Left) + Length (Right) and then
      not Tampering_With_Cursors_Prohibited (Difference'Result);
34/5

function "-" (Left, Right : Set) return Set renames Difference;
35/2

procedure Symmetric_Difference (Target : in out Set;
  Source : in Set)
  with Pre => not Tampering_With_Cursors_Prohibited (Target)
    or else raise Program_Error,
  Post => Length (Target) <= Length (Target)'Old + Length (Source);
36/5

function Symmetric_Difference (Left, Right : Set) return Set
  with Post =>
    Length (Symmetric_Difference'Result) <=
      Length (Left) + Length (Right) and then
      not Tampering_With_Cursors_Prohibited (
        Symmetric_Difference'Result);
37/5

function "xor" (Left, Right : Set) return Set renames
  Symmetric_Difference;
38/2

function Overlap (Left, Right : Set) return Boolean;
39/2

function Is_Subset (Subset : Set;
  Of_Set : Set) return Boolean;
40/2

function First (Container : Set) return Cursor
  with Nonblocking, Global => null, Use_Formal => null,
  Post => (if not Is_Empty (Container)
    then Has_Element (Container, First'Result)
    else First'Result = No_Element);
41/5

function First_Element (Container : Set)
  return Element_Type
  with Pre => (not Is_Empty (Container)
    or else raise Constraint_Error);
42/5

function Last (Container : Set) return Cursor
  with Nonblocking, Global => null, Use_Formal => null,
  Post => (if not Is_Empty (Container) then
    Has_Element (Container, Last'Result)
    else Last'Result = No_Element);
43/5

function Last_Element (Container : Set)
  return Element_Type
  with Pre => (not Is_Empty (Container)
    or else raise Constraint_Error);
44/5

function Next (Position : Cursor) return Cursor
  with Nonblocking, Global => in all, Use_Formal => null,
  Post => (if Position = No_Element then Next'Result = No_Element);
45/5

function Next (Container : Set;
  Position : Cursor) return Cursor
  with Nonblocking, Global => null, Use_Formal => null,
  Pre => Position = No_Element or else
    Has_Element (Container, Position)
    or else raise Program_Error,
  Post => (if Position = No_Element then Next'Result = No_Element
    elsif Next'Result = No_Element then
      Position = Last (Container)
    else Has_Element (Container, Next'Result));
45.1/5

procedure Next (Position : in out Cursor)
  with Nonblocking, Global => in all, Use_Formal => null;
46/5

```

```

46.1/5  procedure Next (Container : in      Set;
                Position  : in out Cursor)
        with Nonblocking, Global => null, Use_Formal => null,
           Pre  => Position = No_Element or else
                Has_Element (Container, Position)
                or else raise Program_Error,
           Post => (if Position /= No_Element
                then Has_Element (Container, Position));

47/5    function Previous (Position : Cursor) return Cursor
        with Nonblocking, Global => in all, Use_Formal => null,
           Post => (if Position = No_Element then
                Previous'Result = No_Element);

47.1/5  function Previous (Container : Set;
                Position  : Cursor) return Cursor
        with Nonblocking, Global => null, Use_Formal => null,
           Pre  => Position = No_Element or else
                Has_Element (Container, Position)
                or else raise Program_Error,
           Post => (if Position = No_Element then
                Previous'Result = No_Element
                elsif Previous'Result = No_Element then
                Position = First (Container)
                else Has_Element (Container, Previous'Result));

48/5    procedure Previous (Position : in out Cursor)
        with Nonblocking, Global => in all,
           Use_Formal => null;

48.1/5  procedure Previous (Container : in      Set;
                Position  : in out Cursor)
        with Nonblocking, Global => null, Use_Formal => null,
           Pre  => Position = No_Element or else
                Has_Element (Container, Position)
                or else raise Program_Error,
           Post => (if Position /= No_Element
                then Has_Element (Container, Position));

49/5    function Find (Container : Set;
                Item      : Element_Type) return Cursor
        with Post => (if Find'Result /= No_Element
                then Has_Element (Container, Find'Result));

50/2    function Floor (Container : Set;
                Item      : Element_Type) return Cursor
        with Post => (if Floor'Result /= No_Element
                then Has_Element (Container, Floor'Result));

51/2    function Ceiling (Container : Set;
                Item      : Element_Type) return Cursor
        with Post => (if Ceiling'Result /= No_Element
                then Has_Element (Container, Ceiling'Result));

52/2    function Contains (Container : Set;
                Item      : Element_Type) return Boolean;

53/3    This paragraph was deleted.

54/5    function "<" (Left, Right : Cursor) return Boolean
        with Pre  => (Left /= No_Element and then Right /= No_Element)
                or else raise Constraint_Error,
           Global => in all;

55/5    function ">" (Left, Right : Cursor) return Boolean
        with Pre  => (Left /= No_Element and then Right /= No_Element)
                or else raise Constraint_Error,
           Global => in all;

56/5    function "<" (Left : Cursor; Right : Element_Type) return Boolean
        with Pre  => Left /= No_Element or else raise Constraint_Error,
           Global => in all;

```

```

function ">" (Left : Cursor; Right : Element_Type) return Boolean
  with Pre    => Left /= No_Element or else raise Constraint_Error,
        Global => in all;
57/5

function "<" (Left : Element_Type; Right : Cursor) return Boolean
  with Pre    => Right /= No_Element or else raise Constraint_Error,
        Global => in all;
58/5

function ">" (Left : Element_Type; Right : Cursor) return Boolean
  with Pre    => Right /= No_Element or else raise Constraint_Error,
        Global => in all;
59/5

procedure Iterate
  (Container : in Set;
   Process   : not null access procedure (Position : in Cursor))
  with Allows_Exit;
60/5

procedure Reverse_Iterate
  (Container : in Set;
   Process   : not null access procedure (Position : in Cursor))
  with Allows_Exit;
61/5

function Iterate (Container : in Set)
  return Set_Iterator_Interfaces.Parallel_Reversible_Iterator'Class
  with Post => Tampering_With_Cursors_Prohibited (Container);
61.1/5

function Iterate (Container : in Set; Start : in Cursor)
  return Set_Iterator_Interfaces.Reversible_Iterator'Class
  with Pre  => (Start /= No_Element
              or else raise Constraint_Error) and then
        (Has_Element (Container, Start)
         or else raise Program_Error),
        Post => Tampering_With_Cursors_Prohibited (Container);
61.2/5

generic
  type Key_Type (<>) is private;
  with function Key (Element : Element_Type) return Key_Type;
  with function "<" (Left, Right : Key_Type)
    return Boolean is <>;
62/5

package Generic_Keys
with Nonblocking, Global => null is
  function Equivalent_Keys (Left, Right : Key_Type)
    return Boolean;
63/2

function Key (Position : Cursor) return Key_Type
  with Pre => Position /= No_Element or else raise Constraint_Error,
        Global => in all;
64/5

function Key (Container : Set;
             Position : Cursor) return Key_Type
  with Pre => (Position /= No_Element
              or else raise Constraint_Error) and then
        (Has_Element (Container, Position)
         or else raise Program_Error);
64.1/5

function Element (Container : Set;
                 Key       : Key_Type)
  return Element_Type;
65/2

procedure Replace (Container : in out Set;
                  Key       : in Key_Type;
                  New_Item  : in Element_Type)
  with Pre => not Tampering_With_Cursors_Prohibited (Container)
        or else raise Program_Error,
        Post => Length (Container) = Length (Container)'Old;
66/5

```

```

67/5      procedure Exclude (Container : in out Set;
                          Key       : in   Key_Type)
          with Pre => not Tampering_With_Cursors_Prohibited (Container)
              or else raise Program_Error,
          Post => (declare
                  Original_Length : constant Count_Type :=
                    Length (Container)'Old;
                  begin
                    Length (Container) in
                      Original_Length - 1 | Original_Length);
68/5      procedure Delete (Container : in out Set;
                          Key       : in   Key_Type)
          with Pre => not Tampering_With_Cursors_Prohibited (Container)
              or else raise Program_Error,
          Post => Length (Container) = Length (Container)'Old - 1;
69/5      function Find (Container : Set;
                       Key       : Key_Type) return Cursor
          with Post => (if Find'Result /= No_Element
                     then Has_Element (Container, Find'Result));
70/5      function Floor (Container : Set;
                       Key       : Key_Type) return Cursor
          with Post => (if Floor'Result /= No_Element
                     then Has_Element (Container, Floor'Result));
71/5      function Ceiling (Container : Set;
                          Key       : Key_Type) return Cursor
          with Post => (if Ceiling'Result /= No_Element
                     then Has_Element (Container, Ceiling'Result));
72/2      function Contains (Container : Set;
                          Key       : Key_Type) return Boolean;
73/5      procedure Update_Element_Preserving_Key
          (Container : in out Set;
           Position : in   Cursor;
           Process  : not null access procedure
                 (Element : in out Element_Type))
          with Pre => (Position /= No_Element
                    or else raise Constraint_Error) and then
                 (Has_Element (Container, Position)
                    or else raise Program_Error);
73.1/5    type Reference_Type
          (Element : not null access Element_Type) is private
          with Implicit_Dereference => Element,
               Nonblocking, Global => in out synchronized,
               Default_Initial_Condition => (raise Program_Error);
73.2/5    function Reference_Preserving_Key (Container : aliased in out Set;
   Position  : in   Cursor)
          return Reference_Type
          with Pre => (Position /= No_Element
                    or else raise Constraint_Error) and then
                 (Has_Element (Container, Position)
                    or else raise Program_Error),
          Post => Tampering_With_Cursors_Prohibited (Container);;
73.3/5    function Constant_Reference (Container : aliased in Set;
                                       Key       : in   Key_Type)
          return Constant_Reference_Type
          with Pre => Find (Container, Key) /= No_Element
                    or else raise Constraint_Error,
          Post => Tampering_With_Cursors_Prohibited (Container);;

```

```

function Reference_Preserving_Key (Container : aliased in out Set;
                                   Key       : in Key_Type)
return Reference_Type
with Pre => Find (Container, Key) /= No_Element
   or else raise Constraint_Error,
   Post => Tampering_With_Cursors_Prohibited (Container);
end Generic_Keys;
package Stable is
type Set (Base : not null access Ordered_Sets.Set) is
  tagged limited private
  with Constant_Indexing => Constant_Reference,
       Default_Iterator  => Iterate,
       Iterator_Element  => Element_Type,
       Stable_Properties => (Length),
       Global             => null,
       Default_Initial_Condition => Length (Set) = 0,
       Prelaborable_Initialization;

type Cursor is private
  with Prelaborable_Initialization;
Empty_Set : constant Set;
No_Element : constant Cursor;
function Has_Element (Position : Cursor) return Boolean
  with Nonblocking, Global => in all, Use_Formal => null;
package Set_Iterator_Interfaces is new
  Ada.Iterator_Interfaces (Cursor, Has_Element);
procedure Assign (Target : in out Ordered_Sets.Set;
                  Source : in Set)
  with Post => Length (Source) = Length (Target);
function Copy (Source : Ordered_Sets.Set) return Set
  with Post => Length (Copy'Result) = Length (Source);
type Constant_Reference_Type
  (Element : not null access constant Element_Type) is private
  with Implicit_Dereference => Element,
       Nonblocking, Global => null, Use_Formal => null,
       Default_Initial_Condition => (raise Program_Error);
-- Additional subprograms as described in the text
-- are declared here.
private
  ... -- not specified by the language
end Stable;
private
  ... -- not specified by the language
end Ada.Containers.Ordered_Sets;

```

Two elements  $E1$  and  $E2$  are *equivalent* if both  $E1 < E2$  and  $E2 < E1$  return False, using the generic formal " $<$ " operator for elements. Function `Equivalent_Elements` returns True if Left and Right are equivalent, and False otherwise.

The actual function for the generic formal function " $<$ " on `Element_Type` values is expected to return the same value each time it is called with a particular pair of key values. It should define a strict weak ordering relationship (see A.18). If the actual for " $<$ " behaves in some other manner, the behavior of this package is unspecified. Which subprograms of this package call " $<$ " and how many times they call it, is unspecified.

79.1/3 If the actual function for the generic formal function "=" returns True for any pair of nonequivalent elements, then the behavior of the container function "=" is unspecified.

80/2 If the value of an element stored in a set is changed other than by an operation in this package such that at least one of "<" or "=" give different results, the behavior of this package is unspecified.

81/3 The *first element* of a nonempty set is the one which is less than all the other elements in the set. The *last element* of a nonempty set is the one which is greater than all the other elements in the set. The *successor* of an element is the smallest element that is larger than the given element. The *predecessor* of an element is the largest element that is smaller than the given element. All comparisons are done using the generic formal "<" operator for elements.

```
81.1/5  function Copy (Source : Set) return Set
        with Post => Length (Copy'Result) = Length (Source) and then
            not Tampering_With_Cursors_Prohibited (Copy'Result);
```

81.2/3 Returns a set whose elements are initialized from the corresponding elements of Source.

```
82/5  procedure Delete_First (Container : in out Set)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
            or else raise Program_Error,
        Post => (declare
                Original_Length : constant Count_Type :=
                    Length (Container)'Old;
                begin
                    (if Original_Length = 0 then Length (Container) = 0
                     else Length (Container) = Original_Length - 1));
```

83/3 If Container is empty, Delete\_First has no effect. Otherwise, the element designated by First (Container) is removed from Container. Delete\_First tampers with the cursors of Container.

```
84/5  procedure Delete_Last (Container : in out Set)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
            or else raise Program_Error,
        Post => (declare
                Original_Length : constant Count_Type :=
                    Length (Container)'Old;
                begin
                    (if Original_Length = 0 then Length (Container) = 0
                     else Length (Container) = Original_Length - 1));
```

85/3 If Container is empty, Delete\_Last has no effect. Otherwise, the element designated by Last (Container) is removed from Container. Delete\_Last tampers with the cursors of Container.

```
86/5  function First_Element (Container : Set) return Element_Type
        with Pre => (not Is_Empty (Container)
                    or else raise Constraint_Error);
```

87/2 Equivalent to Element (First (Container)).

```
88/5  function Last (Container : Set) return Cursor
        with Nonblocking, Global => null, Use_Formals => null,
        Post => (if not Is_Empty (Container) then
                Has_Element (Container, Last'Result)
                else Last'Result = No_Element);
```

89/2 Returns a cursor that designates the last element in Container. If Container is empty, returns No\_Element.

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |        |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| <b>function</b> Last_Element (Container : Set) <b>return</b> Element_Type<br><b>with</b> Pre => (not Is_Empty (Container)<br><b>or else raise</b> Constraint_Error);                                                                                                                                                                                                                                                                                                                                                                           | 90/5   |
| Equivalent to Element (Last (Container)).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 91/2   |
| <b>function</b> Previous (Position : Cursor) <b>return</b> Cursor<br><b>with</b> Nonblocking, Global => <b>in all</b> , Use_Formals => <b>null</b> ,<br>Post => ( <b>if</b> Position = No_Element <b>then</b><br>Previous'Result = No_Element);                                                                                                                                                                                                                                                                                                | 92/5   |
| If Position equals No_Element, then Previous returns No_Element. Otherwise, Previous returns a cursor designating the predecessor element of the one designated by Position. If Position designates the first element, then Previous returns No_Element.                                                                                                                                                                                                                                                                                       | 93/3   |
| <b>function</b> Previous (Container : Set;<br>Position : Cursor) <b>return</b> Cursor<br><b>with</b> Nonblocking, Global => <b>null</b> , Use_Formals => <b>null</b> ,<br>Pre  => Position = No_Element <b>or else</b><br>Has_Element (Container, Position)<br><b>or else raise</b> Program_Error,<br>Post => ( <b>if</b> Position = No_Element <b>then</b><br>Previous'Result = No_Element<br><b>elsif</b> Previous'Result = No_Element <b>then</b><br>Position = First (Container)<br><b>else</b> Has_Element (Container, Previous'Result)); | 93.1/5 |
| Returns a cursor designating the predecessor of the node designated by Position in Container, if any.                                                                                                                                                                                                                                                                                                                                                                                                                                          | 93.2/5 |
| <b>procedure</b> Previous (Position : <b>in out</b> Cursor)<br><b>with</b> Nonblocking, Global => <b>in all</b> , Use_Formals => <b>null</b> ;                                                                                                                                                                                                                                                                                                                                                                                                 | 94/5   |
| Equivalent to Position := Previous (Position).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 95/2   |
| <b>procedure</b> Previous (Container : <b>in</b> Set;<br>Position : <b>in out</b> Cursor)<br><b>with</b> Nonblocking, Global => <b>null</b> , Use_Formals => <b>null</b> ,<br>Pre  => Position = No_Element <b>or else</b><br>Has_Element (Container, Position)<br><b>or else raise</b> Program_Error,<br>Post => ( <b>if</b> Position /= No_Element<br><b>then</b> Has_Element (Container, Position));                                                                                                                                        | 95.1/5 |
| Equivalent to Position := Previous (Container, Position).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 95.2/5 |
| <b>function</b> Floor (Container : Set;<br>Item : Element_Type) <b>return</b> Cursor<br><b>with</b> Post => ( <b>if</b> Floor'Result /= No_Element<br><b>then</b> Has_Element (Container, Floor'Result));                                                                                                                                                                                                                                                                                                                                      | 96/5   |
| Floor searches for the last element which is not greater than Item. If such an element is found, a cursor that designates it is returned. Otherwise, No_Element is returned.                                                                                                                                                                                                                                                                                                                                                                   | 97/3   |
| <b>function</b> Ceiling (Container : Set;<br>Item : Element_Type) <b>return</b> Cursor<br><b>with</b> Post => ( <b>if</b> Ceiling'Result /= No_Element<br><b>then</b> Has_Element (Container, Ceiling'Result));                                                                                                                                                                                                                                                                                                                                | 98/5   |
| Ceiling searches for the first element which is not less than Item. If such an element is found, a cursor that designates it is returned. Otherwise, No_Element is returned.                                                                                                                                                                                                                                                                                                                                                                   | 99/3   |

```

100/5  function "<" (Left, Right : Cursor) return Boolean
        with Pre    => (Left /= No_Element and then Right /= No_Element)
            or else raise Constraint_Error,
            Global => in all;
101/2  Equivalent to Element (Left) < Element (Right).

102/5  function ">" (Left, Right : Cursor) return Boolean
        with Pre    => (Left /= No_Element and then Right /= No_Element)
            or else raise Constraint_Error,
            Global => in all;
103/2  Equivalent to Element (Right) < Element (Left).

104/5  function "<" (Left : Cursor; Right : Element_Type) return Boolean
        with Pre    => Left /= No_Element or else raise Constraint_Error,
            Global => in all;
105/2  Equivalent to Element (Left) < Right.

106/5  function ">" (Left : Cursor; Right : Element_Type) return Boolean
        with Pre    => Left /= No_Element or else raise Constraint_Error,
            Global => in all;
107/2  Equivalent to Right < Element (Left).

108/5  function "<" (Left : Element_Type; Right : Cursor) return Boolean
        with Pre    => Right /= No_Element or else raise Constraint_Error,
            Global => in all;
109/2  Equivalent to Left < Element (Right).

110/5  function ">" (Left : Element_Type; Right : Cursor) return Boolean
        with Pre    => Right /= No_Element or else raise Constraint_Error,
            Global => in all;
111/2  Equivalent to Element (Right) < Left.

112/5  procedure Reverse_Iterate
        (Container : in Set;
         Process   : not null access procedure (Position : in Cursor))
        with Allows_Exit;
113/3  Iterates over the elements in Container as per procedure Iterate, with the difference that the
        elements are traversed in predecessor order, starting with the last element.

113.1/5 function Iterate (Container : in Set)
        return Set_Iterator_Interfaces.Parallel_Reversible_Iterator'Class
        with Post => Tampering_With_Cursors_Prohibited (Container);
113.2/5 Iterate returns an iterator object (see 5.5.1) that will generate a value for a loop parameter (see
        5.5.2) designating each element in Container, starting with the first element and moving the
        cursor according to the successor relation when used as a forward iterator, and starting with the
        last element and moving the cursor according to the predecessor relation when used as a reverse
        iterator, and processing all nodes concurrently when used as a parallel iterator. Tampering with
        the cursors of Container is prohibited while the iterator object exists (in particular, in the
        sequence_of_statements of the loop_statement whose iterator_specification denotes this
        object). The iterator object needs finalization.

```



```

function Iterate (Container : in Set; Start : in Cursor)
  return Set_Iterator_Interfaces.Reversible_Iterator'Class
with Pre => (Start /= No_Element
  or else raise Constraint_Error) and then
  (Has_Element (Container, Start)
  or else raise Program_Error),
  Post => Tampering_With_Cursors_Prohibited (Container);

```

Iterate returns a reversible iterator object (see 5.5.1) that will generate a value for a loop parameter (see 5.5.2) designating each element in Container, starting with the element designated by Start and moving the cursor according to the successor relation when used as a forward iterator, or moving the cursor according to the predecessor relation when used as a reverse iterator. Tampering with the cursors of Container is prohibited while the iterator object exists (in particular, in the `sequence_of_statements` of the `loop_statement` whose `iterator_specification` denotes this object). The iterator object needs finalization.

For any two elements  $E1$  and  $E2$ , the boolean values  $(E1 < E2)$  and  $(\text{Key}(E1) < \text{Key}(E2))$  are expected to be equal. If the actuals for Key or Generic\_Keys." $<$ " behave in some other manner, the behavior of this package is unspecified. Which subprograms of this package call Key and Generic\_Keys." $<$ ", and how many times the functions are called, is unspecified.

In addition to the semantics described in A.18.7, the subprograms in package Generic\_Keys named Floor and Ceiling, are equivalent to the corresponding subprograms in the parent package, with the difference that the Key subprogram parameter is compared to elements in the container using the Key and " $<$ " generic formal functions. The function named Equivalent\_Keys in package Generic\_Keys returns True if both  $\text{Left} < \text{Right}$  and  $\text{Right} < \text{Left}$  return False using the generic formal " $<$ " operator, and returns True otherwise.

#### *Implementation Advice*

If  $N$  is the length of a set, then the worst-case time complexity of the Insert, Include, Replace, Delete, Exclude, and Find operations that take an element parameter should be  $O((\log N)**2)$  or better. The worst-case time complexity of the subprograms that take a cursor parameter should be  $O(1)$ .

## A.18.10 The Generic Package Containers.Multiway\_Trees

The language-defined generic package Containers.Multiway\_Trees provides private types Tree and Cursor, and a set of operations for each type. A multiway tree container is well-suited to represent nested structures.

A multiway tree container object manages a tree of *nodes*, consisting of a *root node* and a set of *internal nodes*; each internal node contains an element and pointers to the parent, first child, last child, next (successor) sibling, and previous (predecessor) sibling internal nodes. A cursor designates a particular node within a tree (and by extension the element contained in that node, if any). A cursor keeps designating the same node (and element) as long as the node is part of the container, even if the node is moved within the container.

A *subtree* is a particular node (which *roots the subtree*) and all of its child nodes (including all of the children of the child nodes, recursively). The root node is always present and has neither an associated element value nor any parent node; it has pointers to its first child and its last child, if any. The root node provides a place to add nodes to an otherwise empty tree and represents the base of the tree.

- 4/3 A node that has no children is called a *leaf node*. The *ancestors* of a node are the node itself, its parent node, the parent of the parent node, and so on until a node with no parent is reached. Similarly, the *descendants* of a node are the node itself, its child nodes, the children of each child node, and so on.
- 5/3 The nodes of a subtree can be visited in several different orders. For a *depth-first order*, after visiting a node, the nodes of its child list are each visited in depth-first order, with each child node visited in natural order (first child to last child).

*Static Semantics*

6/3 The generic library package Containers.Multiway\_Trees has the following declaration:

```

7/5   with Ada.Iterator_Interfaces;
      generic
        type Element_Type is private;
        with function "=" (Left, Right : Element_Type) return Boolean is <>;
      package Ada.Containers.Multiway_Trees
        with Preelaborate, Remote_Types,
              Nonblocking, Global => in out synchronized is
8/5   type Tree is tagged private
        with Constant_Indexing => Constant_Reference,
              Variable_Indexing => Reference,
              Default_Iterator => Iterate,
              Iterator_Element => Element_Type,
              Iterator_View => Stable.Tree,
              Stable_Properties => (Node_Count,
                                    Tampering_With_Cursors_Prohibited,
                                    Tampering_With_Elements_Prohibited),
              Default_Initial_Condition =>
                Node_Count (Tree) = 1 and then
                  (not Tampering_With_Cursors_Prohibited (Tree)) and then
                    (not Tampering_With_Elements_Prohibited (Tree)),
                Preelaborable_Initialization;
9/5   type Cursor is private
        with Preelaborable_Initialization;
10/3   Empty_Tree : constant Tree;
11/3   No_Element : constant Cursor;
11.1/5 function Equal_Element (Left, Right : Element_Type)
        return Boolean renames "=";
12/5   function Has_Element (Position : Cursor) return Boolean
        with Nonblocking, Global => in all, Use_Formal => null;
12.1/5 function Has_Element (Container : Tree; Position : Cursor)
        return Boolean
        with Nonblocking, Global => null, Use_Formal => null;
13/3   package Tree_Iterator_Interfaces is new
        Ada.Iterator_Interfaces (Cursor, Has_Element);
14/3   function Equal_Subtree (Left_Position : Cursor;
                             Right_Position: Cursor) return Boolean;
15/3   function "=" (Left, Right : Tree) return Boolean;
15.1/5 function Tampering_With_Cursors_Prohibited
        (Container : Tree) return Boolean
        with Nonblocking, Global => null, Use_Formal => null;
15.2/5 function Tampering_With_Elements_Prohibited
        (Container : Tree) return Boolean
        with Nonblocking, Global => null, Use_Formal => null;

```

```

function Empty return Tree
is (Empty_Tree)
with Post =>
    not Tampering_With_Elements_Prohibited (Empty'Result) and then
    not Tampering_With_Cursors_Prohibited (Empty'Result) and then
    Node_Count (Empty'Result) = 1;
15.3/5

function Is_Empty (Container : Tree) return Boolean
with Nonblocking, Global => null, Use_Formal => null,
    Post => Is_Empty'Result = (Node_Count (Container) = 1);
16/5

function Node_Count (Container : Tree) return Count_Type
with Nonblocking, Global => null, Use_Formal => null;
17/5

function Subtree_Node_Count (Position : Cursor) return Count_Type
with Nonblocking, Global => in all, Use_Formal => null;
18/5

function Subtree_Node_Count (Container : Tree; Position : Cursor)
return Count_Type
with Pre => Meaningful_For (Container, Position)
    or else raise Program_Error,
    Nonblocking, Global => null, Use_Formal => null;
18.1/5

function Depth (Position : Cursor) return Count_Type
with Nonblocking, Global => in all, Use_Formal => null;
19/5

function Depth (Container : Tree; Position : Cursor)
return Count_Type
with Pre => Meaningful_For (Container, Position)
    or else raise Program_Error,
    Nonblocking, Global => null, Use_Formal => null;
19.1/5

function Is_Root (Position : Cursor) return Boolean
with Nonblocking, Global => in all, Use_Formal => null;
20/5

function Is_Root (Container : Tree; Position : Cursor)
return Boolean
with Nonblocking, Global => null, Use_Formal => null;
20.1/5

function Is_Leaf (Position : Cursor) return Boolean
with Nonblocking, Global => in all, Use_Formal => null;
21/5

function Is_Leaf (Container : Tree; Position : Cursor)
return Boolean
with Pre => Meaningful_For (Container, Position)
    or else raise Program_Error,
    Nonblocking, Global => null, Use_Formal => null;
21.1/5

function Is_Ancessor_Of (Container : Tree;
    Parent : Cursor;
    Position : Cursor) return Boolean
with Pre => (Meaningful_For (Container, Position)
    or else raise Program_Error) and then
    (Meaningful_For (Container, Parent)
    or else raise Program_Error),
    Nonblocking, Global => null, Use_Formal => null;
21.2/5

function Root (Container : Tree) return Cursor
with Nonblocking, Global => null, Use_Formal => null,
    Post => Root'Result /= No_Element and then
    not Has_Element (Container, Root'Result);
22/5

function Meaningful_For (Container : Tree; Position : Cursor)
return Boolean is
(Position = No_Element or else
    Is_Root (Container, Position) or else
    Has_Element (Container, Position))
with Nonblocking, Global => null, Use_Formal => null;
22.1/5

procedure Clear (Container : in out Tree)
with Pre => not Tampering_With_Cursors_Prohibited (Container)
    or else raise Program_Error,
    Post => Node_Count (Container) = 1;
23/5

```

```

24/5 function Element (Position : Cursor) return Element_Type
      with Pre => (Position /= No_Element or else
                  raise Constraint_Error) and then
                  (Has_Element (Position) or else raise Program_Error),
      Nonblocking, Global => in all, Use_Formal => Element_Type;
24.1/5 function Element (Container : Tree;
                       Position : Cursor) return Element_Type
      with Pre => (Position /= No_Element or else
                  raise Constraint_Error) and then
                  (Has_Element (Container, Position)
                   or else raise Program_Error),
      Nonblocking, Global => null, Use_Formal => Element_Type;
25/5 procedure Replace_Element (Container : in out Tree;
                              Position : in Cursor;
                              New_item : in Element_Type)
      with Pre => (not Tampering_With_Elements_Prohibited (Container)
                  or else raise Program_Error) and then
                  (Position /= No_Element
                   or else raise Constraint_Error) and then
                  (Has_Element (Container, Position)
                   or else raise Program_Error);
26/5 procedure Query_Element
      (Position : in Cursor;
       Process : not null access procedure (Element : in Element_Type))
      with Pre => (Position /= No_Element
                  or else raise Constraint_Error) and then
                  (Has_Element (Position) or else raise Program_Error),
      Global => in all;
26.1/5 procedure Query_Element
      (Container : in Tree;
       Position : in Cursor;
       Process : not null access procedure (Element : in Element_Type))
      with Pre => (Position /= No_Element
                  or else raise Constraint_Error) and then
                  (Has_Element (Container, Position)
                   or else raise Program_Error);
27/5 procedure Update_Element
      (Container : in out Tree;
       Position : in Cursor;
       Process : not null access procedure
              (Element : in out Element_Type))
      with Pre => (Position /= No_Element
                  or else raise Constraint_Error) and then
                  (Has_Element (Container, Position)
                   or else raise Program_Error);
28/5 type Constant_Reference_Type
      (Element : not null access constant Element_Type) is private
      with Implicit_Dereference => Element,
      Nonblocking, Global => in out synchronized,
      Default_Initial_Condition => (raise Program_Error);
29/5 type Reference_Type (Element : not null access Element_Type) is private
      with Implicit_Dereference => Element,
      Nonblocking, Global => in out synchronized,
      Default_Initial_Condition => (raise Program_Error);
30/5 function Constant_Reference (Container : aliased in Tree;
                              Position : in Cursor)
      return Constant_Reference_Type
      with Pre => (Position /= No_Element
                  or else raise Constraint_Error) and then
                  (Has_Element (Container, Position)
                   or else raise Program_Error),
      Post => Tampering_With_Cursors_Prohibited (Container),
      Nonblocking, Global => null, Use_Formal => null;

```

```

function Reference (Container : aliased in out Tree;
                    Position  : in Cursor)
    return Reference_Type
    with Pre => (Position /= No_Element
                or else raise Constraint_Error) and then
                (Has_Element (Container, Position)
                 or else raise Program_Error),
        Post => Tampering_With_Cursors_Prohibited (Container),
        Nonblocking, Global => null, Use_Formal => null;
31/5

procedure Assign (Target : in out Tree; Source : in Tree)
    with Pre => not Tampering_With_Cursors_Prohibited (Target)
                or else raise Program_Error,
        Post => Node_Count (Source) = Node_Count (Target);
32/5

function Copy (Source : Tree) return Tree
    with Post =>
        Node_Count (Copy'Result) = Node_Count (Source) and then
        not Tampering_With_Elements_Prohibited (Copy'Result) and then
        not Tampering_With_Cursors_Prohibited (Copy'Result);
33/5

procedure Move (Target : in out Tree;
                Source : in out Tree)
    with Pre => (not Tampering_With_Cursors_Prohibited (Target)
                or else raise Program_Error) and then
                (not Tampering_With_Cursors_Prohibited (Source)
                 or else raise Program_Error),
        Post => (if not Target'Has_Same_Storage (Source) then
                Node_Count (Target) = Node_Count (Source'Old) and then
                Node_Count (Source) = 1);
34/5

procedure Delete_Leaf (Container : in out Tree;
                       Position  : in out Cursor)
    with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error) and then
                (Position /= No_Element
                 or else raise Constraint_Error) and then
                (Has_Element (Container, Position)
                 or else raise Program_Error) and then
                (Is_Leaf (Container, Position)
                 or else raise Constraint_Error),
        Post =>
            Node_Count (Container)'Old = Node_Count (Container)+1 and then
            Position = No_Element;
35/5

procedure Delete_Subtree (Container : in out Tree;
                           Position  : in out Cursor)
    with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error) and then
                (Position /= No_Element
                 or else raise Constraint_Error) and then
                (Has_Element (Container, Position)
                 or else raise Program_Error),
        Post => Node_Count (Container)'Old = Node_Count (Container) +
                Subtree_Node_Count (Container, Position)'Old and then
                Position = No_Element;
36/5

procedure Swap (Container : in out Tree;
                 I, J      : in Cursor)
    with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                or else raise Program_Error) and then
                (I /= No_Element or else Constraint_Error) and then
                (J /= No_Element or else Constraint_Error) and then
                (Has_Element (Container, I)
                 or else raise Program_Error) and then
                (Has_Element (Container, J)
                 or else raise Program_Error);
37/5

```

```

38/5     function Find (Container : Tree;
                    Item       : Element_Type)
        return Cursor
        with Post => (if Find'Result /= No_Element
                    then Has_Element (Container, Find'Result));
39/5     function Find_In_Subtree (Position : Cursor;
                    Item       : Element_Type)
        return Cursor
        with Pre  => Position /= No_Element or else raise Constraint_Error,
             Post => (if Find_In_Subtree'Result = No_Element
                    then Has_Element (Find_In_Subtree'Result)),
             Global => in all;
39.1/5   function Find_In_Subtree (Container : Tree;
                    Position : Cursor;
                    Item     : Element_Type)
        return Cursor
        with Pre  => (Position /= No_Element
                    or else raise Constraint_Error) and then
             (Meaningful_For (Container, Position)
             or else raise Program_Error),
             Post => (if Find_In_Subtree'Result /= No_Element
                    then Has_Element (Container, Find_In_Subtree'Result));
40/5     function Ancestor_Find (Position : Cursor;
                    Item       : Element_Type)
        return Cursor
        with Pre  => Position /= No_Element or else raise Constraint_Error,
             Post => (if Ancestor_Find'Result = No_Element
                    then Has_Element (Ancestor_Find'Result)),
             Global => in all;
40.1/5   function Ancestor_Find (Container : Tree;
                    Position : Cursor;
                    Item     : Element_Type)
        return Cursor
        with Pre  => (Position /= No_Element
                    or else raise Constraint_Error) and then
             (Meaningful_For (Container, Position)
             or else raise Program_Error),
             Post => (if Ancestor_Find'Result = No_Element
                    then Has_Element (Container, Ancestor_Find'Result));
41/3     function Contains (Container : Tree;
                    Item       : Element_Type) return Boolean;
42/5     procedure Iterate
        (Container : in Tree;
         Process   : not null access procedure (Position : in Cursor))
        with Allows_Exit;
43/5     procedure Iterate_Subtree
        (Position : in Cursor;
         Process   : not null access procedure (Position : in Cursor))
        with Allows_Exit,
             Pre  => Position /= No_Element or else raise Constraint_Error,
             Global => in all;
43.1/5   procedure Iterate_Subtree
        (Container : in Tree;
         Position : in Cursor;
         Process   : not null access procedure (Position : in Cursor))
        with Allows_Exit,
             Pre  => (Position /= No_Element
                    or else raise Constraint_Error) and then
             (Meaningful_For (Container, Position)
             or else raise Program_Error);
44/5     function Iterate (Container : in Tree)
        return Tree_Iterator_Interfaces.Parallel_Iterator'Class
        with Post => Tampering_With_Cursors_Prohibited (Container);

```

```

function Iterate_Subtree (Position : in Cursor)
  return Tree_Iterator_Interfaces.Parallel_Iterator'Class
with Pre => Position /= No_Element or else raise Constraint_Error,
  Global => in all;
45/5

function Iterate_Subtree (Container : in Tree; Position : in Cursor)
  return Tree_Iterator_Interfaces.Parallel_Iterator'Class
with Pre => (Position /= No_Element
  or else raise Constraint_Error) and then
  (Meaningful_For (Container, Position)
  or else raise Program_Error),
  Post => Tampering_With_Cursors_Prohibited (Container);
45.1/5

function Child_Count (Parent : Cursor) return Count_Type
with Post => (if Parent = No_Element then Child_Count'Result = 0),
  Nonblocking, Global => in all, Use_Formal => null;
46/5

function Child_Count (Container : Tree; Parent : Cursor)
  return Count_Type
with Pre => Meaningful_For (Container, Parent)
  or else raise Program_Error,
  Post => (if Parent = No_Element then Child_Count'Result = 0),
  Nonblocking, Global => null, Use_Formal => null;
46.1/5

function Child_Depth (Parent, Child : Cursor) return Count_Type
with Pre => (Parent = No_Element and then Child = No_Element)
  or else raise Constraint_Error,
  Nonblocking, Global => in all, Use_Formal => null;
47/5

function Child_Depth (Container : Tree; Parent, Child : Cursor)
  return Count_Type
with Pre => ((Parent = No_Element and then Child = No_Element)
  or else raise Constraint_Error) and then
  (Meaningful_For (Container, Parent)
  or else raise Program_Error) and then
  (Meaningful_For (Container, Child)
  or else raise Program_Error),
  Nonblocking, Global => null, Use_Formal => null;
47.1/5

procedure Insert_Child (Container : in out Tree;
  Parent : in Cursor;
  Before : in Cursor;
  New_Item : in Element_Type;
  Count : in Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
  or else raise Program_Error) and then
  (Parent /= No_Element
  or else raise Constraint_Error) and then
  (Meaningful_For (Container, Parent)
  or else raise Program_Error) and then
  (Meaningful_For (Container, Before)
  or else raise Program_Error) and then
  (Before = No_Element or else
  Container.Parent (Before) = Parent
  or else raise Constraint_Error),
  Post => Node_Count (Container) =
  Node_Count (Container)'Old + Count;
48/5

```

```

49/5     procedure Insert_Child (Container : in out Tree;
           Parent      : in      Cursor;
           Before     : in      Cursor;
           New_Item   : in      Element_Type;
           Position   : out     Cursor;
           Count      : in      Count_Type := 1)
       with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                   or else raise Program_Error) and then
           (Parent /= No_Element
            or else raise Constraint_Error) and then
           (Meaningful_For (Container, Parent)
            or else raise Program_Error) and then
           (Meaningful_For (Container, Before)
            or else raise Program_Error) and then
           (Before = No_Element or else
            Container.Parent (Before) = Parent
            or else raise Constraint_Error),
       Post => (Node_Count (Container) =
               Node_Count (Container)'Old + Count) and then
               Has_Element (Container, Position);

50/5     procedure Insert_Child (Container : in out Tree;
           Parent      : in      Cursor;
           Before     : in      Cursor;
           Position   : out     Cursor;
           Count      : in      Count_Type := 1)
       with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                   or else raise Program_Error) and then
           (Parent /= No_Element
            or else raise Constraint_Error) and then
           (Meaningful_For (Container, Parent)
            or else raise Program_Error) and then
           (Meaningful_For (Container, Before)
            or else raise Program_Error) and then
           (Before = No_Element or else
            Container.Parent (Before) = Parent
            or else raise Constraint_Error),
       Post => (Node_Count (Container) =
               Node_Count (Container)'Old + Count) and then
               Has_Element (Container, Position);

51/5     procedure Prepend_Child (Container : in out Tree;
           Parent      : in      Cursor;
           New_Item   : in      Element_Type;
           Count      : in      Count_Type := 1)
       with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                   or else raise Program_Error) and then
           (Parent /= No_Element
            or else raise Constraint_Error) and then
           (Meaningful_For (Container, Parent)
            or else raise Program_Error),
       Post => Node_Count (Container) =
               Node_Count (Container)'Old + Count;

52/5     procedure Append_Child (Container : in out Tree;
           Parent      : in      Cursor;
           New_Item   : in      Element_Type;
           Count      : in      Count_Type := 1)
       with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                   or else raise Program_Error) and then
           (Parent /= No_Element
            or else raise Constraint_Error) and then
           (Meaningful_For (Container, Parent)
            or else raise Program_Error),
       Post => Node_Count (Container) =
               Node_Count (Container)'Old + Count;

```



```

procedure Delete_Children (Container : in out Tree;
                           Parent   : in   Cursor)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
    (Parent /= No_Element
     or else raise Constraint_Error) and then
    (Meaningful_For (Container, Parent)
     or else raise Program_Error),
    Post => (Node_Count (Container) = Node_Count (Container)'Old -
            Child_Count (Container, Parent)'Old) and then
    Child_Count (Container, Parent) = 0;

procedure Copy_Subtree (Target   : in out Tree;
                        Parent   : in   Cursor;
                        Before    : in   Cursor;
                        Source    : in   Cursor)
with Pre => (not Tampering_With_Cursors_Prohibited (Target)
             or else raise Program_Error) and then
    (Parent /= No_Element
     or else raise Constraint_Error) and then
    (Meaningful_For (Target, Parent)
     or else raise Program_Error) and then
    (Meaningful_For (Target, Before)
     or else raise Program_Error) and then
    (Before = No_Element or else
     Target.Parent (Before) = Parent
     or else raise Constraint_Error) and then
    (not Is_Root (Source)
     or else raise Constraint_Error),
    Post => Node_Count (Target) =
    Node_Count (Target)'Old + Subtree_Node_Count (Source),
    Global => in all;

procedure Copy_Local_Subtree (Target   : in out Tree;
                              Parent   : in   Cursor;
                              Before    : in   Cursor;
                              Source    : in   Cursor)
with Pre => (not Tampering_With_Cursors_Prohibited (Target)
             or else raise Program_Error) and then
    (Parent /= No_Element
     or else raise Constraint_Error) and then
    (Meaningful_For (Target, Parent)
     or else raise Program_Error) and then
    (Meaningful_For (Target, Before)
     or else raise Program_Error) and then
    (Before = No_Element or else
     Target.Parent (Before) = Parent
     or else raise Constraint_Error) and then
    (Meaningful_For (Target, Source)
     or else raise Program_Error) and then
    (not Is_Root (Source)
     or else raise Constraint_Error),
    Post => Node_Count (Target) = Node_Count (Target)'Old +
    Subtree_Node_Count (Target, Source);

```

53/5

54/5

54.1/5

54.2/5

```

procedure Copy_Subtree (Target   : in out Tree;
                        Parent   : in     Cursor;
                        Before    : in     Cursor;
                        Source    : in     Tree;
                        Subtree   : in     Cursor)
with Pre => (not Tampering_With_Cursors_Prohibited (Target)
             or else raise Program_Error) and then
  (Parent /= No_Element
   or else raise Constraint_Error) and then
  (Meaningful_For (Target, Parent)
   or else raise Program_Error) and then
  (Meaningful_For (Target, Before)
   or else raise Program_Error) and then
  (Before = No_Element or else
   Target.Parent (Before) = Parent
   or else raise Constraint_Error) and then
  (Meaningful_For (Source, Subtree)
   or else raise Program_Error) and then
  (not Is_Root (Source, Subtree)
   or else raise Constraint_Error),
  Post => Node_Count (Target) = Node_Count (Target)'Old +
         Subtree_Node_Count (Source, Subtree);

```

55/5

```

procedure Splice_Subtree (Target   : in out Tree;
                          Parent   : in     Cursor;
                          Before    : in     Cursor;
                          Source    : in out Tree;
                          Position  : in out Cursor)
with Pre => (not Tampering_With_Cursors_Prohibited (Target)
             or else raise Program_Error) and then
  (not Tampering_With_Cursors_Prohibited (Source)
   or else raise Program_Error) and then
  (Parent /= No_Element
   or else raise Constraint_Error) and then
  (Meaningful_For (Target, Parent)
   or else raise Program_Error) and then
  (Meaningful_For (Target, Before)
   or else raise Program_Error) and then
  (Before = No_Element or else
   Target.Parent (Before) /= Parent
   or else raise Constraint_Error) and then
  (Position /= No_Element
   or else raise Constraint_Error) and then
  (Has_Element (Source, Position)
   or else raise Program_Error) and then
  (Target'Has_Same_Storage (Source) or else
   Position = Before or else
   Is_Ancessor_Of (Target, Position, Parent)
   or else raise Constraint_Error),
  Post => (declare
          Org_Sub_Count renames
            Subtree_Node_Count (Source, Position)'Old;
          Org_Target_Count renames Node_Count (Target)'Old;
begin
    (if not Target'Has_Same_Storage (Source) then
     Node_Count (Target) = Org_Target_Count +
       Org_Sub_Count and then
     Node_Count (Source) = Node_Count (Source)'Old -
       Org_Sub_Count and then
     Has_Element (Target, Position)
    else
     Target.Parent (Position) = Parent and then
     Node_Count (Target) = Org_Target_Count));

```

```

procedure Splice_Subtree (Container: in out Tree;
                          Parent   : in      Cursor;
                          Before   : in      Cursor;
                          Position  : in      Cursor)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Parent /= No_Element
             or else raise Constraint_Error) and then
             (Meaningful_For (Container, Parent)
             or else raise Program_Error) and then
             (Meaningful_For (Container, Before)
             or else raise Program_Error) and then
             (Before = No_Element or else
             Container.Parent (Before) /= Parent
             or else raise Constraint_Error) and then
             (Position /= No_Element
             or else raise Constraint_Error) and then
             (Has_Element (Container, Position)
             or else raise Program_Error) and then
             (Position = Before or else
             Is_Ancessor_Of (Container, Position, Parent)
             or else raise Constraint_Error),
  Post => (Node_Count (Container) =
          Node_Count (Container)'Old and then
          Container.Parent (Position) = Parent);

```

```

procedure Splice_Children (Target      : in out Tree;
                            Target_Parent : in      Cursor;
                            Before        : in      Cursor;
                            Source        : in out Tree;
                            Source_Parent  : in      Cursor)
with Pre => (not Tampering_With_Cursors_Prohibited (Target)
             or else raise Program_Error) and then
             (not Tampering_With_Cursors_Prohibited (Source)
             or else raise Program_Error) and then
             (Target_Parent /= No_Element
             or else raise Constraint_Error) and then
             (Meaningful_For (Target, Target_Parent)
             or else raise Program_Error) and then
             (Meaningful_For (Target, Before)
             or else raise Program_Error) and then
             (Source_Parent /= No_Element
             or else raise Constraint_Error) and then
             (Meaningful_For (Source, Source_Parent)
             or else raise Program_Error) and then
             (Before = No_Element or else
             Parent (Target, Before) /= Target_Parent
             or else raise Constraint_Error) and then
             (Target'Has_Same_Storage (Source) or else
             Target_Parent = Source_Parent or else
             Is_Ancessor_Of (Target, Source_Parent, Target_Parent)
             or else raise Constraint_Error),
  Post => (declare
          Org_Child_Count renames
            Child_Count (Source, Source_Parent)'Old;
          Org_Target_Count renames Node_Count (Target)'Old;
begin
          (if not Target'Has_Same_Storage (Source) then
            Node_Count (Target) = Org_Target_Count +
              Org_Child_Count and then
            Node_Count (Source) = Node_Count (Source)'Old -
              Org_Child_Count
          else
            Node_Count (Target) = Org_Target_Count));

```

```

58/5      procedure Splice_Children (Container      : in out Tree;
                                   Target_Parent : in   Cursor;
                                   Before        : in   Cursor;
                                   Source_Parent : in   Cursor)
      with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                  or else raise Program_Error) and then
      (Target_Parent /= No_Element
       or else raise Constraint_Error) and then
      (Meaningful_For (Container, Target_Parent)
       or else raise Program_Error) and then
      (Meaningful_For (Container, Before)
       or else raise Program_Error) and then
      (Source_Parent /= No_Element
       or else raise Constraint_Error) and then
      (Meaningful_For (Container, Source_Parent)
       or else raise Program_Error) and then
      (Before = No_Element or else
       Parent (Container, Before) /= Target_Parent
       or else raise Constraint_Error) and then
      (Target_Parent = Source_Parent or else
       Is_Ancessor_Of (Container, Source_Parent, Target_Parent)
       or else raise Constraint_Error);
      Post => Node_Count (Container) = Node_Count (Container)'Old;

59/5      function Parent (Position : Cursor) return Cursor
      with Nonblocking, Global => in all, Use_Formal => null,
      Post => (if Position = No_Element or else
              Is_Root (Position) then Parent'Result = No_Element);

59.1/5    function Parent (Container : Tree;
                           Position : Cursor) return Cursor
      with Nonblocking, Global => null, Use_Formal => null,
      Pre  => Meaningful_For (Container, Position)
              or else raise Program_Error,
      Post => (if Position = No_Element or else
              Is_Root (Container, Position)
              then Parent'Result = No_Element
              else Has_Element (Container, Parent'Result));

60/5      function First_Child (Parent : Cursor) return Cursor
      with Nonblocking, Global => in all, Use_Formal => null,
      Pre  => Parent /= No_Element or else raise Constraint_Error;

60.1/5    function First_Child (Container : Tree;
                                 Parent   : Cursor) return Cursor
      with Nonblocking, Global => null, Use_Formal => null,
      Pre  => (Parent /= No_Element
              or else raise Constraint_Error) and then
      (Meaningful_For (Container, Parent)
       or else raise Program_Error),
      Post => First_Child'Result = No_Element or else
              Has_Element (Container, First_Child'Result);

61/5      function First_Child_Element (Parent : Cursor) return Element_Type
      with Nonblocking, Global => in all, Use_Formal => Element_Type,
      Pre  => (Parent /= No_Element and then
              Last_Child (Parent) /= No_Element)
              or else raise Constraint_Error;

61.1/5    function First_Child_Element (Container : Tree;
   Parent   : Cursor) return Element_Type
      with Nonblocking, Global => null, Use_Formal => Element_Type,
      Pre  => (Parent /= No_Element
              or else raise Constraint_Error) and then
      (Meaningful_For (Container, Parent)
       or else raise Program_Error) and then
      (First_Child (Container, Parent) /= No_Element
       or else raise Constraint_Error);

```

```

function Last_Child (Parent : Cursor) return Cursor 62/5
  with Nonblocking, Global => in all, Use_Formal => null,
  Pre => Parent /= No_Element or else raise Constraint_Error;

function Last_Child (Container : Tree; 62.1/5
  Parent : Cursor) return Cursor
  with Nonblocking, Global => null, Use_Formal => null,
  Pre => (Parent /= No_Element
  or else raise Constraint_Error) and then
    (Meaningful_For (Container, Parent)
  or else raise Program_Error),
  Post => Last_Child'Result = No_Element or else
    Has_Element (Container, Last_Child'Result);

function Last_Child_Element (Parent : Cursor) return Element_Type 63/5
  with Nonblocking, Global => in all, Use_Formal => Element_Type,
  Pre => (Parent /= No_Element and then
    Last_Child (Parent) /= No_Element)
  or else raise Constraint_Error;

function Last_Child_Element (Container : Tree; 63.1/5
  Parent : Cursor) return Element_Type
  with Nonblocking, Global => null, Use_Formal => Element_Type,
  Pre => (Parent /= No_Element
  or else raise Constraint_Error) and then
    (Meaningful_For (Container, Parent)
  or else raise Program_Error) and then
    (Last_Child (Container, Parent) /= No_Element
  or else raise Constraint_Error);

function Next_Sibling (Position : Cursor) return Cursor 64/5
  with Nonblocking, Global => in all, Use_Formal => null,
  Post => (if Position = No_Element
  then Next_Sibling'Result = No_Element);

function Next_Sibling (Container : Tree; 64.1/5
  Position : Cursor) return Cursor
  with Nonblocking, Global => null, Use_Formal => null,
  Pre => Meaningful_For (Container, Position)
  or else raise Program_Error,
  Post => (if Next_Sibling'Result = No_Element then
    Position = No_Element or else
    Is_Root (Container, Position) or else
    Last_Child (Container, Parent (Container, Position))
    = Position
  else Has_Element (Container, Next_Sibling'Result));

procedure Next_Sibling (Position : in out Cursor) 65/5
  with Nonblocking, Global => in all, Use_Formal => null;

procedure Next_Sibling (Container : in Tree; 65.1/5
  Position : in out Cursor)
  with Nonblocking, Global => null, Use_Formal => null,
  Pre => Meaningful_For (Container, Position)
  or else raise Program_Error,
  Post => (if Position /= No_Element
  then Has_Element (Container, Position));

function Previous_Sibling (Position : Cursor) return Cursor 66/5
  with Nonblocking, Global => in all, Use_Formal => null,
  Post => (if Position = No_Element
  then Previous_Sibling'Result = No_Element);

```

```

66.1/5     function Previous_Sibling (Container : Tree;
                                Position  : Cursor) return Cursor
        with Nonblocking, Global => null, Use_Formal => null,
             Pre => Meaningful_For (Container, Position)
                or else raise Program_Error,
             Post => (if Previous_Sibling'Result = No_Element then
                    Position = No_Element or else
                    Is_Root (Container, Position) or else
                    First_Child (Container, Parent (Container, Position))
                        = Position
                    else Has_Element (Container, Previous_Sibling'Result));

67/5     procedure Previous_Sibling (Position : in out Cursor)
        with Nonblocking, Global => in all, Use_Formal => null;

67.1/5     procedure Previous_Sibling (Container : in      Tree;
                                Position  : in out Cursor)
        with Nonblocking, Global => null, Use_Formal => null,
             Pre => Meaningful_For (Container, Position)
                or else raise Program_Error,
             Post => (if Position /= No_Element
                    then Has_Element (Container, Position));

68/5     procedure Iterate_Children
        (Parent : in Cursor;
         Process : not null access procedure (Position : in Cursor))
        with Allows_Exit,
             Pre => Parent /= No_Element or else raise Constraint_Error,
             Global => in all, Use_Formal => null;

68.1/5     procedure Iterate_Children
        (Container : in Tree;
         Parent    : in Cursor;
         Process   : not null access procedure (Position : in Cursor))
        with Allows_Exit,
             Pre => (Parent /= No_Element
                    or else raise Constraint_Error) and then
                    (Meaningful_For (Container, Parent)
                     or else raise Program_Error);

69/5     procedure Reverse_Iterate_Children
        (Parent : in Cursor;
         Process : not null access procedure (Position : in Cursor))
        with Allows_Exit,
             Pre => Parent /= No_Element or else raise Constraint_Error,
             Global => in all, Use_Formal => null;

69.1/5     procedure Reverse_Iterate_Children
        (Container : in Tree;
         Parent    : in Cursor;
         Process   : not null access procedure (Position : in Cursor))
        with Allows_Exit,
             Pre => (Parent /= No_Element
                    or else raise Constraint_Error) and then
                    (Meaningful_For (Container, Parent)
                     or else raise Program_Error);

70/5     function Iterate_Children (Container : in Tree; Parent : in Cursor)
        return Tree_Iterator_Interfaces.Parallel_Reversible_Iterator'Class
        with Pre => (Parent /= No_Element
                    or else raise Constraint_Error) and then
                    (Meaningful_For (Container, Parent)
                     or else raise Program_Error),
             Post => Tampering_With_Cursors_Prohibited (Container);

70.1/5     package Stable is

```

```

type Tree (Base : not null access Multiway_Trees.Tree) is 70.2/5
  tagged limited private
  with Constant_Indexing => Constant_Reference,
        Variable_Indexing => Reference,
        Default_Iterator  => Iterate,
        Iterator_Element  => Element_Type,
        Stable_Properties => (Node_Count),
        Global_Properties  => null,
        Default_Initial_Condition => Node_Count (Tree) = 1,
        Preelaborable_Initialization;

type Cursor is private 70.3/5
  with Preelaborable_Initialization;

Empty_Tree : constant Tree; 70.4/5
No_Element : constant Cursor; 70.5/5

function Has_Element (Position : Cursor) return Boolean 70.6/5
  with Nonblocking, Global => in all, Use_Formal => null;

package Tree_Iterator_Interfaces is new 70.7/5
  Ada.Iterator_Interfaces (Cursor, Has_Element);

procedure Assign (Target : in out Multiway_Trees.Tree; 70.8/5
                 Source : in Tree)
  with Post => Node_Count (Source) = Node_Count (Target);

function Copy (Source : Multiway_Trees.Tree) return Tree 70.9/5
  with Post => Node_Count (Copy'Result) = Node_Count (Source);

type Constant_Reference_Type 70.10/5
  (Element : not null access constant Element_Type) is private
  with Implicit_Dereference => Element,
        Nonblocking, Global => null,
        Default_Initial_Condition => (raise Program_Error);

type Reference_Type 70.11/5
  (Element : not null access Element_Type) is private
  with Implicit_Dereference => Element,
        Nonblocking, Global => null,
        Default_Initial_Condition => (raise Program_Error);

-- Additional subprograms as described in the text 70.12/5
-- are declared here.

private 70.13/5
  ... -- not specified by the language 70.14/5
end Stable; 70.15/5

private 71/3
  ... -- not specified by the language
end Ada.Containers.Multiway_Trees;

```

The actual function for the generic formal function "=" on Element\_Type values is expected to define a reflexive and symmetric relationship and return the same result value each time it is called with a particular pair of values. If it behaves in some other manner, the functions Find, Reverse\_Find, Equal\_Subtree, and "=" on tree values return an unspecified value. The exact arguments and number of calls of this generic formal function by the functions Find, Reverse\_Find, Equal\_Subtree, and "=" on tree values are unspecified. 72/3

The type Tree is used to represent trees. The type Tree needs finalization (see 7.6). 73/3

Empty\_Tree represents the empty Tree object. It contains only the root node (Node\_Count (Empty\_Tree) returns 1). If an object of type Tree is not otherwise initialized, it is initialized to the same value as Empty\_Tree. 74/3

No\_Element represents a cursor that designates no element. If an object of type Cursor is not otherwise initialized, it is initialized to the same value as No\_Element. 75/3

- 76/5 | The primitive "=" operator for type `Cursor` returns `True` if both cursors are `No_Element`, or designate the same element in the same container.
- 77/3 | Execution of the default implementation of the `Input`, `Output`, `Read`, or `Write` attribute of type `Cursor` raises `Program_Error`.
- 78/5 | `Tree'Write` for a `Tree` object  $T$  writes `Node_Count(T) - 1` elements of the tree to the stream. It may also write additional information about the tree.
- 79/3 | `Tree'Read` reads the representation of a tree from the stream, and assigns to `Item` a tree with the same elements and structure as was written by `Tree'Write`.
- 80/5 | Some operations check for “tampering with cursors” of a container because they depend on the set of elements of the container remaining constant, and others check for “tampering with elements” of a container because they depend on elements of the container not being replaced. When tampering with cursors is *prohibited* for a particular tree object  $T$ , `Program_Error` is propagated by the finalization of  $T$ , as well as by a call that passes  $T$  to certain of the operations of this package, as indicated by the precondition of such an operation. Similarly, when tampering with elements is *prohibited* for  $T$ , `Program_Error` is propagated by a call that passes  $T$  to certain of the other operations of this package, as indicated by the precondition of such an operation.

*Paragraphs 81 through 90 are removed as preconditions now describe these rules.*

- 81/5
- 82/5 •
- 83/5 •
- 84/5 •
- 85/5 •
- 86/5 •
- 87/5
- 88/5 •
- 89/5 •
- 90/5
- 91/5 **function** `Has_Element` (`Position` : `Cursor`) **return** `Boolean`  
**with** `Nonblocking`, `Global => in all`, `Use_Formal => null`;
- 92/3 Returns `True` if `Position` designates an element, and returns `False` otherwise. In particular, `Has_Element` returns `False` if the cursor designates a root node or equals `No_Element`.
- 92.1/5 **function** `Has_Element` (`Container` : `Tree`; `Position` : `Cursor`)  
**return** `Boolean`  
**with** `Nonblocking`, `Global => null`, `Use_Formal => null`;
- 92.2/5 Returns `True` if `Position` designates an element in `Container`, and returns `False` otherwise. In particular, `Has_Element` returns `False` if the cursor designates a root node or equals `No_Element`.
- 93/3 **function** `Equal_Subtree` (`Left_Position` : `Cursor`;  
`Right_Position` : `Cursor`) **return** `Boolean`;
- 94/3 If `Left_Position` or `Right_Position` equals `No_Element`, propagates `Constraint_Error`. If the number of child nodes of the element designated by `Left_Position` is different from the number of child nodes of the element designated by `Right_Position`, the function returns `False`. If



Left\_Position designates a root node and Right\_Position does not, the function returns False. If Right\_Position designates a root node and Left\_Position does not, the function returns False. Unless both cursors designate a root node, the elements are compared using the generic formal equality operator. If the result of the element comparison is False, the function returns False. Otherwise, it calls Equal\_Subtree on a cursor designating each child element of the element designated by Left\_Position and a cursor designating the corresponding child element of the element designated by Right\_Position. If any such call returns False, the function returns False; otherwise, it returns True. Any exception raised during the evaluation of element equality is propagated.

|                                                                                                                                                                                                                                                                                |        |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| <b>function</b> "=" (Left, Right : Tree) <b>return</b> Boolean;                                                                                                                                                                                                                | 95/3   |
| If Left and Right denote the same tree object, then the function returns True. Otherwise, it calls Equal_Subtree with cursors designating the root nodes of Left and Right; the result is returned. Any exception raised during the evaluation of Equal_Subtree is propagated. | 96/3   |
| <b>function</b> Tampering_With_Cursors_Prohibited<br>(Container : Tree) <b>return</b> Boolean<br><b>with</b> Nonblocking, Global => null, Use_Formal => null;                                                                                                                  | 96.1/5 |
| Returns True if tampering with cursors or tampering with elements is currently prohibited for Container, and returns False otherwise.                                                                                                                                          | 96.2/5 |
| <b>function</b> Tampering_With_Elements_Prohibited<br>(Container : Tree) <b>return</b> Boolean<br><b>with</b> Nonblocking, Global => null, Use_Formal => null;                                                                                                                 | 96.3/5 |
| Always returns False, regardless of whether tampering with elements is prohibited.                                                                                                                                                                                             | 96.4/5 |
| <b>function</b> Is_Empty (Container : Tree) <b>return</b> Boolean<br><b>with</b> Nonblocking, Global => null, Use_Formal => null,<br>Post => Is_Empty'Result = (Node_Count (Container) = 1);                                                                                   | 96.5/5 |
| Returns True if Container is empty.                                                                                                                                                                                                                                            | 96.6/5 |
| <b>function</b> Node_Count (Container : Tree) <b>return</b> Count_Type<br><b>with</b> Nonblocking, Global => null, Use_Formal => null;                                                                                                                                         | 97/5   |
| Node_Count returns the number of nodes in Container.                                                                                                                                                                                                                           | 98/3   |
| <b>function</b> Subtree_Node_Count (Position : Cursor) <b>return</b> Count_Type<br><b>with</b> Nonblocking, Global => in all, Use_Formal => null;                                                                                                                              | 99/5   |
| If Position is No_Element, Subtree_Node_Count returns 0; otherwise, Subtree_Node_Count returns the number of nodes in the subtree that is rooted by Position.                                                                                                                  | 100/3  |
| <b>function</b> Subtree_Node_Count (Container : Tree; Position : Cursor)<br><b>return</b> Count_Type<br><b>with</b> Pre => Meaningful_For (Container, Position)<br><b>or else raise</b> Program_Error,<br>Nonblocking, Global => null, Use_Formal => null;                     | 101/5  |
| If Position is No_Element, Subtree_Node_Count returns 0; otherwise, Subtree_Node_Count returns the number of nodes in the subtree of Container that is rooted by Position.                                                                                                     | 102/5  |
| <b>function</b> Depth (Position : Cursor) <b>return</b> Count_Type<br><b>with</b> Nonblocking, Global => in all, Use_Formal => null;                                                                                                                                           | 103/5  |
| If Position equals No_Element, Depth returns 0; otherwise, Depth returns the number of ancestor nodes of the node designated by Position (including the node itself).                                                                                                          | 104/3  |

```

104.1/3 function Depth (Container : Tree; Position : Cursor)
        return Count_Type
        with Pre => Meaningful_For (Container, Position)
            or else raise Program_Error,
            Nonblocking, Global => null, Use_Formal => null;
104.2/5     If Position equals No_Element, Depth returns 0; otherwise, Depth returns the number of ancestor
            nodes of the node of Container designated by Position (including the node itself).

105/5 function Is_Root (Position : Cursor) return Boolean
        with Nonblocking, Global => in all, Use_Formal => null;
106/3     Is_Root returns True if the Position designates the root node of some tree; and returns False
            otherwise.

106.1/3 function Is_Root (Container : Tree; Position : Cursor)
        return Boolean
        with Nonblocking, Global => null, Use_Formal => null;
106.2/5     Is_Root returns True if the Position designates the root node of Container; and returns False
            otherwise.

107/5 function Is_Leaf (Position : Cursor) return Boolean
        with Nonblocking, Global => in all, Use_Formal => null;
108/3     Is_Leaf returns True if Position designates a node that does not have any child nodes; and
            returns False otherwise.

108.1/3 function Is_Leaf (Container : Tree; Position : Cursor)
        return Boolean
        with Pre => Meaningful_For (Container, Position)
            or else raise Program_Error,
            Nonblocking, Global => null, Use_Formal => null;
108.2/5     Is_Leaf returns True if Position designates a node in Container that does not have any child
            nodes; and returns False otherwise.

108.3/5 function Is_Ancessor_Of (Container : Tree;
                            Parent   : Cursor;
                            Position : Cursor) return Boolean
        with Pre => (Meaningful_For (Container, Position)
            or else raise Program_Error) and then
            (Meaningful_For (Container, Parent)
            or else raise Program_Error),
            Nonblocking, Global => null, Use_Formal => null;
108.4/5     Is_Ancessor_Of returns True if Parent designates an ancestor node of Position (including
            Position itself), and returns False otherwise.

109/5 function Root (Container : Tree) return Cursor
        with Nonblocking, Global => null, Use_Formal => null,
            Post => Root'Result /= No_Element and then
            not Has_Element (Container, Root'Result);
110/3     Root returns a cursor that designates the root node of Container.

111/5 procedure Clear (Container : in out Tree)
        with Pre => not Tampering_With_Cursors_Prohibited (Container)
            or else raise Program_Error,
            Post => Node_Count (Container) = 1;
112/3     Removes all the elements from Container.

```

```
function Element (Position : Cursor) return Element_Type |113/5
with Pre => (Position /= No_Element or else
            raise Constraint_Error) and then
            (Has_Element (Position) or else raise Program_Error),
Nonblocking, Global => in all, Use_Formal => Element_Type;
```

Element returns the element designated by Position. |114/5

```
function Element (Container : Tree; |14.1/5
                 Position  : Cursor) return Element_Type
with Pre => (Position /= No_Element
            or else raise Constraint_Error) and then
            (Has_Element (Container, Position)
            or else raise Program_Error),
Nonblocking, Global => null, Use_Formal => Element_Type;
```

Element returns the element designated by Position in Container. |14.2/5

```
procedure Replace_Element (Container : in out Tree; |115/5
                          Position  : in   Cursor;
                          New_Item  : in   Element_Type)
with Pre => (not Tampering_With_Elements_Prohibited (Container)
            or else raise Program_Error) and then
            (Position /= No_Element
            or else raise Constraint_Error) and then
            (Has_Element (Container, Position)
            or else raise Program_Error);
```

Replace\_Element assigns the value New\_Item to the element designated by Position. For the |116/5  
purposes of determining whether the parameters overlap in a call to Replace\_Element, the  
Container parameter is not considered to overlap with any object (including itself).

```
procedure Query_Element |117/5
(Position : in Cursor;
 Process  : not null access procedure (Element : in Element_Type))
with Pre => (Position /= No_Element
            or else raise Constraint_Error) and then
            (Has_Element (Position)
            or else raise Program_Error),
Global => in all;
```

Query\_Element calls Process.all with the element designated by Position as the argument. |118/5  
Tampering with the elements of the tree that contains the element designated by Position is  
prohibited during the execution of the call on Process.all. Any exception raised by Process.all is  
propagated.

```
procedure Query_Element |18.1/5
(Container : in Tree;
 Position  : in Cursor;
 Process   : not null access procedure (Element : in Element_Type))
with Pre => (Position /= No_Element
            or else raise Constraint_Error) and then
            (Has_Element (Container, Position)
            or else raise Program_Error);
```

Query\_Element calls Process.all with the element designated by Position as the argument. |18.2/5  
Tampering with the elements of Container is prohibited during the execution of the call on  
Process.all. Any exception raised by Process.all is propagated.

- 119/5     **procedure** Update\_Element  
           (Container : **in out** Tree;  
           Position : **in**     Cursor;  
           Process : **not null access procedure**  
                     (Element : **in out** Element\_Type)  
           **with** Pre => (Position /= No\_Element  
                       **or else raise** Constraint\_Error) **and then**  
                       (Has\_Element (Container, Position)  
                       **or else raise** Program\_Error);
- 120/5     Update\_Element calls Process.all with the element designated by Position as the argument. Tampering with the elements of Container is prohibited during the execution of the call on Process.all. Any exception raised by Process.all is propagated.
- 121/3     If Element\_Type is unconstrained and definite, then the actual Element parameter of Process.all shall be unconstrained.
- 122/5     **type** Constant\_Reference\_Type  
           (Element : **not null access constant** Element\_Type) **is private**  
           **with** Implicit\_Dereference => Element,  
               Nonblocking, Global => **in out synchronized**,  
               Default\_Initial\_Condition => (**raise** Program\_Error);
- 123/5     **type** Reference\_Type (Element : **not null access** Element\_Type) **is private**  
           **with** Implicit\_Dereference => Element,  
               Nonblocking, Global => **in out synchronized**,  
               Default\_Initial\_Condition => (**raise** Program\_Error);
- 124/3     The types Constant\_Reference\_Type and Reference\_Type need finalization.
- 125/5     *This paragraph was deleted.*
- 126/5     **function** Constant\_Reference (Container : **aliased in** Tree;  
                                   Position : **in** Cursor)  
           **return** Constant\_Reference\_Type  
           **with** Pre => (Position /= No\_Element  
                       **or else raise** Constraint\_Error) **and then**  
                       (Has\_Element (Container, Position)  
                       **or else raise** Program\_Error),  
           Post => Tampering\_With\_Cursors\_Prohibited (Container),  
           Nonblocking, Global => **null**, Use\_Formal => **null**;
- 127/3     This function (combined with the Constant\_Indexing and Implicit\_Dereference aspects) provides a convenient way to gain read access to an individual element of a tree given a cursor.
- 128/5     Constant\_Reference returns an object whose discriminant is an access value that designates the element designated by Position. Tampering with the elements of Container is prohibited while the object returned by Constant\_Reference exists and has not been finalized.
- 129/5     **function** Reference (Container : **aliased in out** Tree;  
                            Position : **in** Cursor)  
           **return** Reference\_Type  
           **with** Pre => (Position /= No\_Element  
                       **or else raise** Constraint\_Error) **and then**  
                       (Has\_Element (Container, Position)  
                       **or else raise** Program\_Error),  
           Post => Tampering\_With\_Cursors\_Prohibited (Container),  
           Nonblocking, Global => **null**, Use\_Formal => **null**;
- 130/3     This function (combined with the Variable\_Indexing and Implicit\_Dereference aspects) provides a convenient way to gain read and write access to an individual element of a tree given a cursor.

Reference returns an object whose discriminant is an access value that designates the element designated by Position. Tampering with the elements of Container is prohibited while the object returned by Reference exists and has not been finalized. 131/5

```

procedure Assign (Target : in out Tree; Source : in Tree)
with Pre => not Tampering_With_Cursors_Prohibited (Target)
           or else raise Program_Error,
           Post => Node_Count (Source) = Node_Count (Target);
  
```

132/5

If Target denotes the same object as Source, the operation has no effect. Otherwise, the elements of Source are copied to Target as for an assignment\_statement assigning Source to Target. 133/3

```

function Copy (Source : Tree) return Tree
with Post =>
           Node_Count (Copy'Result) = Node_Count (Source) and then
           not Tampering_With_Elements_Prohibited (Copy'Result) and then
           not Tampering_With_Cursors_Prohibited (Copy'Result);
  
```

134/5

Returns a tree with the same structure as Source and whose elements are initialized from the corresponding elements of Source. 135/3

```

procedure Move (Target : in out Tree;
                Source : in out Tree)
with Pre => (not Tampering_With_Cursors_Prohibited (Target)
           or else raise Program_Error) and then
           (not Tampering_With_Cursors_Prohibited (Source)
           or else raise Program_Error),
           Post => (if not Target'Has_Same_Storage (Source) then
                 Node_Count (Target) = Node_Count (Source'Old) and then
                 Node_Count (Source) = 1);
  
```

136/5

If Target denotes the same object as Source, then the operation has no effect. Otherwise, Move first calls Clear (Target). Then, the nodes other than the root node in Source are moved to Target (in the same positions). After Move completes, Node\_Count (Target) is the number of nodes originally in Source, and Node\_Count (Source) is 1. 137/3

```

procedure Delete_Leaf (Container : in out Tree;
                       Position : in out Cursor)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
           or else raise Program_Error) and then
           (Position /= No_Element
           or else raise Constraint_Error) and then
           (Has_Element (Container, Position)
           or else raise Program_Error) and then
           (Is_Leaf (Container, Position)
           or else raise Constraint_Error),
           Post =>
                 Node_Count (Container)'Old = Node_Count (Container) + 1 and then
                 Position = No_Element;
  
```

138/5

Delete\_Leaf removes (from Container) the element designated by Position, and Position is set to No\_Element. 139/5

```

140/5  procedure Delete_Subtree (Container : in out Tree;
                               Position  : in out Cursor)
  with Pre => (not Tampering_With_Cursors_Prohibited (Container)
              or else raise Program_Error) and then
              (Position /= No_Element
              or else raise Constraint_Error) and then
              (Has_Element (Container, Position)
              or else raise Program_Error),
  Post => Node_Count (Container)'Old = Node_Count (Container) +
          Subtree_Node_Count (Container, Position)'Old and then
          Position = No_Element;

```

141/5 Delete\_Subtree removes (from Container) the subtree designated by Position (that is, all descendants of the node designated by Position including the node itself), and Position is set to No\_Element.

```

142/5  procedure Swap (Container : in out Tree;
                    I, J       : in      Cursor)
  with Pre => (not Tampering_With_Cursors_Prohibited (Container)
              or else raise Program_Error) and then
              (I /= No_Element or else Constraint_Error) and then
              (J /= No_Element or else Constraint_Error) and then
              (Has_Element (Container, I)
              or else raise Program_Error) and then
              (Has_Element (Container, J)
              or else raise Program_Error);

```

143/5 Swap exchanges the values of the elements designated by I and J.

```

144/5  function Find (Container : Tree;
                   Item       : Element_Type)
  return Cursor
  with Post => (if Find'Result /= No_Element
              then Has_Element (Container, Find'Result));

```

145/3 Find searches the elements of Container for an element equal to Item (using the generic formal equality operator). The search starts at the root node. The search traverses the tree in a depth-first order. If no equal element is found, then Find returns No\_Element. Otherwise, it returns a cursor designating the first equal element encountered.

```

146/5  function Find_In_Subtree (Position : Cursor;
                               Item      : Element_Type)
  return Cursor
  with Pre => Position /= No_Element or else raise Constraint_Error,
  Post => (if Find_In_Subtree'Result = No_Element
          then Has_Element (Find_In_Subtree'Result)),
  Global => in all;

```

147/5 Find\_In\_Subtree searches the subtree rooted by Position for an element equal to Item (using the generic formal equality operator). The search starts at the element designated by Position. The search traverses the subtree in a depth-first order. If no equal element is found, then Find returns No\_Element. Otherwise, it returns a cursor designating the first equal element encountered.

```
function Find_In_Subtree (Container : Tree;
                        Position  : Cursor;
                        Item      : Element_Type) 47.1/5
```

```

return Cursor
with Pre => (Position /= No_Element
            or else raise Constraint_Error) and then
            (Meaningful_For (Container, Position)
            or else raise Program_Error),
Post => (if Find_In_Subtree'Result = No_Element
        then Has_Element (Container, Find_In_Subtree'Result));
```

Find\_In\_Subtree searches the subtree of Container rooted by Position for an element equal to Item (using the generic formal equality operator). The search starts at the element designated by Position. The search traverses the subtree in a depth-first order. If no equal element is found, then Find returns No\_Element. Otherwise, it returns a cursor designating the first equal element encountered. 47.2/5

```
function Ancestor_Find (Position : Cursor;
                       Item      : Element_Type) 148/5
```

```

return Cursor
with Pre => Position /= No_Element or else raise Constraint_Error,
Post => (if Ancestor_Find'Result = No_Element
        then Has_Element (Container, Ancestor_Find'Result)),
Global => in all;
```

Ancestor\_Find searches for an element equal to Item (using the generic formal equality operator). The search starts at the node designated by Position, and checks each ancestor proceeding toward the root of the subtree. If no equal element is found, then Ancestor\_Find returns No\_Element. Otherwise, it returns a cursor designating the first equal element encountered. 149/5

```
function Ancestor_Find (Container : Tree;
                       Position  : Cursor;
                       Item      : Element_Type) 49.1/5
```

```

return Cursor
with Pre => (Position /= No_Element
            or else raise Constraint_Error) and then
            (Meaningful_For (Container, Position)
            or else raise Program_Error),
Post => (if Ancestor_Find'Result = No_Element
        then Has_Element (Container, Ancestor_Find'Result));
```

Ancestor\_Find searches for an element equal to Item (using the generic formal equality operator). The search starts at the node designated by Position in Container, and checks each ancestor proceeding toward the root of the subtree. If no equal element is found, then Ancestor\_Find returns No\_Element. Otherwise, it returns a cursor designating the first equal element encountered. 49.2/5

```
function Contains (Container : Tree;
                  Item      : Element_Type) return Boolean; 150/3
```

Equivalent to Find (Container, Item) /= No\_Element. 151/3

```
procedure Iterate
(Container : in Tree;
 Process  : not null access procedure (Position : in Cursor)) 152/5
with Allows_Exit;
```

Iterate calls Process.all with a cursor that designates each element in Container, starting from the root node and proceeding in a depth-first order. Tampering with the cursors of Container is prohibited during the execution of a call on Process.all. Any exception raised by Process.all is propagated. 153/4

```

154/5  procedure Iterate_Subtree
      (Position : in Cursor;
       Process  : not null access procedure (Position : in Cursor))
      with Allows_Exit,
           Pre  => Position /= No_Element or else raise Constraint_Error,
           Global => in all;

```

155/5 Iterate\_Subtree calls Process.all with a cursor that designates each element in the subtree rooted by the node designated by Position, starting from the node designated by Position and proceeding in a depth-first order. Tampering with the cursors of the tree that contains the element designated by Position is prohibited during the execution of a call on Process.all. Any exception raised by Process.all is propagated.

```

155.1/5 procedure Iterate_Subtree
      (Container : in Tree;
       Position  : in Cursor;
       Process   : not null access procedure (Position : in Cursor))
      with Allows_Exit,
           Pre  => (Position /= No_Element
                  or else raise Constraint_Error) and then
                  (Meaningful_For (Container, Position)
                  or else raise Program_Error);

```

155.2/5 Iterate\_Subtree calls Process.all with a cursor that designates each element in the subtree rooted by the node designated by Position in Container, starting from the node designated by Position and proceeding in a depth-first order. Tampering with the cursors of the tree that contains the element designated by Position is prohibited during the execution of a call on Process.all. Any exception raised by Process.all is propagated.

```

156/5  function Iterate (Container : in Tree)
      return Tree_Iterator_Interfaces.Parallel_Iterator'Class
      with Post  => Tampering_With_Cursors_Prohibited (Container);

```

157/5 Iterate returns an iterator object (see 5.5.1) that will generate a value for a loop parameter (see 5.5.2) designating each element in Container, starting from the root node and proceeding in a depth-first order when used as a forward iterator, and processing all nodes concurrently when used as a parallel iterator. Tampering with the cursors of Container is prohibited while the iterator object exists (in particular, in the sequence\_of\_statements of the loop\_statement whose iterator\_specification denotes this object). The iterator object needs finalization.

```

158/5  function Iterate_Subtree (Position : in Cursor)
      return Tree_Iterator_Interfaces.Parallel_Iterator'Class
      with Pre  => Position /= No_Element or else raise Constraint_Error,
           Global => in all;

```

159/5 Iterate\_Subtree returns an iterator object (see 5.5.1) that will generate a value for a loop parameter (see 5.5.2) designating each element in the subtree rooted by the node designated by Position, starting from the node designated by Position and proceeding in a depth-first order when used as a forward iterator, and processing all nodes in the subtree concurrently when used as a parallel iterator. Tampering with the cursors of the container that contains the node designated by Position is prohibited while the iterator object exists (in particular, in the sequence\_of\_statements of the loop\_statement whose iterator\_specification denotes this object). The iterator object needs finalization.



```

function Iterate_Subtree (Container : in Tree; Position : in Cursor)
  return Tree_Iterator_Interfaces.Parallel_Iterator'Class
  with Pre => (Position /= No_Element
              or else raise Constraint_Error) and then
              (Meaningful_For (Container, Position)
              or else raise Program_Error),
        Post => Tampering_With_Cursors_Prohibited (Container);

```

Iterate\_Subtree returns an iterator object (see 5.5.1) that will generate a value for a loop parameter (see 5.5.2) designating each element in the subtree rooted by the node designated by Position in Container, starting from the node designated by Position and proceeding in a depth-first order when used as a forward iterator, and processing all nodes in the subtree concurrently when used as a parallel iterator. Tampering with the cursors of the container that contains the node designated by Position is prohibited while the iterator object exists (in particular, in the `sequence_of_statements` of the `loop_statement` whose `iterator_specification` denotes this object). The iterator object needs finalization.

```

function Child_Count (Parent : Cursor) return Count_Type
  with Post => (if Parent = No_Element then Child_Count'Result = 0),
        Nonblocking, Global => in all, Use_Formal => null;

```

Child\_Count returns the number of child nodes of the node designated by Parent.

```

function Child_Count (Container : Tree; Parent : Cursor)
  return Count_Type
  with Pre => Meaningful_For (Container, Parent)
              or else raise Program_Error,
        Post => (if Parent = No_Element then Child_Count'Result = 0),
        Nonblocking, Global => null, Use_Formal => null;

```

Child\_Count returns the number of child nodes of the node designated by Parent in Container.

```

function Child_Depth (Parent, Child : Cursor) return Count_Type
  with Pre => (Parent /= No_Element and then Child /= No_Element)
              or else raise Constraint_Error,
        Nonblocking, Global => in all, Use_Formal => null;

```

Child\_Depth returns the number of ancestor nodes of Child (including Child itself), up to but not including Parent; Program\_Error is propagated if Parent is not an ancestor of Child.

```

function Child_Depth (Container : Tree; Parent, Child : Cursor)
  return Count_Type
  with Pre => ((Parent /= No_Element and then Child /= No_Element)
              or else raise Constraint_Error) and then
              (Meaningful_For (Container, Parent)
              or else raise Program_Error) and then
              (Meaningful_For (Container, Child)
              or else raise Program_Error),
        Nonblocking, Global => null, Use_Formal => null;

```

Child\_Depth returns the number of ancestor nodes of Child within Container (including Child itself), up to but not including Parent; Program\_Error is propagated if Parent is not an ancestor of Child.

```

164/5  procedure Insert_Child (Container : in out Tree;
                               Parent   : in   Cursor;
                               Before    : in   Cursor;
                               New_Item  : in   Element_Type;
                               Count     : in   Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
            or else raise Program_Error) and then
            (Parent /= No_Element
            or else raise Constraint_Error) and then
            (Meaningful_For (Container, Parent)
            or else raise Program_Error) and then
            (Meaningful_For (Container, Before)
            or else raise Program_Error) and then
            (Before = No_Element or else
             Container.Parent (Before) = Parent
            or else raise Constraint_Error),
Post => Node_Count (Container) =
        Node_Count (Container)'Old + Count;

```

165/5 Insert\_Child allocates Count nodes containing copies of New\_Item and inserts them as children of Parent. If Parent already has child nodes, then the new nodes are inserted prior to the node designated by Before, or, if Before equals No\_Element, the new nodes are inserted after the last existing child node of Parent. Any exception raised during allocation of internal storage is propagated, and Container is not modified.

```

166/5  procedure Insert_Child (Container : in out Tree;
                               Parent   : in   Cursor;
                               Before    : in   Cursor;
                               New_Item  : in   Element_Type;
                               Position  : in   out Cursor;
                               Count     : in   Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
            or else raise Program_Error) and then
            (Parent /= No_Element
            or else raise Constraint_Error) and then
            (Meaningful_For (Container, Parent)
            or else raise Program_Error) and then
            (Meaningful_For (Container, Before)
            or else raise Program_Error) and then
            (Before = No_Element or else
             Container.Parent (Before) = Parent
            or else raise Constraint_Error),
Post => (Node_Count (Container) =
        Node_Count (Container)'Old + Count) and then
        Has_Element (Container, Position);

```

167/5 Insert\_Child allocates Count nodes containing copies of New\_Item and inserts them as children of Parent. If Parent already has child nodes, then the new nodes are inserted prior to the node designated by Before, or, if Before equals No\_Element, the new nodes are inserted after the last existing child node of Parent. Position designates the first newly-inserted node, or if Count equals 0, then Position is assigned the value of Before. Any exception raised during allocation of internal storage is propagated, and Container is not modified.

```

procedure Insert_Child (Container : in out Tree;
                        Parent   : in   Cursor;
                        Before   : in   Cursor;
                        Position : out Cursor;
                        Count    : in   Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Parent /= No_Element
             or else raise Constraint_Error) and then
             (Meaningful_For (Container, Parent)
             or else raise Program_Error) and then
             (Meaningful_For (Container, Before)
             or else raise Program_Error) and then
             (Before = No_Element or else
              Container.Parent (Before) = Parent
             or else raise Constraint_Error),
             Post => (Node_Count (Container) =
                    Node_Count (Container)'Old + Count) and then
                    Has_Element (Container, Position);

```

Insert\_Child allocates Count nodes, the elements contained in the new nodes are initialized by default (see 3.3.1), and the new nodes are inserted as children of Parent. If Parent already has child nodes, then the new nodes are inserted prior to the node designated by Before, or, if Before equals No\_Element, the new nodes are inserted after the last existing child node of Parent. Position designates the first newly-inserted node, or if Count equals 0, then Position is assigned the value of Before. Any exception raised during allocation of internal storage is propagated, and Container is not modified.

```

procedure Prepend_Child (Container : in out Tree;
                        Parent   : in   Cursor;
                        New_Item : in   Element_Type;
                        Count    : in   Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Parent /= No_Element
             or else raise Constraint_Error) and then
             (Meaningful_For (Container, Parent)
             or else raise Program_Error),
             Post => Node_Count (Container) =
                    Node_Count (Container)'Old + Count;

```

Equivalent to Insert\_Child (Container, Parent, First\_Child (Container, Parent), New\_Item, Count).

```

procedure Append_Child (Container : in out Tree;
                        Parent   : in   Cursor;
                        New_Item : in   Element_Type;
                        Count    : in   Count_Type := 1)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
             (Parent /= No_Element
             or else raise Constraint_Error) and then
             (Meaningful_For (Container, Parent)
             or else raise Program_Error),
             Post => Node_Count (Container) =
                    Node_Count (Container)'Old + Count;

```

Equivalent to Insert\_Child (Container, Parent, No\_Element, New\_Item, Count).

```

174/5  procedure Delete_Children (Container : in out Tree;
                                Parent   : in   Cursor)
  with Pre => (not Tampering_With_Cursors_Prohibited (Container)
              or else raise Program_Error) and then
            (Parent /= No_Element
              or else raise Constraint_Error) and then
            (Meaningful_For (Container, Parent)
              or else raise Program_Error),
  Post => (Node_Count (Container) = Node_Count (Container)'Old -
          Child_Count (Container, Parent)'Old) and then
          Child_Count (Container, Parent) = 0;

```

175/5 Delete\_Children removes (from Container) all of the descendants of Parent other than Parent itself.

```

176/5  procedure Copy_Subtree (Target   : in out Tree;
                              Parent   : in   Cursor;
                              Before    : in   Cursor;
                              Source    : in   Cursor)
  with Pre => (not Tampering_With_Cursors_Prohibited (Target)
              or else raise Program_Error) and then
            (Parent /= No_Element
              or else raise Constraint_Error) and then
            (Meaningful_For (Target, Parent)
              or else raise Program_Error) and then
            (Meaningful_For (Target, Before)
              or else raise Program_Error) and then
            (Before = No_Element or else
              Target.Parent (Before) = Parent
              or else raise Constraint_Error) and then
            (not Is_Root (Source)
              or else raise Constraint_Error),
  Post => Node_Count (Target) =
          Node_Count (Target)'Old + Subtree_Node_Count (Source),
  Global => in all;

```

177/5 If Source is equal to No\_Element, then the operation has no effect. Otherwise, the subtree rooted by Source (which can be from any tree; it does not have to be a subtree of Target) is copied (new nodes are allocated to create a new subtree with the same structure as the Source subtree, with each element initialized from the corresponding element of the Source subtree) and inserted into Target as a child of Parent. If Parent already has child nodes, then the new nodes are inserted prior to the node designated by Before, or, if Before equals No\_Element, the new nodes are inserted after the last existing child node of Parent. The parent of the newly created subtree is set to Parent, and the overall count of Target is incremented by Subtree\_Node\_Count (Source). Any exception raised during allocation of internal storage is propagated, and Container is not modified.

```

procedure Copy_Local_Subtree (Target   : in out Tree;
                             Parent   : in    Cursor;
                             Before   : in    Cursor;
                             Source   : in    Cursor)
with Pre => (not Tampering_With_Cursors_Prohibited (Target)
             or else raise Program_Error) and then
  (Parent /= No_Element
   or else raise Constraint_Error) and then
  (Meaningful_For (Target, Parent)
   or else raise Program_Error) and then
  (Meaningful_For (Target, Before)
   or else raise Program_Error) and then
  (Before = No_Element or else
   Target.Parent (Before) = Parent
   or else raise Constraint_Error) and then
  (Meaningful_For (Target, Source)
   or else raise Program_Error) and then
  (not Is_Root (Source)
   or else raise Constraint_Error),
  Post => Node_Count (Target) = Node_Count (Target)'Old +
         Subtree_Node_Count (Target, Source);

```

77.1/5

If Source is equal to No\_Element, then the operation has no effect. Otherwise, the subtree rooted by Source in Target is copied (new nodes are allocated to create a new subtree with the same structure as the Source subtree, with each element initialized from the corresponding element of the Source subtree) and inserted into Target as a child of Parent. If Parent already has child nodes, then the new nodes are inserted prior to the node designated by Before, or, if Before equals No\_Element, the new nodes are inserted after the last existing child node of Parent. The parent of the newly created subtree is set to Parent. Any exception raised during allocation of internal storage is propagated, and Container is not modified.

77.2/5

```

procedure Copy_Subtree (Target   : in out Tree;
                       Parent   : in    Cursor;
                       Before   : in    Cursor;
                       Source   : in    Tree;
                       Subtree  : in    Cursor)
with Pre => (not Tampering_With_Cursors_Prohibited (Target)
             or else raise Program_Error) and then
  (Parent /= No_Element
   or else raise Constraint_Error) and then
  (Meaningful_For (Target, Parent)
   or else raise Program_Error) and then
  (Meaningful_For (Target, Before)
   or else raise Program_Error) and then
  (Before = No_Element or else
   Target.Parent (Before) = Parent
   or else raise Constraint_Error) and then
  (Meaningful_For (Source, Subtree)
   or else raise Program_Error) and then
  (not Is_Root (Source, Subtree)
   or else raise Constraint_Error),
  Post => Node_Count (Target) = Node_Count (Target)'Old +
         Subtree_Node_Count (Source, Subtree);

```

77.3/5

If Subtree is equal to No\_Element, then the operation has no effect. Otherwise, the subtree rooted by Subtree in Source is copied (new nodes are allocated to create a new subtree with the same structure as the Subtree, with each element initialized from the corresponding element of the Subtree) and inserted into Target as a child of Parent. If Parent already has child nodes, then the new nodes are inserted prior to the node designated by Before, or, if Before equals No\_Element, the new nodes are inserted after the last existing child node of Parent. The parent of the newly created subtree is set to Parent. Any exception raised during allocation of internal storage is propagated, and Container is not modified.

77.4/5

```

178/5      procedure Splice_Subtree (Target      : in out Tree;
                                   Parent      : in      Cursor;
                                   Before      : in      Cursor;
                                   Source      : in out Tree;
                                   Position    : in out Cursor)
with Pre => (not Tampering_With_Cursors_Prohibited (Target)
            or else raise Program_Error) and then
            (not Tampering_With_Cursors_Prohibited (Source)
            or else raise Program_Error) and then
            (Parent /= No_Element
            or else raise Constraint_Error) and then
            (Meaningful_For (Target, Parent)
            or else raise Program_Error) and then
            (Meaningful_For (Target, Before)
            or else raise Program_Error) and then
            (Before = No_Element or else
            Target.Parent (Before) /= Parent
            or else raise Constraint_Error) and then
            (Position /= No_Element
            or else raise Constraint_Error) and then
            (Has_Element (Source, Position)
            or else raise Program_Error) and then
            (Target'Has_Same_Storage (Source) or else
            Position = Before or else
            Is_Ancessor_Of (Target, Position, Parent)
            or else raise Constraint_Error),
Post => (declare
        Org_Sub_Count renames
        Subtree_Node_Count (Source, Position)'Old;
        Org_Target_Count renames Node_Count (Target)'Old;
begin
    (if not Target'Has_Same_Storage (Source) then
        Node_Count (Target) = Org_Target_Count +
        Org_Sub_Count and then
        Node_Count (Source) = Node_Count (Source)'Old -
        Org_Sub_Count and then
        Has_Element (Target, Position)
    else
        Target.Parent (Position) = Parent and then
        Node_Count (Target) = Org_Target_Count);

```

179/5 If Source denotes the same object as Target, then: if Position equals Before there is no effect; otherwise, the subtree rooted by the element designated by Position is moved to be a child of Parent. If Parent already has child nodes, then the moved nodes are inserted prior to the node designated by Before, or, if Before equals No\_Element, the moved nodes are inserted after the last existing child node of Parent. In each of these cases, Position and the count of Target are unchanged, and the parent of the element designated by Position is set to Parent.

180/3 Otherwise (if Source does not denote the same object as Target), the subtree designated by Position is removed from Source and moved to Target. The subtree is inserted as a child of Parent. If Parent already has child nodes, then the moved nodes are inserted prior to the node designated by Before, or, if Before equals No\_Element, the moved nodes are inserted after the last existing child node of Parent. In each of these cases, the count of Target is incremented by Subtree\_Node\_Count (Position), and the count of Source is decremented by Subtree\_Node\_Count (Position), Position is updated to represent an element in Target.

```

procedure Splice_Subtree (Container: in out Tree;
                          Parent   : in     Cursor;
                          Before   : in     Cursor;
                          Position : in     Cursor)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
             or else raise Program_Error) and then
  (Parent /= No_Element
   or else raise Constraint_Error) and then
  (Meaningful_For (Container, Parent)
   or else raise Program_Error) and then
  (Meaningful_For (Container, Before)
   or else raise Program_Error) and then
  (Before = No_Element or else
   Container.Parent (Before) /= Parent
   or else raise Constraint_Error) and then
  (Position /= No_Element
   or else raise Constraint_Error) and then
  (Has_Element (Container, Position)
   or else raise Program_Error) and then
  (Position = Before or else
   Is_Ancessor_Of (Container, Position, Parent)
   or else raise Constraint_Error),
  Post => (Node_Count (Container) =
           Node_Count (Container)'Old and then
           Container.Parent (Position) = Parent);

```

181/5

If Position equals Before, there is no effect. Otherwise, the subtree rooted by the element designated by Position is moved to be a child of Parent. If Parent already has child nodes, then the moved nodes are inserted prior to the node designated by Before, or, if Before equals No\_Element, the moved nodes are inserted after the last existing child node of Parent. The parent of the element designated by Position is set to Parent.

182/5

```

183/5   procedure Splice_Children (Target           : in out Tree;
                                Target_Parent     : in   Cursor;
                                Before            : in   Cursor;
                                Source            : in out Tree;
                                Source_Parent     : in   Cursor)
with Pre => (not Tampering_With_Cursors_Prohibited (Target)
            or else raise Program_Error) and then
            (not Tampering_With_Cursors_Prohibited (Source)
            or else raise Program_Error) and then
            (Target_Parent /= No_Element
            or else raise Constraint_Error) and then
            (Meaningful_For (Target, Target_Parent)
            or else raise Program_Error) and then
            (Meaningful_For (Target, Before)
            or else raise Program_Error) and then
            (Source_Parent /= No_Element
            or else raise Constraint_Error) and then
            (Meaningful_For (Source, Source_Parent)
            or else raise Program_Error) and then
            (Before = No_Element or else
             Parent (Target, Before) /= Target_Parent
            or else raise Constraint_Error) and then
            (Target'Has_Same_Storage (Source) or else
             Target_Parent = Source_Parent or else
             Is_Ancessor_Of (Target, Source_Parent, Target_Parent)
            or else raise Constraint_Error),
Post => (declare
         Org_Child_Count renames
           Child_Count (Source, Source_Parent)'Old;
         Org_Target_Count renames Node_Count (Target)'Old;
begin
  (if not Target'Has_Same_Storage (Source) then
   Node_Count (Target) = Org_Target_Count +
   Org_Child_Count and then
   Node_Count (Source) = Node_Count (Source)'Old -
   Org_Child_Count
  else
   Node_Count (Target) = Org_Target_Count));

```

184/5 *This paragraph was deleted.*

185/3 If Source denotes the same object as Target, then:

- 186/3 • if Target\_Parent equals Source\_Parent there is no effect; else
- 187/5 • *This paragraph was deleted.*
- 188/3 • the child elements (and the further descendants) of Source\_Parent are moved to be child elements of Target\_Parent. If Target\_Parent already has child elements, then the moved elements are inserted prior to the node designated by Before, or, if Before equals No\_Element, the moved elements are inserted after the last existing child node of Target\_Parent. The parent of each moved child element is set to Target\_Parent.

189/3 Otherwise (if Source does not denote the same object as Target), the child elements (and the further descendants) of Source\_Parent are removed from Source and moved to Target. The child elements are inserted as children of Target\_Parent. If Target\_Parent already has child elements, then the moved elements are inserted prior to the node designated by Before, or, if Before equals No\_Element, the moved elements are inserted after the last existing child node of Target\_Parent. In each of these cases, the overall count of Target is incremented by Subtree\_Node\_Count (Source\_Parent)-1, and the overall count of Source is decremented by Subtree\_Node\_Count (Source\_Parent)-1.



```

procedure Splice_Children (Container      : in out Tree;
                          Target_Parent  : in      Cursor;
                          Before         : in      Cursor;
                          Source_Parent  : in      Cursor)
with Pre => (not Tampering_With_Cursors_Prohibited (Container)
            or else raise Program_Error) and then
  (Target_Parent /= No_Element
   or else raise Constraint_Error) and then
  (Meaningful_For (Container, Target_Parent)
   or else raise Program_Error) and then
  (Meaningful_For (Container, Before)
   or else raise Program_Error) and then
  (Source_Parent /= No_Element
   or else raise Constraint_Error) and then
  (Meaningful_For (Container, Source_Parent)
   or else raise Program_Error) and then
  (Before = No_Element or else
   Parent (Container, Before) /= Target_Parent
   or else raise Constraint_Error) and then
  (Target_Parent = Source_Parent or else
   Is_Ancessor_Of (Container, Source_Parent, Target_Parent)
   or else raise Constraint_Error);
  Post => Node_Count (Container) = Node_Count (Container)'Old;

```

If Target\_Parent equals Source\_Parent there is no effect. Otherwise, the child elements (and the further descendants) of Source\_Parent are moved to be child elements of Target\_Parent. If Target\_Parent already has child elements, then the moved elements are inserted prior to the node designated by Before, or, if Before equals No\_Element, the moved elements are inserted after the last existing child node of Target\_Parent. The parent of each moved child element is set to Target\_Parent.

```

function Parent (Position : Cursor) return Cursor
with Nonblocking, Global => null, Use_Formal => null,
  Post => (if Position = No_Element or else
         Is_Root (Position) then Parent'Result = No_Element);

```

Returns a cursor designating the parent node of the node designated by Position.

```

function Parent (Container : Tree;
                Position  : Cursor) return Cursor
with Nonblocking, Global => null, Use_Formal => null,
  Pre  => Meaningful_For (Container, Position)
      or else raise Program_Error,
  Post => (if Position = No_Element or else
         Is_Root (Container, Position)
         then Parent'Result = No_Element
         else Has_Element (Container, Parent'Result));

```

Returns a cursor designating the parent node of the node designated by Position in Container.

```

function First_Child (Parent : Cursor) return Cursor
with Nonblocking, Global => in all, Use_Formal => null,
  Pre  => Parent /= No_Element or else raise Constraint_Error;

```

First\_Child returns a cursor designating the first child node of the node designated by Parent; if there is no such node, No\_Element is returned.

```

195.1/3 function First_Child (Container : Tree;
                        Parent   : Cursor) return Cursor
with Nonblocking, Global => null, Use_Formal => null,
    Pre => (Parent /= No_Element
           or else raise Constraint_Error) and then
           (Meaningful_For (Container, Parent)
            or else raise Program_Error),
    Post => First_Child'Result = No_Element or else
           Has_Element (Container, First_Child'Result);

```

195.2/5 First\_Child returns a cursor designating the first child node of the node designated by Parent in Container; if there is no such node, No\_Element is returned.

```

196/5 function First_Child_Element (Parent : Cursor) return Element_Type
with Nonblocking, Global => in all, Use_Formal => Element_Type,
    Pre => (Parent /= No_Element and then
           Last_Child (Parent) /= No_Element)
           or else raise Constraint_Error;

```

197/3 Equivalent to Element (First\_Child (Parent)).

```

197.1/5 function First_Child_Element (Container : Tree;
                                Parent   : Cursor) return Element_Type
with Nonblocking, Global => null, Use_Formal => Element_Type,
    Pre => (Parent /= No_Element
           or else raise Constraint_Error) and then
           (Meaningful_For (Container, Parent)
            or else raise Program_Error) and then
           (First_Child (Container, Parent) /= No_Element
            or else raise Constraint_Error);

```

197.2/5 Equivalent to Element (Container, First\_Child (Container, Parent)).

```

198/5 function Last_Child (Parent : Cursor) return Cursor
with Nonblocking, Global => in all, Use_Formal => null,
    Pre => Parent /= No_Element or else raise Constraint_Error;

```

199/5 Last\_Child returns a cursor designating the last child node of the node designated by Parent; if there is no such node, No\_Element is returned.

```

199.1/5 function Last_Child (Container : Tree;
                        Parent   : Cursor) return Cursor
with Nonblocking, Global => null, Use_Formal => null,
    Pre => (Parent /= No_Element
           or else raise Constraint_Error) and then
           (Meaningful_For (Container, Parent)
            or else raise Program_Error),
    Post => Last_Child'Result = No_Element or else
           Has_Element (Container, Last_Child'Result);

```

199.2/5 Last\_Child returns a cursor designating the last child node of the node designated by Parent in Container; if there is no such node, No\_Element is returned.

```

200/5 function Last_Child_Element (Parent : Cursor) return Element_Type
with Nonblocking, Global => in all, Use_Formal => Element_Type,
    Pre => (Parent /= No_Element and then
           Last_Child (Parent) /= No_Element)
           or else raise Constraint_Error;

```

201/3 Equivalent to Element (Last\_Child (Parent)).

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |         |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|
| <pre> <b>function</b> Last_Child_Element (Container : Tree;                              Parent   : Cursor) <b>return</b> Element_Type <b>with</b> Nonblocking, Global =&gt; <b>null</b>, Use_Formal =&gt; Element_Type,      Pre =&gt; (Parent /= No_Element             <b>or else raise</b> Constraint_Error) <b>and then</b>         (Meaningful_For (Container, Parent)          <b>or else raise</b> Program_Error) <b>and then</b>         (Last_Child (Container, Parent) /= No_Element          <b>or else raise</b> Constraint_Error); </pre>                                                                                                                                  | 201.1/5 |
| <p>Equivalent to Element (Container, Last_Child (Container, Parent)).</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 201.2/5 |
| <pre> <b>function</b> Next_Sibling (Position : Cursor) <b>return</b> Cursor <b>with</b> Nonblocking, Global =&gt; <b>in all</b>, Use_Formal =&gt; <b>null</b>,      Post =&gt; (<b>if</b> Position = No_Element              <b>then</b> Next_Sibling'Result = No_Element); </pre>                                                                                                                                                                                                                                                                                                                                                                                                       | 202/5   |
| <p>If Position equals No_Element or designates the last child node of its parent, then Next_Sibling returns the value No_Element. Otherwise, it returns a cursor that designates the successor (with the same parent) of the node designated by Position.</p>                                                                                                                                                                                                                                                                                                                                                                                                                            | 203/3   |
| <pre> <b>function</b> Next_Sibling (Container : Tree;                        Position  : Cursor) <b>return</b> Cursor <b>with</b> Nonblocking, Global =&gt; <b>null</b>, Use_Formal =&gt; <b>null</b>,      Pre =&gt; Meaningful_For (Container, Position)             <b>or else raise</b> Program_Error,      Post =&gt; (<b>if</b> Next_Sibling'Result = No_Element <b>then</b>              Position = No_Element <b>or else</b>              Is_Root (Container, Position) <b>or else</b>              Last_Child (Container, Parent (Container, Position))              = Position              <b>else</b> Has_Element (Container, Next_Sibling'Result)); </pre>                  | 203.1/5 |
| <p>Next_Sibling returns a cursor that designates the successor (with the same parent) of the node designated by Position in Container.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 203.2/5 |
| <pre> <b>function</b> Previous_Sibling (Position : <b>in out</b> Cursor) <b>with</b> Nonblocking, Global =&gt; <b>in all</b>, Use_Formal =&gt; <b>null</b>,      Post =&gt; (<b>if</b> Position = No_Element              <b>then</b> Previous_Sibling'Result = No_Element); </pre>                                                                                                                                                                                                                                                                                                                                                                                                      | 204/5   |
| <p>If Position equals No_Element or designates the first child node of its parent, then Previous_Sibling returns the value No_Element. Otherwise, it returns a cursor that designates the predecessor (with the same parent) of the node designated by Position.</p>                                                                                                                                                                                                                                                                                                                                                                                                                     | 205/3   |
| <pre> <b>function</b> Previous_Sibling (Container : Tree;                            Position  : Cursor) <b>return</b> Cursor <b>with</b> Nonblocking, Global =&gt; <b>null</b>, Use_Formal =&gt; <b>null</b>,      Pre =&gt; Meaningful_For (Container, Position)             <b>or else raise</b> Program_Error,      Post =&gt; (<b>if</b> Previous_Sibling'Result = No_Element <b>then</b>              Position = No_Element <b>or else</b>              Is_Root (Container, Position) <b>or else</b>              First_Child (Container, Parent (Container, Position))              = Position              <b>else</b> Has_Element (Container, Previous_Sibling'Result)); </pre> | 205.1/5 |
| <p>Previous_Sibling returns a cursor that designates the predecessor (with the same parent) of the node designated by Position in Container.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 205.2/5 |
| <pre> <b>procedure</b> Next_Sibling (Position : <b>in out</b> Cursor) <b>with</b> Nonblocking, Global =&gt; <b>in all</b>, Use_Formal =&gt; <b>null</b>; </pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 206/5   |
| <p>Equivalent to Position := Next_Sibling (Position);</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 207/3   |

```

207.1/3  procedure Next_Sibling (Container : in      Tree;
                          Position  : in out Cursor)
  with Nonblocking, Global => null, Use_Formal => null,
      Pre => Meaningful_For (Container, Position)
      or else raise Program_Error,
      Post => (if Position /= No_Element
             then Has_Element (Container, Position));

```

207.2/5 Equivalent to Position := Next\_Sibling (Container, Position);

```

208/5  procedure Previous_Sibling (Position : in out Cursor)
  with Nonblocking, Global => in all, Use_Formal => null;

```

209/3 Equivalent to Position := Previous\_Sibling (Position);

```

209.1/3 procedure Previous_Sibling (Container : in      Tree;
                              Position  : in out Cursor)
  with Nonblocking, Global => null, Use_Formal => null,
      Pre => Meaningful_For (Container, Position)
      or else raise Program_Error,
      Post => (if Position /= No_Element
             then Has_Element (Container, Position);

```

209.2/5 Equivalent to Position := Previous\_Sibling (Container, Position);

```

210/5  procedure Iterate_Children
  (Parent : in Cursor;
   Process : not null access procedure (Position : in Cursor))
  with Allows_Exit,
      Pre => Parent /= No_Element or else raise Constraint_Error,
      Global => in all, Use_Formal => null;

```

211/5 *This paragraph was deleted.*

212/3 Iterate\_Children calls Process.all with a cursor that designates each child node of Parent, starting with the first child node and moving the cursor as per the Next\_Sibling function.

213/3 Tampering with the cursors of the tree containing Parent is prohibited during the execution of a call on Process.all. Any exception raised by Process.all is propagated.

```

213.1/5 procedure Iterate_Children
  (Container : in Tree;
   Parent    : in Cursor;
   Process   : not null access procedure (Position : in Cursor))
  with Allows_Exit,
      Pre => (Parent /= No_Element
            or else raise Constraint_Error) and then
            (Meaningful_For (Container, Parent)
            or else raise Program_Error);

```

213.2/5 Iterate\_Children calls Process.all with a cursor that designates each child node of Container and Parent, starting with the first child node and moving the cursor as per the Next\_Sibling function.

213.3/5 Tampering with the cursors of the tree containing Parent is prohibited during the execution of a call on Process.all. Any exception raised by Process.all is propagated.

```

214/5  procedure Reverse_Iterate_Children
  (Parent : in Cursor;
   Process : not null access procedure (Position : in Cursor))
  with Allows_Exit,
      Pre => Parent /= No_Element or else raise Constraint_Error,
      Global => in all, Use_Formal => null;

```

215/5 *This paragraph was deleted.*

Reverse\_Iterate\_Children calls `Process.all` with a cursor that designates each child node of Parent, starting with the last child node and moving the cursor as per the `Previous_Sibling` function. 216/3

Tampering with the cursors of the tree containing Parent is prohibited during the execution of a call on `Process.all`. Any exception raised by `Process.all` is propagated. 217/3

```

procedure Reverse_Iterate_Children                                217.1/5
  (Container : in Tree;
   Parent    : in Cursor;
   Process   : not null access procedure (Position : in Cursor))
with Allows_Exit,
  Pre => (Parent /= No_Element
         or else raise Constraint_Error) and then
         (Meaningful_For (Container, Parent)
         or else raise Program_Error);

```

Reverse\_Iterate\_Children calls `Process.all` with a cursor that designates each child node of Container and Parent, starting with the last child node and moving the cursor as per the `Previous_Sibling` function. 217.2/5

Tampering with the cursors of the tree containing Parent is prohibited during the execution of a call on `Process.all`. Any exception raised by `Process.all` is propagated. 217.3/5

```

function Iterate_Children (Container : in Tree; Parent : in Cursor) 218/5
return Tree_Iterator_Interfaces.Parallel_Reversible_Iterator'Class
with Pre => (Parent /= No_Element
         or else raise Constraint_Error) and then
         (Meaningful_For (Container, Parent)
         or else raise Program_Error),
  Post => Tampering_With_Cursors_Prohibited (Container);

```

Iterate\_Children returns an iterator object (see 5.5.1) that will generate a value for a loop parameter (see 5.5.2) designating each child node of Parent. When used as a forward iterator, the nodes are designated starting with the first child node and moving the cursor as per the function `Next_Sibling`; when used as a reverse iterator, the nodes are designated starting with the last child node and moving the cursor as per the function `Previous_Sibling`; when used as a parallel iterator, processing all child nodes concurrently. Tampering with the cursors of Container is prohibited while the iterator object exists (in particular, in the `sequence_of_statements` of the `loop_statement` whose `iterator_specification` denotes this object). The iterator object needs finalization. 219/5

The nested package `Multiway_Trees.Stable` provides a type `Stable.Tree` that represents a *stable* tree, which is one that cannot grow and shrink. Such a tree can be created by calling the `Copy` function, or by establishing a *stabilized view* of an ordinary tree. 219.1/5

The subprograms of package `Containers.Multiway_Trees` that have a parameter or result of type `tree` are included in the nested package `Stable` with the same specification, except that the following are omitted: 219.2/5

`Tampering_With_Cursors_Prohibited`, `Tampering_With_Elements_Prohibited`, `Assign`, `Move`, `Clear`, `Delete_Leaf`, `Insert_Child`, `Delete_Children`, `Delete_Subtree`, `Copy_Subtree`, `Copy_Local_Subtree`, `Splice_Subtree`, and `Splice_Children` 219.3/5

The operations of this package are equivalent to those for ordinary trees, except that the calls to `Tampering_With_Cursors_Prohibited` and `Tampering_With_Elements_Prohibited` that occur in preconditions are replaced by `False`, and any that occur in postconditions are replaced by `True`. 219.4/5

219.5/3 If a stable tree is declared with the Base discriminant designating a pre-existing ordinary tree, the stable tree represents a stabilized view of the underlying ordinary tree, and any operation on the stable tree is reflected on the underlying ordinary tree. While a stabilized view exists, any operation that tampers with elements performed on the underlying tree is prohibited. The finalization of a stable tree that provides such a view removes this restriction on the underlying ordinary tree (though some other restriction can exist due to other concurrent iterations or stabilized views).

219.6/3 If a stable tree is declared without specifying Base, the object is necessarily initialized. The initializing expression of the stable tree, typically a call on Copy, determines the Node\_Count of the tree. The Node\_Count of a stable tree never changes after initialization.

#### *Bounded (Run-Time) Errors*

220/3 It is a bounded error for the actual function associated with a generic formal subprogram, when called as part of an operation of this package, to tamper with elements of any Tree parameter of the operation. Either Program\_Error is raised, or the operation works as defined on the value of the Tree either prior to, or subsequent to, some or all of the modifications to the Tree.

221/3 It is a bounded error to call any subprogram declared in the visible part of Containers.Multiway\_Trees when the associated container has been finalized. If the operation takes Container as an **in out** parameter, then it raises Constraint\_Error or Program\_Error. Otherwise, the operation either proceeds as it would for an empty container, or it raises Constraint\_Error or Program\_Error.

#### *Erroneous Execution*

222/3 A Cursor value is *invalid* if any of the following have occurred since it was created:

- 223/3 • The tree that contains the element it designates has been finalized;
- 224/3 • The tree that contains the element it designates has been used as the Source or Target of a call to Move;
- 225/3 • The tree that contains the element it designates has been used as the Target of a call to Assign or the target of an assignment\_statement;
- 226/3 • The element it designates has been removed from the tree that previously contained the element.

227/3 The result of "=" or Has\_Element is unspecified if it is called with an invalid cursor parameter. Execution is erroneous if any other subprogram declared in Containers.Multiway\_Trees is called with an invalid cursor parameter.

228/3 Execution is erroneous if the tree associated with the result of a call to Reference or Constant\_Reference is finalized before the result object returned by the call to Reference or Constant\_Reference is finalized.

#### *Implementation Requirements*

229/3 No storage associated with a multiway tree object shall be lost upon assignment or scope exit.

230/3 The execution of an assignment\_statement for a tree shall have the effect of copying the elements from the source tree object to the target tree object and changing the node count of the target object to that of the source object.

#### *Implementation Advice*

231/3 Containers.Multiway\_Trees should be implemented similarly to a multiway tree. In particular, if  $N$  is the overall number of nodes for a particular tree, then the worst-case time complexity of Element, Parent, First\_Child, Last\_Child, Next\_Sibling, Previous\_Sibling, Insert\_Child with Count=1, and Delete should be  $O(\log N)$ .

Move should not copy elements, and should minimize copying of internal data structures. 232/3

If an exception is propagated from a tree operation, no storage should be lost, nor any elements removed from a tree unless specified by the operation. 233/3

### A.18.11 The Generic Package Containers.Indefinite\_Vectors

The language-defined generic package Containers.Indefinite\_Vectors provides a private type Vector and a set of operations. It provides the same operations as the package Containers.Vectors (see A.18.2), with the difference that the generic formal Element\_Type is indefinite. 1/2

#### Static Semantics

The declaration of the generic library package Containers.Indefinite\_Vectors has the same contents and semantics as Containers.Vectors except: 2/3

- The generic formal Element\_Type is indefinite. 3/2
- The procedures with the profiles: 4/2

```
procedure Insert (Container : in out Vector;
                  Before   : in   Extended_Index;
                  Count    : in   Count_Type := 1); 5/2
```

```
procedure Insert (Container : in out Vector;
                  Before   : in   Cursor;
                  Position : out  Cursor;
                  Count    : in   Count_Type := 1); 6/2
```

are omitted. 7/2

- The actual Element parameter of access subprogram Process of Update\_Element may be constrained even if Element\_Type is unconstrained. 8/2
- The operations "&", Append, Insert, Prepend, Replace\_Element, and To\_Vector that have a formal parameter of type Element\_Type perform indefinite insertion (see A.18). 9/4
- The description of Tampering\_With\_Elements\_Prohibited is replaced by: 10/5
  - Returns True if tampering with elements is prohibited for Container, and False otherwise. 11/5
- Tampering\_With\_Cursors\_Prohibited is replaced by Tampering\_With\_Elements\_Prohibited in the postcondition for the operations Reference and Constant\_Reference. 12/5
- The operations Replace\_Element, Reverse\_Elements, and Swap, and the nested generic unit Generic\_Sorting are omitted from the nested package Stable. 13/5

### A.18.12 The Generic Package Containers.Indefinite\_Doubly\_Linked\_Lists

The language-defined generic package Containers.Indefinite\_Doubly\_Linked\_Lists provides private types List and Cursor, and a set of operations for each type. It provides the same operations as the package Containers.Doubly\_Linked\_Lists (see A.18.3), with the difference that the generic formal Element\_Type is indefinite. 1/2

#### Static Semantics

The declaration of the generic library package Containers.Indefinite\_Doubly\_Linked\_Lists has the same contents and semantics as Containers.Doubly\_Linked\_Lists except: 2/3

- The generic formal Element\_Type is indefinite. 3/2

- 4/2 • The procedure with the profile:
- 5/2     **procedure** Insert (Container : **in out** List;  
                           Before    : **in**    Cursor;  
                           Position  :     **out** Cursor;  
                           Count     : **in**    Count\_Type := 1);
- 6/2     is omitted.
- 7/2 • The actual Element parameter of access subprogram Process of Update\_Element may be constrained even if Element\_Type is unconstrained.
- 8/4 • The operations Append, Insert, Prepend, and Replace\_Element that have a formal parameter of type Element\_Type perform indefinite insertion (see A.18).
- 9/5 • The description of Tampering\_With\_Elements\_Prohibited is replaced by:
- 10/5         Returns True if tampering with elements is prohibited for Container, and False otherwise.
- 11/5 • Tampering\_With\_Cursors\_Prohibited is replaced by Tampering\_With\_Elements\_Prohibited in the postcondition for the operations Reference and Constant\_Reference.
- 12/5 • The operations Replace\_Element and Swap are omitted from the nested package Stable.

### A.18.13 The Generic Package Containers.Indefinite\_Hashed\_Maps

- 1/2 The language-defined generic package Containers.Indefinite\_Hashed\_Maps provides a map with the same operations as the package Containers.Hashed\_Maps (see A.18.5), with the difference that the generic formal types Key\_Type and Element\_Type are indefinite.

#### *Static Semantics*

- 2/3 The declaration of the generic library package Containers.Indefinite\_Hashed\_Maps has the same contents and semantics as Containers.Hashed\_Maps except:
- 3/2 • The generic formal Key\_Type is indefinite.
  - 4/2 • The generic formal Element\_Type is indefinite.
  - 5/2 • The procedure with the profile:
  - 6/2     **procedure** Insert (Container : **in out** Map;  
                           Key        : **in**    Key\_Type;  
                           Position  :     **out** Cursor;  
                           Inserted  :     **out** Boolean);
  - 7/2     is omitted.
  - 8/2 • The actual Element parameter of access subprogram Process of Update\_Element may be constrained even if Element\_Type is unconstrained.
  - 9/4 • The operations Include, Insert, Replace, and Replace\_Element that have a formal parameter of type Element\_Type perform indefinite insertion (see A.18).
  - 10/5 • The description of Tampering\_With\_Elements\_Prohibited is replaced by:
  - 11/5         Returns True if tampering with elements is prohibited for Container, and False otherwise.
  - 12/5 • Tampering\_With\_Cursors\_Prohibited is replaced by Tampering\_With\_Elements\_Prohibited in the postcondition for the operations Reference and Constant\_Reference.
  - 13/5 • The operations Replace and Replace\_Element are omitted from the nested package Stable.



### A.18.14 The Generic Package Containers.Indefinite\_Ordered\_Maps

The language-defined generic package Containers.Indefinite\_Ordered\_Maps provides a map with the same operations as the package Containers.Ordered\_Maps (see A.18.6), with the difference that the generic formal types Key\_Type and Element\_Type are indefinite. 1/2

#### Static Semantics

The declaration of the generic library package Containers.Indefinite\_Ordered\_Maps has the same contents and semantics as Containers.Ordered\_Maps except: 2/3

- The generic formal Key\_Type is indefinite. 3/2
- The generic formal Element\_Type is indefinite. 4/2
- The procedure with the profile: 5/2
 

```

procedure Insert (Container : in out Map;
                  Key       : in      Key_Type;
                  Position  : out Cursor;
                  Inserted  : out Boolean);
      
```

 6/2
- is omitted. 7/2
- The actual Element parameter of access subprogram Process of Update\_Element may be constrained even if Element\_Type is unconstrained. 8/2
- The operations Include, Insert, Replace, and Replace\_Element that have a formal parameter of type Element\_Type perform indefinite insertion (see A.18). 9/4
- The description of Tampering\_With\_Elements\_Prohibited is replaced by: 10/5
 

Returns True if tampering with elements is prohibited for Container, and False otherwise. 11/5
- Tampering\_With\_Cursors\_Prohibited is replaced by Tampering\_With\_Elements\_Prohibited in the postcondition for the operations Reference and Constant\_Reference. 12/5
- The operations Replace and Replace\_Element are omitted from the nested package Stable. 13/5

### A.18.15 The Generic Package Containers.Indefinite\_Hashed\_Sets

The language-defined generic package Containers.Indefinite\_Hashed\_Sets provides a set with the same operations as the package Containers.Hashed\_Sets (see A.18.8), with the difference that the generic formal type Element\_Type is indefinite. 1/2

#### Static Semantics

The declaration of the generic library package Containers.Indefinite\_Hashed\_Sets has the same contents and semantics as Containers.Hashed\_Sets except: 2/3

- The generic formal Element\_Type is indefinite. 3/2
- The actual Element parameter of access subprogram Process of Update\_Element\_Preserving\_Key may be constrained even if Element\_Type is unconstrained. 4/2
- The operations Include, Insert, Replace, Replace\_Element, and To\_Set that have a formal parameter of type Element\_Type perform indefinite insertion (see A.18). 5/4

## A.18.16 The Generic Package Containers.Indefinite\_Ordered\_Sets

1/2 The language-defined generic package Containers.Indefinite\_Ordered\_Sets provides a set with the same operations as the package Containers.Ordered\_Sets (see A.18.9), with the difference that the generic formal type Element\_Type is indefinite.

### *Static Semantics*

2/3 The declaration of the generic library package Containers.Indefinite\_Ordered\_Sets has the same contents and semantics as Containers.Ordered\_Sets except:

- 3/2 • The generic formal Element\_Type is indefinite.
- 4/2 • The actual Element parameter of access subprogram Process of Update\_Element\_Preserving\_Key may be constrained even if Element\_Type is unconstrained.
- 5/4 • The operations Include, Insert, Replace, Replace\_Element, and To\_Set that have a formal parameter of type Element\_Type perform indefinite insertion (see A.18).

## A.18.17 The Generic Package Containers.Indefinite\_Multiway\_Trees

1/3 The language-defined generic package Containers.Indefinite\_Multiway\_Trees provides a multiway tree with the same operations as the package Containers.Multiway\_Trees (see A.18.10), with the difference that the generic formal Element\_Type is indefinite.

### *Static Semantics*

2/3 The declaration of the generic library package Containers.Indefinite\_Multiway\_Trees has the same contents and semantics as Containers.Multiway\_Trees except:

- 3/3 • The generic formal Element\_Type is indefinite.
- 4/3 • The procedure with the profile:

```
5/3 procedure Insert_Child (Container : in out Tree;
                        Parent   : in   Cursor;
                        Before   : in   Cursor;
                        Position : in out Cursor;
                        Count    : in   Count_Type := 1);
```

6/3 is omitted.

- 7/3 • The actual Element parameter of access subprogram Process of Update\_Element may be constrained even if Element\_Type is unconstrained.
- 8/4 • The operations Append\_Child, Insert\_Child, Prepend\_Child, and Replace\_Element that have a formal parameter of type Element\_Type perform indefinite insertion (see A.18).
- 9/5 • The description of Tampering\_With\_Elements\_Prohibited is replaced by:
 

10/5 Returns True if tampering with elements is prohibited for Container, and False otherwise.
- 11/5 • Tampering\_With\_Cursors\_Prohibited is replaced by Tampering\_With\_Elements\_Prohibited in the postcondition for the operations Reference and Constant\_Reference.
- 12/5 • The operations Replace\_Element and Swap are omitted from the nested package Stable.

## A.18.18 The Generic Package Containers.Indefinite\_Holders

The language-defined generic package Containers.Indefinite\_Holders provides a private type Holder and a set of operations for that type. A holder container holds a single element of an indefinite type. 1/3

A holder container allows the declaration of an object that can be used like an uninitialized variable or component of an indefinite type. 2/3

A holder container may be *empty*. An empty holder does not contain an element. 3/3

### Static Semantics

The generic library package Containers.Indefinite\_Holders has the following declaration: 4/3

```

generic
  type Element_Type (<>) is private;
  with function "=" (Left, Right : Element_Type) return Boolean is <>;
package Ada.Containers.Indefinite_Holders
  with Prelaborate, Remote_Types,
      Nonblocking, Global => in out synchronized is
  type Holder is tagged private
    with Stable_Properties => (Is_Empty,
                              Tampering_With_The_Element_Prohibited),
      Default_Initial_Condition => Is_Empty (Holder),
      Prelaborable_Initialization;
  Empty_Holder : constant Holder;
  function Equal_Element (Left, Right : Element_Type) return Boolean
    renames "=";
  function "=" (Left, Right : Holder) return Boolean;
  function Tampering_With_The_Element_Prohibited
    (Container : Holder) return Boolean
    with Nonblocking, Global => null, Use_Formal => null;
  function Empty return Holder
    is (Empty_Holder)
    with Post =>
      not Tampering_With_The_Element_Prohibited (Empty'Result)
      and then Is_Empty (Empty'Result);
  function To_Holder (New_Item : Element_Type) return Holder
    with Post => not Is_Empty (To_Holder'Result);
  function Is_Empty (Container : Holder) return Boolean
    with Global => null, Use_Formal => null;
  procedure Clear (Container : in out Holder)
    with Pre => not Tampering_With_The_Element_Prohibited (Container)
      or else raise Program_Error,
      Post => Is_Empty (Container);
  function Element (Container : Holder) return Element_Type
    with Pre => not Is_Empty (Container) or else raise Constraint_Error,
      Global => null, Use_Formal => Element_Type;
  procedure Replace_Element (Container : in out Holder;
                           New_Item : in Element_Type)
    with Pre => not Tampering_With_The_Element_Prohibited (Container)
      or else raise Program_Error,
      Post => not Is_Empty (Container);
  procedure Query_Element
    (Container : in Holder;
     Process   : not null access procedure (Element : in Element_Type))
    with Pre => not Is_Empty (Container) or else raise Constraint_Error;

```

```

15/5   procedure Update_Element
      (Container : in out Holder;
       Process   : not null access procedure (Element : in out Element_Type))
      with Pre => not Is_Empty (Container) or else raise Constraint_Error;

16/5   type Constant_Reference_Type
      (Element : not null access constant Element_Type) is private
      with Implicit_Dereference => Element,
           Nonblocking, Global => in out synchronized,
           Default_Initial_Condition => (raise Program_Error);

17/5   type Reference_Type
      (Element : not null access Element_Type) is private
      with Implicit_Dereference => Element,
           Nonblocking, Global => in out synchronized,
           Default_Initial_Condition => (raise Program_Error);

18/5   function Constant_Reference (Container : aliased in Holder)
      return Constant_Reference_Type
      with Pre => not Is_Empty (Container)
           or else raise Constraint_Error,
           Post => Tampering_With_The_Element_Prohibited (Container),
           Nonblocking, Global => null, Use_Formal => null;

19/5   function Reference (Container : aliased in out Holder)
      return Reference_Type
      with Pre => not Is_Empty (Container)
           or else raise Constraint_Error,
           Post => Tampering_With_The_Element_Prohibited (Container),
           Nonblocking, Global => null, Use_Formal => null;

20/5   procedure Assign (Target : in out Holder; Source : in Holder)
      with Post => (Is_Empty (Source) = Is_Empty (Target));

21/5   function Copy (Source : Holder) return Holder
      with Post => (Is_Empty (Source) = Is_Empty (Copy'Result));

22/5   procedure Move (Target : in out Holder; Source : in out Holder)
      with Pre => (not Tampering_With_The_Element_Prohibited (Target)
           or else raise Program_Error) and then
           (not Tampering_With_The_Element_Prohibited (Source)
           or else raise Program_Error),
           Post => (if not Target'Has_Same_Storage (Source) then
           Is_Empty (Source) and then (not Is_Empty (Target)));

22.1/5 procedure Swap (Left, Right : in out Holder)
      with Pre => (not Tampering_With_The_Element_Prohibited (Left)
           or else raise Program_Error) and then
           (not Tampering_With_The_Element_Prohibited (Right)
           or else raise Program_Error),
           Post => Is_Empty (Left) = Is_Empty (Right)'Old and then
           Is_Empty (Right) = Is_Empty (Left)'Old;

23/3   private
24/3   ... -- not specified by the language
25/3   end Ada.Containers.Indefinite_Holders;

```

26/3 The actual function for the generic formal function "=" on Element\_Type values is expected to define a reflexive and symmetric relationship and return the same result value each time it is called with a particular pair of values. If it behaves in some other manner, the function "=" on holder values returns an unspecified value. The exact arguments and number of calls of this generic formal function by the function "=" on holder values are unspecified.

27/3 The type Holder is used to represent holder containers. The type Holder needs finalization (see 7.6).

28/3 Empty\_Holder represents an empty holder object. If an object of type Holder is not otherwise initialized, it is initialized to the same value as Empty\_Holder.

Some operations check for “tampering with the element” of a container because they depend on the element of the container not being replaced. When tampering with the element is *prohibited* for a particular holder object *H*, *Program\_Error* is propagated by the finalization of *H*, as well as by a call that passes *H* to certain of the operations of this package, as indicated by the precondition of such an operation.

*Paragraphs 30 through 35 are removed as preconditions now describe these rules.*

- 
- 
- 
- 

```
function "=" (Left, Right : Holder) return Boolean;
```

If *Left* and *Right* denote the same holder object, then the function returns *True*. Otherwise, it compares the element contained in *Left* to the element contained in *Right* using the generic formal equality operator, returning the result of that operation. Any exception raised during the evaluation of element equality is propagated.

```
function Tampering_With_The_Element_Prohibited
(Container : Holder) return Boolean
with Nonblocking, Global => null, Use_Formal => null;
```

Returns *True* if tampering with the element is currently prohibited for *Container*, and returns *False* otherwise.

```
function To_Holder (New_Item : Element_Type) return Holder
with Post => not Is_Empty (To_Holder'Result);
```

Returns a nonempty holder containing an element initialized to *New\_Item*. *To\_Holder* performs indefinite insertion (see A.18).

```
function Is_Empty (Container : Holder) return Boolean
with Global => null, Use_Formal => null;
```

Returns *True* if *Container* is empty, and *False* if it contains an element.

```
procedure Clear (Container : in out Holder)
with Pre => not Tampering_With_The_Element_Prohibited (Container)
      or else raise Program_Error,
      Post => Is_Empty (Container);
```

Removes the element from *Container*.

```
function Element (Container : Holder) return Element_Type
with Pre => not Is_Empty (Container) or else raise Constraint_Error,
      Global => null, Use_Formal => Element_Type;
```

Returns the element stored in *Container*.

```

46/5  procedure Replace_Element (Container : in out Holder;
                               New_Item  : in   Element_Type)
      with Pre => not Tampering_With_The_Element_Prohibited (Container)
            or else raise Program_Error,
            Post => not Is_Empty (Container);

```

47/5 Replace\_Element assigns the value New\_Item into Container, replacing any preexisting content of Container; Replace\_Element performs indefinite insertion (see A.18).

```

48/5  procedure Query_Element
      (Container : in Holder;
       Process   : not null access procedure (Element : in Element_Type))
      with Pre => not Is_Empty (Container) or else raise Constraint_Error,
            Global => null, Use_Formal => null;

```

49/5 Query\_Element calls Process.all with the contained element as the argument. Tampering with the element of Container is prohibited during the execution of the call on Process.all. Any exception raised by Process.all is propagated.

```

50/5  procedure Update_Element
      (Container : in out Holder;
       Process   : not null access procedure (Element : in out Element_Type))
      with Pre => not Is_Empty (Container) or else raise Constraint_Error;

```

51/5 Update\_Element calls Process.all with the contained element as the argument. Tampering with the element of Container is prohibited during the execution of the call on Process.all. Any exception raised by Process.all is propagated.

```

52/5  type Constant_Reference_Type
      (Element : not null access constant Element_Type) is private
      with Implicit_Dereference => Element,
            Nonblocking, Global => in out synchronized,
            Default_Initial_Condition => (raise Program_Error);

```

```

53/5  type Reference_Type (Element : not null access Element_Type) is private
      with Implicit_Dereference => Element,
            Nonblocking, Global => in out synchronized,
            Default_Initial_Condition => (raise Program_Error);

```

54/3 The types Constant\_Reference\_Type and Reference\_Type need finalization.

55/5 *This paragraph was deleted.*

```

56/5  function Constant_Reference (Container : aliased in Holder)
      return Constant_Reference_Type
      with Pre => not Is_Empty (Container) or else raise Constraint_Error,
            Post => Tampering_With_The_Element_Prohibited (Container),
            Nonblocking, Global => null, Use_Formal => null;

```

57/3 This function (combined with the Implicit\_Dereference aspect) provides a convenient way to gain read access to the contained element of a holder container.

58/5 Constant\_Reference returns an object whose discriminant is an access value that designates the contained element. Tampering with the element of Container is prohibited while the object returned by Constant\_Reference exists and has not been finalized.

```

59/5  function Reference (Container : aliased in out Holder)
      return Reference_Type
      with Pre => not Is_Empty (Container) or else raise Constraint_Error,
            Post => Tampering_With_The_Element_Prohibited (Container),
            Nonblocking, Global => null, Use_Formal => null;

```

60/3 This function (combined with the Implicit\_Dereference aspects) provides a convenient way to gain read and write access to the contained element of a holder container.

Reference returns an object whose discriminant is an access value that designates the contained element. Tampering with the element of Container is prohibited while the object returned by Reference exists and has not been finalized. 61/5

```
procedure Assign (Target : in out Holder; Source : in Holder)
with Post => (Is_Empty (Source) = Is_Empty (Target));
```

 62/5

If Target denotes the same object as Source, the operation has no effect. If Source is empty, Clear (Target) is called. Otherwise, Replace\_Element (Target, Element (Source)) is called. 63/3

```
function Copy (Source : Holder) return Holder
with Post => (Is_Empty (Source) = Is_Empty (Copy'Result));
```

 64/5

If Source is empty, returns an empty holder container; otherwise, returns To\_Holder (Element (Source)). 65/3

```
procedure Move (Target : in out Holder; Source : in out Holder)
with Pre  => (not Tampering_With_The_Element_Prohibited (Target)
             or else raise Program_Error) and then
             (not Tampering_With_The_Element_Prohibited (Source)
             or else raise Program_Error),
  Post => (if not Target'Has_Same_Storage (Source) then
           Is_Empty (Source) and then (not Is_Empty (Target)));
```

 66/5

If Target denotes the same object as Source, then the operation has no effect. Otherwise, the element contained by Source (if any) is removed from Source and inserted into Target, replacing any preexisting content. 67/5

```
procedure Swap (Left, Right : in out Holder)
with Pre  => (not Tampering_With_The_Element_Prohibited (Left)
             or else raise Program_Error) and then
             (not Tampering_With_The_Element_Prohibited (Right)
             or else raise Program_Error),
  Post => Is_Empty (Left) = Is_Empty (Right)'Old and then
           Is_Empty (Right) = Is_Empty (Left)'Old;
```

 67.1/5

If Left denotes the same object as Right, then the operation has no effect. Otherwise, operation exchanges the elements (if any) contained by Left and Right. 67.2/5

#### *Bounded (Run-Time) Errors*

It is a bounded error for the actual function associated with a generic formal subprogram, when called as part of an operation of this package, to tamper with the element of any Holder parameter of the operation. Either Program\_Error is raised, or the operation works as defined on the value of the Holder either prior to, or subsequent to, some or all of the modifications to the Holder. 68/3

It is a bounded error to call any subprogram declared in the visible part of Containers.Indefinite\_Holders when the associated container has been finalized. If the operation takes Container as an **in out** parameter, then it raises Constraint\_Error or Program\_Error. Otherwise, the operation either proceeds as it would for an empty container, or it raises Constraint\_Error or Program\_Error. 69/3

#### *Erroneous Execution*

Execution is erroneous if the holder container associated with the result of a call to Reference or Constant\_Reference is finalized before the result object returned by the call to Reference or Constant\_Reference is finalized. 70/3

#### *Implementation Requirements*

No storage associated with a holder object shall be lost upon assignment or scope exit. 71/3

72/3 The execution of an `assignment_statement` for a holder container shall have the effect of copying the element (if any) from the source holder object to the target holder object.

*Implementation Advice*

73/5 Move and Swap should not copy any elements, and should minimize copying of internal data structures.

74/3 If an exception is propagated from a holder operation, no storage should be lost, nor should the element be removed from a holder container unless specified by the operation.

## A.18.19 The Generic Package Containers.Bounded\_Vectors

1/3 The language-defined generic package Containers.Bounded\_Vectors provides a private type Vector and a set of operations. It provides the same operations as the package Containers.Vectors (see A.18.2), with the difference that the maximum storage is bounded.

*Static Semantics*

2/3 The declaration of the generic library package Containers.Bounded\_Vectors has the same contents and semantics as Containers.Vectors except:

3/5 • The aspect Preelaborate is replaced with aspect Pure. Aspect Global is deleted.

4/3 • The type Vector is declared with a discriminant that specifies the capacity:

5/5 `type Vector (Capacity : Count_Type) is tagged private...`

5.1/5 • The aspect\_definition for Preelaborable\_Initialization for type Vector is changed to:

5.2/5 `Preelaborable_Initialization =>  
Element_Type'Preelaborable_Initialization`

6/3 • The type Vector needs finalization if and only if type Element\_Type needs finalization.

6.1/5 • Capacity is omitted from the Stable\_Properties of type Vector.

6.2/5 • In function Empty, the postcondition is altered to:

6.3/5 `Post =>  
Empty'Result.Capacity = Capacity and then  
not Tampering_With_Elements_Prohibited (Empty'Result) and then  
not Tampering_With_Cursors_Prohibited (Empty'Result) and then  
Length (Empty'Result) = 0;`

7/5 • In function Copy, the postcondition is altered to:

7.1/5 `Post => Length (Copy'Result) = Length (Source) and then  
(if Capacity > Length (Source) then  
Copy'Result.Capacity = Capacity  
else Copy'Result.Capacity >= Length (Source));`

8/3 • The description of Reserve\_Capacity is replaced with:

8.1/5 `procedure Reserve_Capacity (Container : in out Vector;  
Capacity : in Count_Type)  
with Pre => Capacity <= Container.Capacity  
or else raise Capacity_Error;`

9/5 This operation has no effect, other than checking the precondition.

9.1/5 • The portion of the postcondition checking the capacity is omitted from subprograms Set\_Length, Assign, Insert, Insert\_Space, Prepend, Append, and Delete.

9.2/5 • For procedures Insert, Insert\_Space, Prepend, and Append, the part of the precondition reading:

9.3/5 `(<some length> <= Maximum_Length - <some other length>  
or else raise Constraint_Error)`



is replaced by:

```

(<some length> <= Maximum_Length - <some other length>
 or else raise Constraint_Error) and then
(<some length> <= Container.Capacity - <some other length>
 or else raise Capacity_Error)

```

9.4/5

9.5/5

*Bounded (Run-Time) Errors*

It is a bounded error to assign from a bounded vector object while tampering with elements or cursors of that object is prohibited. Either Program\_Error is raised by the assignment, execution proceeds with the target object prohibiting tampering with elements or cursors, or execution proceeds normally.

10/3

*Erroneous Execution*

When a bounded vector object  $V$  is finalized, if tampering with cursors is prohibited for  $V$  other than due to an assignment from another vector, then execution is erroneous.

11/3

*Implementation Requirements*

For each instance of Containers.Vectors and each instance of Containers.Bounded\_Vectors, if the two instances meet the following conditions, then the output generated by the Vector'Output or Vector'Write subprograms of either instance shall be readable by the Vector'Input or Vector'Read of the other instance, respectively:

12/3

- the Element\_Type parameters of the two instances are statically matching subtypes of the same type; and
- the output generated by Element\_Type'Output or Element\_Type'Write is readable by Element\_Type'Input or Element\_Type'Read, respectively (where Element\_Type denotes the type of the two actual Element\_Type parameters); and
- the preceding two conditions also hold for the Index\_Type parameters of the instances.

13/3

14/3

15/3

*Implementation Advice*

Bounded vector objects should be implemented without implicit pointers or dynamic allocation.

16/3

The implementation advice for procedure Move to minimize copying does not apply.

17/3

## A.18.20 The Generic Package Containers.Bounded\_Doubly\_Linked\_Lists

The language-defined generic package Containers.Bounded\_Doubly\_Linked\_Lists provides a private type List and a set of operations. It provides the same operations as the package Containers.Doubly\_Linked\_Lists (see A.18.3), with the difference that the maximum storage is bounded.

1/3

*Static Semantics*

The declaration of the generic library package Containers.Bounded\_Doubly\_Linked\_Lists has the same contents and semantics as Containers.Doubly\_Linked\_Lists except:

2/3

- The aspect Preelaborate is replaced with aspect Pure. Aspect Global is deleted.
- The type List is declared with a discriminant that specifies the capacity (maximum number of elements) as follows:

3/5

4/3

```

type List (Capacity : Count_Type) is tagged private...

```

5/5

- The aspect\_definition for Preelaborable\_Initialization for type List is changed to:

5.1/5

- 5.2/5        `Preelaborable_Initialization =>`  
             `Element_Type'Preelaborable_Initialization`
- 6/3        • The type `List` needs finalization if and only if type `Element_Type` needs finalization.
- 6.1/5        • The function `Empty` is replaced by:
- 6.2/5        `function Empty (Capacity : Count_Type := implementation-defined)`  
             `return List`  
             `with Post =>`  
                 `Empty'Result.Capacity = Capacity and then`  
                 `not Tampering_With_Elements_Prohibited (Empty'Result) and then`  
                 `not Tampering_With_Cursors_Prohibited (Empty'Result) and then`  
                 `Length (Empty'Result) = 0;`
- 7/5        • For procedures `Insert`, `Prepend`, `Append`, `Merge`, and the three-parameter `Splice` whose parameter `Source` has type `List`, the part of the precondition reading:
- 7.1/5        `(<some length> <= Count_Type'Last - <some other length>`  
             `or else raise Constraint_Error)`
- 7.2/5        is replaced by:
- 7.3/5        `(<some length> <= Count_Type'Last - <some other length>`  
             `or else raise Constraint_Error) and then`  
             `(<some length> <= Container.Capacity - <some other length>`  
             `or else raise Capacity_Error)`
- 8/5        • In procedure `Assign`, the precondition is altered to:
- 8.1/5        `Pre => (not Tampering_With_Cursors_Prohibited (Target)`  
             `or else raise Program_Error) and then`  
             `(Length (Source) <= Target.Capacity`  
             `or else raise Capacity_Error),`
- 9/3        • The function `Copy` is replaced with:
- 10/5        `function Copy (Source : List; Capacity : Count_Type := 0)`  
             `return List`  
             `with Pre => Capacity = 0 or else Capacity >= Length (Source)`  
                 `or else raise Capacity_Error,`  
             `Post =>`  
                 `Length (Copy'Result) = Length (Source) and then`  
                 `not Tampering_With_Elements_Prohibited (Copy'Result) and then`  
                 `not Tampering_With_Cursors_Prohibited (Copy'Result) and then`  
                 `Copy'Result.Capacity = (if Capacity = 0 then`  
                 `Length (Source) else Capacity);`
- 11/5        Returns a list whose elements have the same values as the elements of `Source`.
- 12/5        • *This paragraph was deleted.*
- 13/5        • In the four-parameter procedure `Splice`, the precondition is altered to:
- 13.1/5        `Pre => (not Tampering_With_Cursors_Prohibited (Target)`  
             `or else raise Program_Error) and then`  
             `(not Tampering_With_Cursors_Prohibited (Source)`  
             `or else raise Program_Error) and then`  
             `(Position /= No_Element`  
             `or else raise Constraint_Error) and then`  
             `(Has_Element (Source, Position)`  
             `or else raise Program_Error) and then`  
             `(Before = No_Element or else Has_Element (Target, Before)`  
             `or else raise Program_Error) and then`  
             `(Target'Has_Same_Storage (Source) or else`  
             `Length (Target) /= Count_Type'Last`  
             `or else raise Constraint_Error) and then`  
             `(Target'Has_Same_Storage (Source) or else`  
             `Length (Target) /= Target.Capacity`  
             `or else raise Capacity_Error),`

*Bounded (Run-Time) Errors*

It is a bounded error to assign from a bounded list object while tampering with elements or cursors of that object is prohibited. Either Program\_Error is raised by the assignment, execution proceeds with the target object prohibiting tampering with elements or cursors, or execution proceeds normally. 14/3

*Erroneous Execution*

When a bounded list object *L* is finalized, if tampering with cursors is prohibited for *L* other than due to an assignment from another list, then execution is erroneous. 15/3

*Implementation Requirements*

For each instance of Containers.Doubly\_Linked\_Lists and each instance of Containers.Bounded\_Doubly\_Linked\_Lists, if the two instances meet the following conditions, then the output generated by the List'Output or List'Write subprograms of either instance shall be readable by the List'Input or List'Read of the other instance, respectively: 16/3

- the Element\_Type parameters of the two instances are statically matching subtypes of the same type; and 17/3
- the output generated by Element\_Type'Output or Element\_Type'Write is readable by Element\_Type'Input or Element\_Type'Read, respectively (where Element\_Type denotes the type of the two actual Element\_Type parameters). 18/3

*Implementation Advice*

Bounded list objects should be implemented without implicit pointers or dynamic allocation. 19/3

The implementation advice for procedure Move to minimize copying does not apply. 20/3

## A.18.21 The Generic Package Containers.Bounded\_Hashed\_Maps

The language-defined generic package Containers.Bounded\_Hashed\_Maps provides a private type Map and a set of operations. It provides the same operations as the package Containers.Hashed\_Maps (see A.18.5), with the difference that the maximum storage is bounded. 1/3

*Static Semantics*

The declaration of the generic library package Containers.Bounded\_Hashed\_Maps has the same contents and semantics as Containers.Hashed\_Maps except: 2/3

- The aspect Preelaborate is replaced with aspect Pure. Aspect Global is deleted. 3/5
- The type Map is declared with discriminants that specify both the capacity (number of elements) and modulus (number of distinct hash values) of the hash table as follows: 4/3
 

```

type Map (Capacity : Count_Type;
           Modulus   : Hash_Type) is tagged private...
      
```

 5/5
- The aspect\_definition for Preelaborable\_Initialization for type Map is changed to: 5.1/5
 

```

Preelaborable_Initialization =>
  Element_Type'Preelaborable_Initialization
and
  Key_Type'Preelaborable_Initialization
      
```

 5.2/5
- The type Map needs finalization if and only if type Key\_Type or type Element\_Type needs finalization. 6/3
- In function Empty, the postcondition is altered to: 6.1/5

```

6.2/5      Post =>
           Empty'Result.Capacity = Capacity and then
           Empty'Result.Modulus = Default_Modulus (Capacity) and then
           not Tampering_With_Elements_Prohibited (Empty'Result) and then
           not Tampering_With_Cursors_Prohibited (Empty'Result) and then
           Length (Empty'Result) = 0;

```

- 7/3 • The description of Reserve\_Capacity is replaced with:

```

7.1/5      procedure Reserve_Capacity (Container : in out Map;
           Capacity : in Count_Type)
           with Pre => Capacity <= Container.Capacity
           or else raise Capacity_Error;

```

8/5 This operation has no effect, other than checking the precondition.

- 9/3 • An additional operation is added immediately following Reserve\_Capacity:

```

10/3      function Default_Modulus (Capacity : Count_Type) return Hash_Type;

```

11/3 Default\_Modulus returns an implementation-defined value for the number of distinct hash values to be used for the given capacity (maximum number of elements).

- 11.1/5 • For procedures Insert and Include, the part of the precondition reading:

```

11.2/5      (<some length> <= Count_Type'Last - <some other length>
           or else raise Constraint_Error)

```

11.3/5 is replaced by:

```

11.4/5      (<some length> <= Count_Type'Last - <some other length>
           or else raise Constraint_Error) and then
           (<some length> > Container.Capacity - <some other length>
           or else raise Capacity_Error)

```

- 11.5/5 • In procedure Assign, the precondition is altered to:

```

11.6/5      Pre => (not Tampering_With_Cursors_Prohibited (Target)
           or else raise Program_Error) and then
           (Length (Source) <= Target.Capacity
           or else raise Capacity_Error),

```

- 12/3 • The function Copy is replaced with:

```

13/5      function Copy (Source : Map;
           Capacity : Count_Type := 0;
           Modulus : Hash_Type := 0) return Map
           with Pre => Capacity = 0 or else Capacity >= Length (Source)
           or else raise Capacity_Error,
           Post =>
           Length (Copy'Result) = Length (Source) and then
           not Tampering_With_Elements_Prohibited (Copy'Result) and then
           not Tampering_With_Cursors_Prohibited (Copy'Result) and then
           Copy'Result.Capacity = (if Capacity = 0 then
           Length (Source) else Capacity) and then
           Copy'Result.Modulus = (if Modulus = 0 then
           Default_Modulus (Capacity) else Modulus);

```

14/5 Returns a map with key/element pairs initialized from the values in Source.

#### *Bounded (Run-Time) Errors*

15/3 It is a bounded error to assign from a bounded map object while tampering with elements or cursors of that object is prohibited. Either Program\_Error is raised by the assignment, execution proceeds with the target object prohibiting tampering with elements or cursors, or execution proceeds normally.

#### *Erroneous Execution*

16/3 When a bounded map object *M* is finalized, if tampering with cursors is prohibited for *M* other than due to an assignment from another map, then execution is erroneous.

*Implementation Requirements*

For each instance of Containers.Hashable\_Maps and each instance of Containers.Bounded\_Hashed\_Maps, if the two instances meet the following conditions, then the output generated by the Map'Output or Map'Write subprograms of either instance shall be readable by the Map'Input or Map'Read of the other instance, respectively:

- the Element\_Type parameters of the two instances are statically matching subtypes of the same type; and 18/3
- the output generated by Element\_Type'Output or Element\_Type'Write is readable by Element\_Type'Input or Element\_Type'Read, respectively (where Element\_Type denotes the type of the two actual Element\_Type parameters); and 19/3
- the preceding two conditions also hold for the Key\_Type parameters of the instances. 20/3

*Implementation Advice*

Bounded hashed map objects should be implemented without implicit pointers or dynamic allocation. 21/3

The implementation advice for procedure Move to minimize copying does not apply. 22/3

## A.18.22 The Generic Package Containers.Bounded\_Ordered\_Maps

The language-defined generic package Containers.Bounded\_Ordered\_Maps provides a private type Map and a set of operations. It provides the same operations as the package Containers.Ordered\_Maps (see A.18.6), with the difference that the maximum storage is bounded. 1/3

*Static Semantics*

The declaration of the generic library package Containers.Bounded\_Ordered\_Maps has the same contents and semantics as Containers.Ordered\_Maps except: 2/3

- The aspect Preelaborate is replaced with aspect Pure. Aspect Global is deleted. 3/5
- The type Map is declared with a discriminant that specifies the capacity (maximum number of elements) as follows: 4/3

```
type Map (Capacity : Count_Type) is tagged private... 5/5
```
- The aspect\_definition for Preelaborable\_Initialization for type Map is changed to: 5.1/5

```
Preelaborable_Initialization => 5.2/5
  Element_Type'Preelaborable_Initialization
  and
  Key_Type'Preelaborable_Initialization
```
- The type Map needs finalization if and only if type Key\_Type or type Element\_Type needs finalization. 6/3
- The function Empty is replaced by: 6.1/5

```
function Empty (Capacity : Count_Type := implementation-defined) 6.2/5
  return Map
  with Post =>
    Empty'Result.Capacity = Capacity and then
    not Tampering_With_Elements_Prohibited (Empty'Result) and then
    not Tampering_With_Cursors_Prohibited (Empty'Result) and then
    Length (Empty'Result) = 0;
```
- For procedures Insert and Include, the part of the precondition reading: 7/5

```
(<some length> <= Count_Type'Last - <some other length> 7.1/5
  or else raise Constraint_Error)
```

is replaced by: 7.2/5

7.3/5            (<some length> <= Count\_Type'Last - <some other length>  
                   **or else raise** Constraint\_Error) **and then**  
                   (<some length> <= Container.Capacity - <some other length>  
                   **or else raise** Capacity\_Error)

8/5            • In procedure Assign, the precondition is altered to:

8.1/5            Pre => (**not** Tampering\_With\_Cursors\_Prohibited (Target)  
                   **or else raise** Program\_Error) **and then**  
                   (Length (Source) <= Target.Capacity  
                   **or else raise** Capacity\_Error),

9/3            • The function Copy is replaced with:

10/5            **function** Copy (Source : Map;  
                   Capacity : Count\_Type := 0) **return** Map  
                   **with** Pre => Capacity = 0 **or else** Capacity >= Length (Source)  
                   **or else raise** Capacity\_Error,  
                   Post =>  
                   Length (Copy'Result) = Length (Source) **and then**  
                   **not** Tampering\_With\_Elements\_Prohibited (Copy'Result) **and then**  
                   **not** Tampering\_With\_Cursors\_Prohibited (Copy'Result) **and then**  
                   Copy'Result.Capacity = (**if** Capacity = 0 **then**  
                   Length (Source) **else** Capacity);

11/5            Returns a map with key/element pairs initialized from the values in Source.

*Bounded (Run-Time) Errors*

12/3            It is a bounded error to assign from a bounded map object while tampering with elements or cursors of that object is prohibited. Either Program\_Error is raised by the assignment, execution proceeds with the target object prohibiting tampering with elements or cursors, or execution proceeds normally.

*Erroneous Execution*

13/3            When a bounded map object *M* is finalized, if tampering with cursors is prohibited for *M* other than due to an assignment from another map, then execution is erroneous.

*Implementation Requirements*

14/3            For each instance of Containers.Ordered\_Maps and each instance of Containers.Bounded\_Ordered\_Maps, if the two instances meet the following conditions, then the output generated by the Map'Output or Map'Write subprograms of either instance shall be readable by the Map'Input or Map'Read of the other instance, respectively:

- 15/3            • the Element\_Type parameters of the two instances are statically matching subtypes of the same type; and
- 16/3            • the output generated by Element\_Type'Output or Element\_Type'Write is readable by Element\_Type'Input or Element\_Type'Read, respectively (where Element\_Type denotes the type of the two actual Element\_Type parameters); and
- 17/3            • the preceding two conditions also hold for the Key\_Type parameters of the instances.

*Implementation Advice*

18/3            Bounded ordered map objects should be implemented without implicit pointers or dynamic allocation.

19/3            The implementation advice for procedure Move to minimize copying does not apply.

## A.18.23 The Generic Package Containers.Bounded\_Hashed\_Sets

The language-defined generic package Containers.Bounded\_Hashed\_Sets provides a private type Set and a set of operations. It provides the same operations as the package Containers.Hashed\_Sets (see A.18.8), with the difference that the maximum storage is bounded. 1/3

### Static Semantics

The declaration of the generic library package Containers.Bounded\_Hashed\_Sets has the same contents and semantics as Containers.Hashed\_Sets except: 2/3

- The aspect Preelaborate is replaced with aspect Pure. Aspect Global is deleted. 3/5
- The type Set is declared with discriminants that specify both the capacity (number of elements) and modulus (number of distinct hash values) of the hash table as follows: 4/3

```
type Set (Capacity : Count_Type;
          Modulus   : Hash_Type) is tagged private...
```

 5/5

- The aspect\_definition for Preelaborable\_Initialization for type Set is changed to: 5.1/5

```
Preelaborable_Initialization =>
  Element_Type'Preelaborable_Initialization
```

 5.2/5

- The type Set needs finalization if and only if type Element\_Type needs finalization. 6/3

- In function Empty, the postcondition is altered to: 6.1/5

```
Post =>
  Empty'Result.Capacity = Capacity and then
  Empty'Result.Modulus = Default Modulus (Capacity) and then
  not Tampering_With_Cursors_Prohibited (Empty'Result) and then
  Length (Empty'Result) = 0;
```

 6.2/5

- The description of Reserve\_Capacity is replaced with: 7/3

```
procedure Reserve_Capacity (Container : in out Set;
                           Capacity  : in   Count_Type)
with Pre => Capacity <= Container.Capacity
or else raise Capacity_Error;
```

 7.1/5

This operation has no effect, other than checking the precondition. 8/5

- An additional operation is added immediately following Reserve\_Capacity: 9/3

```
function Default_Modulus (Capacity : Count_Type) return Hash_Type;
```

 10/3

Default\_Modulus returns an implementation-defined value for the number of distinct hash values to be used for the given capacity (maximum number of elements). 11/3

- For procedures Insert and Include, the part of the precondition reading: 11.1/5

```
(<some length> <= Count_Type'Last - <some other length>
or else raise Constraint_Error)
```

 11.2/5

is replaced by: 11.3/5

```
(<some length> <= Count_Type'Last - <some other length>
or else raise Constraint_Error) and then
(<some length> <= Container.Capacity - <some other length>
or else raise Capacity_Error)
```

 11.4/5

- In procedure Assign, the precondition is altered to: 11.5/5

```
Pre => (not Tampering_With_Cursors_Prohibited (Target)
or else raise Program_Error) and then
  (Length (Source) <= Target.Capacity
or else raise Capacity_Error),
```

 11.6/5

- The function Copy is replaced with: 12/3

```

13/5     function Copy (Source   : Set;
                   Capacity : Count_Type := 0;
                   Modulus   : Hash_Type := 0) return Map
       with Pre => Capacity = 0 or else Capacity >= Length (Source)
           or else raise Capacity_Error,
       Post =>
           Length (Copy'Result) = Length (Source) and then
           not Tampering_With_Cursors_Prohibited (Copy'Result) and then
           Copy'Result.Capacity = (if Capacity = 0 then
                                   Length (Source) else Capacity) and then
           Copy'Result.Modulus = (if Modulus = 0 then
                                   Default_Modulus (Capacity) else Modulus);
14/5     Returns a set with key/element pairs initialized from the values in Source.

```

*Bounded (Run-Time) Errors*

15/3 It is a bounded error to assign from a bounded set object while tampering with elements or cursors of that object is prohibited. Either Program\_Error is raised by the assignment, execution proceeds with the target object prohibiting tampering with elements or cursors, or execution proceeds normally.

*Erroneous Execution*

16/3 When a bounded set object *S* is finalized, if tampering with cursors is prohibited for *S* other than due to an assignment from another set, then execution is erroneous.

*Implementation Requirements*

17/3 For each instance of Containers.Hash\_Sets and each instance of Containers.Bounded\_Hashed\_Sets, if the two instances meet the following conditions, then the output generated by the Set'Output or Set'Write subprograms of either instance shall be readable by the Set'Input or Set'Read of the other instance, respectively:

- 18/3 • the Element\_Type parameters of the two instances are statically matching subtypes of the same type; and
- 19/3 • the output generated by Element\_Type'Output or Element\_Type'Write is readable by Element\_Type'Input or Element\_Type'Read, respectively (where Element\_Type denotes the type of the two actual Element\_Type parameters).

*Implementation Advice*

20/3 Bounded hashed set objects should be implemented without implicit pointers or dynamic allocation.

21/3 The implementation advice for procedure Move to minimize copying does not apply.

## A.18.24 The Generic Package Containers.Bounded\_Ordered\_Sets

1/3 The language-defined generic package Containers.Bounded\_Ordered\_Sets provides a private type Set and a set of operations. It provides the same operations as the package Containers.Ordered\_Sets (see A.18.9), with the difference that the maximum storage is bounded.

*Static Semantics*

2/3 The declaration of the generic library package Containers.Bounded\_Ordered\_Sets has the same contents and semantics as Containers.Ordered\_Sets except:

- 3/5 • The aspect Preelaborate is replaced with aspect Pure. Aspect Global is deleted.
- 4/3 • The type Set is declared with a discriminant that specifies the capacity (maximum number of elements) as follows:



- type** Set (Capacity : Count\_Type) **is tagged private**...
- The aspect\_definition for Preelaborable\_Initialization for type Set is changed to:
 

```
Preelaborable_Initialization =>
  Element_Type'Preelaborable_Initialization
```
  - The type Set needs finalization if and only if type Element\_Type needs finalization.
  - The function Empty is replaced by:
 

```
function Empty (Capacity : Count_Type := implementation-defined)
  return Set
  with Post =>
    Empty'Result.Capacity = Capacity and then
    not Tampering_With_Cursors_Prohibited (Empty'Result) and then
    Length (Empty'Result) = 0;
```
  - For procedures Insert and Include, the part of the precondition reading:
 

```
(<some length> <= Count_Type'Last - <some other length>
  or else raise Constraint_Error)
```

 is replaced by:
 

```
(<some length> <= Count_Type'Last - <some other length>
  or else raise Constraint_Error) and then
  (<some length> <= Container.Capacity - <some other length>
  or else raise Capacity_Error)
```
  - In procedure Assign, the precondition is altered to:
 

```
Pre => (not Tampering_With_Cursors_Prohibited (Target)
  or else raise Program_Error) and then
  (Length (Source) <= Target.Capacity
  or else raise Capacity_Error),
```
  - The function Copy is replaced with:
 

```
function Copy (Source : Set;
  Capacity : Count_Type := 0) return Map
  with Pre => Capacity = 0 or else Capacity >= Length (Source)
  or else raise Capacity_Error,
  Post =>
    Length (Copy'Result) = Length (Source) and then
    not Tampering_With_Cursors_Prohibited (Copy'Result) and then
    Copy'Result.Capacity = (if Capacity = 0 then
      Length (Source) else Capacity);
```

 Returns a set with key/element pairs initialized from the values in Source.

#### *Bounded (Run-Time) Errors*

It is a bounded error to assign from a bounded set object while tampering with elements or cursors of that object is prohibited. Either Program\_Error is raised by the assignment, execution proceeds with the target object prohibiting tampering with elements or cursors, or execution proceeds normally.

#### *Erroneous Execution*

When a bounded set object *S* is finalized, if tampering with cursors is prohibited for *S* other than due to an assignment from another set, then execution is erroneous.

#### *Implementation Requirements*

For each instance of Containers.Ordered\_Sets and each instance of Containers.Bounded\_Ordered\_Sets, if the two instances meet the following conditions, then the output generated by the Set'Output or Set'Write subprograms of either instance shall be readable by the Set'Input or Set'Read of the other instance, respectively:

- 15/3 • the `Element_Type` parameters of the two instances are statically matching subtypes of the same type; and
- 16/3 • the output generated by `Element_Type'Output` or `Element_Type'Write` is readable by `Element_Type'Input` or `Element_Type'Read`, respectively (where `Element_Type` denotes the type of the two actual `Element_Type` parameters).

*Implementation Advice*

- 17/3 Bounded ordered set objects should be implemented without implicit pointers or dynamic allocation.
- 18/3 The implementation advice for procedure `Move` to minimize copying does not apply.

**A.18.25 The Generic Package Containers.Bounded\_Multiway\_Trees**

- 1/3 The language-defined generic package `Containers.Bounded_Multiway_Trees` provides a private type `Tree` and a set of operations. It provides the same operations as the package `Containers.Multiway_Trees` (see A.18.10), with the difference that the maximum storage is bounded.

*Static Semantics*

- 2/3 The declaration of the generic library package `Containers.Bounded_Multiway_Trees` has the same contents and semantics as `Containers.Multiway_Trees` except:

- 3/5 • The aspect `Preelaborate` is replaced with aspect `Pure`. Aspect `Global` is deleted.
- 4/3 • The type `Tree` is declared with a discriminant that specifies the capacity (maximum number of elements) as follows:

```
5/5     type Tree (Capacity : Count_Type) is tagged private...
```

- 5.1/5 • The aspect `definition` for `Preelaborable_Initialization` for type `Tree` is changed to:

```
5.2/5     Preelaborable_Initialization =>
         Element_Type'Preelaborable_Initialization
```

- 6/3 • The type `Tree` needs finalization if and only if type `Element_Type` needs finalization.

- 6.1/5 • The function `Empty` is replaced by:

```
6.2/5     function Empty (Capacity : Count_Type := implementation-defined)
         return Tree
         with Post =>
             Empty'Result.Capacity = Capacity and then
             not Tampering_With_Elements_Prohibited (Empty'Result) and then
             not Tampering_With_Cursors_Prohibited (Empty'Result) and then
             Node_Count (Empty'Result) = 1;
```

- 7/5 • For procedures `Insert_Child`, `Prepend_Child`, and `Append_Child`, the initial subexpression of the precondition is replaced with:

```
7.1/5     with Pre => (not Tampering_With_Cursors_Prohibited (Container)
                    or else raise Program_Error) and then
                    (Node_Count (Container) - 1 <= Container.Capacity - Count
                    or else raise Capacity_Error)
```

- 8/5 • In procedure `Assign`, the precondition is altered to:

```
8.1/5     Pre => (not Tampering_With_Cursors_Prohibited (Target)
                or else raise Program_Error) and then
                (Node_Count (Source) - 1 <= Target.Capacity
                or else raise Capacity_Error),
```

- 9/3 • Function `Copy` is declared as follows:

```

function Copy (Source : Tree; Capacity : Count_Type := 0)
  return Tree
  with Pre => Capacity = 0 or else Capacity >= Node_Count (Source) - 1
           or else raise Capacity_Error,
       Post =>
         Node_Count (Copy'Result) = Node_Count (Source) and then
         not Tampering_With_Elements_Prohibited (Copy'Result) and then
         not Tampering_With_Cursors_Prohibited (Copy'Result) and then
         Copy'Result.Capacity = (if Capacity = 0 then
           Node_Count (Source) - 1 else Capacity);

```

10/4

Returns a list whose elements have the same values as the elements of Source.

11/5

- In the four-parameter procedure Copy\_Subtree, the last **or else** of the precondition is replaced by:

11.1/5

```

(not Is_Root (Source)
 or else raise Constraint_Error) and then
(Node_Count (Target) - 1 + Subtree_Node_Count (Source) <=
 Target.Capacity
 or else raise Capacity_Error),

```

11.2/5

- In the five-parameter procedure Copy\_Subtree, the last **or else** of the precondition is replaced by:

11.3/5

```

(not Is_Root (Source, Subtree)
 or else raise Constraint_Error) and then
(Node_Count (Target) - 1 +
 Subtree_Node_Count (Source, Subtree) <= Target.Capacity
 or else raise Capacity_Error),

```

11.4/5

- In Copy\_Local\_Subtree, the last **or else** of the precondition is replaced by:

11.5/5

```

(not Is_Root (Source, Subtree)
 or else raise Constraint_Error) and then
(Node_Count (Target) - 1 +
 Subtree_Node_Count (Target, Source) <= Target.Capacity
 or else raise Capacity_Error),

```

11.6/5

- In the five-parameter procedure Splice\_Subtree, the penultimate **or else** of the precondition is replaced by:

12/5

```

(Has_Element (Source, Position)
 or else raise Program_Error) and then
(Target'Has_Same_Storage (Source) or else
 Node_Count (Target) - 1 +
 Subtree_Node_Count (Source, Position) <= Target.Capacity
 or else raise Capacity_Error) and then

```

12.1/5

- In the five-parameter procedure Splice\_Children, the penultimate **elsif** of the precondition is replaced by:

13/5

```

(Before = No_Element or else
 Parent (Target, Before) /= Target_Parent
 or else raise Constraint_Error) and then
(Target'Has_Same_Storage (Source) or else
 Node_Count (Target) - 1 +
 Child_Count (Source, Source_Parent) <= Target.Capacity
 or else raise Capacity_Error) and then

```

13.1/5

#### *Bounded (Run-Time) Errors*

It is a bounded error to assign from a bounded tree object while tampering with elements or cursors of that object is prohibited. Either Program\_Error is raised by the assignment, execution proceeds with the target object prohibiting tampering with elements or cursors, or execution proceeds normally.

14/3

*Erroneous Execution*

15/3 When a bounded tree object  $T$  is finalized, if tampering with cursors is prohibited for  $T$  other than due to an assignment from another tree, then execution is erroneous.

*Implementation Requirements*

16/3 For each instance of `Containers.Multiway_Trees` and each instance of `Containers.Bounded_Multiway_Trees`, if the two instances meet the following conditions, then the output generated by the `Tree'Output` or `Tree'Write` subprograms of either instance shall be readable by the `Tree'Input` or `Tree'Read` of the other instance, respectively:

- 17/3 • the `Element_Type` parameters of the two instances are statically matching subtypes of the same type; and
- 18/3 • the output generated by `Element_Type'Output` or `Element_Type'Write` is readable by `Element_Type'Input` or `Element_Type'Read`, respectively (where `Element_Type` denotes the type of the two actual `Element_Type` parameters).

*Implementation Advice*

19/3 Bounded tree objects should be implemented without implicit pointers or dynamic allocation.

20/3 The implementation advice for procedure `Move` to minimize copying does not apply.

## A.18.26 Array Sorting

1/3 The language-defined generic procedures `Containers.Generic_Array_Sort`, `Containers.Generic_Constrained_Array_Sort`, and `Containers.Generic_Sort` provide sorting on arbitrary array types.

*Static Semantics*

2/2 The generic library procedure `Containers.Generic_Array_Sort` has the following declaration:

```
3/5  generic
      type Index_Type is (<>);
      type Element_Type is private;
      type Array_Type is array (Index_Type range <>) of Element_Type;
      with function "<" (Left, Right : Element_Type)
          return Boolean is <>;
  procedure Ada.Containers.Generic_Array_Sort (Container : in out Array_Type)
      with Pure, Nonblocking, Global => null;
```

4/2 Reorders the elements of `Container` such that the elements are sorted smallest first as determined by the generic formal "<" operator provided. Any exception raised during evaluation of "<" is propagated.

5/3 The actual function for the generic formal function "<" of `Generic_Array_Sort` is expected to return the same value each time it is called with a particular pair of element values. It should define a strict weak ordering relationship (see A.18); it should not modify `Container`. If the actual for "<" behaves in some other manner, the behavior of the instance of `Generic_Array_Sort` is unspecified. The number of times `Generic_Array_Sort` calls "<" is unspecified.

The generic library procedure `Containers.Generic_Constrained_Array_Sort` has the following declaration: 6/2

```

generic
  type Index_Type is (<>);
  type Element_Type is private;
  type Array_Type is array (Index_Type) of Element_Type;
  with function "<" (Left, Right : Element_Type)
    return Boolean is <>;
procedure Ada.Containers.Generic_Constrained_Array_Sort
  (Container : in out Array_Type)
  with Pure, Nonblocking, Global => null;

```

7/5

Reorders the elements of Container such that the elements are sorted smallest first as determined by the generic formal "<" operator provided. Any exception raised during evaluation of "<" is propagated. 8/2

The actual function for the generic formal function "<" of `Generic_Constrained_Array_Sort` is expected to return the same value each time it is called with a particular pair of element values. It should define a strict weak ordering relationship (see A.18); it should not modify Container. If the actual for "<" behaves in some other manner, the behavior of the instance of `Generic_Constrained_Array_Sort` is unspecified. The number of times `Generic_Constrained_Array_Sort` calls "<" is unspecified. 9/3

The generic library procedure `Containers.Generic_Sort` has the following declaration: 9.1/3

```

generic
  type Index_Type is (<>);
  with function Before (Left, Right : Index_Type) return Boolean;
  with procedure Swap (Left, Right : in Index_Type);
procedure Ada.Containers.Generic_Sort
  (First, Last : Index_Type'Base)
  with Pure, Nonblocking, Global => null;

```

9.2/5

Reorders the elements of an indexable structure, over the range First .. Last, such that the elements are sorted in the ordering determined by the generic formal function Before; Before should return True if Left is to be sorted before Right. The generic formal Before compares the elements having the given indices, and the generic formal Swap exchanges the values of the indicated elements. Any exception raised during evaluation of Before or Swap is propagated. 9.3/3

The actual function for the generic formal function Before of `Generic_Sort` is expected to return the same value each time it is called with index values that identify a particular pair of element values. It should define a strict weak ordering relationship (see A.18); it should not modify the elements. The actual function for the generic formal Swap should exchange the values of the indicated elements. If the actual for either Before or Swap behaves in some other manner, the behavior of `Generic_Sort` is unspecified. The number of times the `Generic_Sort` calls Before or Swap is unspecified. 9.4/3

#### *Implementation Advice*

The worst-case time complexity of a call on an instance of `Containers.Generic_Array_Sort` or `Containers.Generic_Constrained_Array_Sort` should be  $O(N^{**2})$  or better, and the average time complexity should be better than  $O(N^{**2})$ , where  $N$  is the length of the Container parameter. 10/2

`Containers.Generic_Array_Sort` and `Containers.Generic_Constrained_Array_Sort` should minimize copying of elements. 11/2

The worst-case time complexity of a call on an instance of `Containers.Generic_Sort` should be  $O(N^{**2})$  or better, and the average time complexity should be better than  $O(N^{**2})$ , where  $N$  is the difference between the Last and First parameters plus 1. 12/3

13/3 Containers.Generic\_Sort should minimize calls to the generic formal Swap.

## A.18.27 The Generic Package Containers.Synchronized\_Queue\_Interfaces

1/3 The language-defined generic package Containers.Synchronized\_Queue\_Interfaces provides interface type Queue, and a set of operations for that type. Interface Queue specifies a first-in, first-out queue.

### Static Semantics

2/3 The generic library package Containers.Synchronized\_Queue\_Interfaces has the following declaration:

```

3/5  generic
      type Element_Type is private;
      package Ada.Containers.Synchronized_Queue_Interfaces
      with Pure, Nonblocking, Global => null is
4/3      type Queue is synchronized interface;
5/5      procedure Enqueue
      (Container : in out Queue;
       New_Item  : in   Element_Type) is abstract
      with Synchronization => By_Entry,
           Nonblocking => False,
           Global'Class=> in out synchronized;
6/5      procedure Dequeue
      (Container : in out Queue;
       Element   :   out Element_Type) is abstract
      with Synchronization => By_Entry,
           Nonblocking => False,
           Global'Class=> in out synchronized;
7/5      function Current_Use (Container : Queue) return Count_Type is abstract
      with Nonblocking, Global'Class => null, Use_Formals => null;
      function Peak_Use (Container : Queue) return Count_Type is abstract
      with Nonblocking, Global'Class => null, Use_Formals => null,
           Post'Class => Peak_Use'Result >= Current_Use (Container);
8/3  end Ada.Containers.Synchronized_Queue_Interfaces;
```

8.1/5 The subprogram behavior descriptions given below are the semantics for the corresponding callable entities found in the language-defined generic packages that have a formal package named Queue\_Interfaces.

```

9/5  procedure Enqueue
      (Container : in out Queue;
       New_Item  : in   Element_Type) is abstract
      with Synchronization => By_Entry
           Nonblocking => False,
           Global'Class=> in out synchronized;
```

10/3 A queue type that implements this interface is allowed to have a bounded *capacity*. If the queue object has a bounded capacity, and the number of existing elements equals the capacity, then Enqueue blocks until storage becomes available; otherwise, Enqueue does not block. In any case, it then copies New\_Item onto the queue.

|                                                                                                                                                                                                                                                                                                                                       |      |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|
| <b>procedure</b> Dequeue<br>(Container : <b>in out</b> Queue;<br>Element : <b>out</b> Element_Type) <b>is abstract</b><br><b>with</b> Synchronization => By_Entry<br>Nonblocking => False,<br>Global'Class=> <b>in out synchronized</b> ;                                                                                             | 11/5 |
| If the queue is empty, then Dequeue blocks until an item becomes available. In any case, it then assigns the element at the head of the queue to Element, and removes it from the queue.                                                                                                                                              | 12/3 |
| <b>function</b> Current_Use (Container : Queue) <b>return</b> Count_Type <b>is abstract</b><br><b>with</b> Nonblocking, Global'Class=> <b>null</b> , Use_Formal => <b>null</b> ;                                                                                                                                                      | 13/5 |
| Returns the number of elements currently in the queue.                                                                                                                                                                                                                                                                                | 14/3 |
| <b>function</b> Peak_Use (Container : Queue) <b>return</b> Count_Type <b>is abstract</b><br><b>with</b> Nonblocking, Global'Class=> <b>null</b> , Use_Formal => <b>null</b> ,<br>Post'Class => Peak_Use'Result >= Current_Use (Container);                                                                                            | 15/5 |
| Returns the maximum number of elements that have been in the queue at any one time.                                                                                                                                                                                                                                                   | 16/3 |
| <b>NOTE</b> Unlike other language-defined containers, there are no queues whose element types are indefinite. Elements of an indefinite type can be handled by defining the element of the queue to be a holder container (see A.18.18) of the indefinite type, or to be an explicit access type that designates the indefinite type. | 17/3 |

## A.18.28 The Generic Package Containers.Unbounded\_Synchronized\_Queues

### *Static Semantics*

The language-defined generic package Containers.Unbounded\_Synchronized\_Queues provides type Queue, which implements the interface type Containers.Synchronized\_Queue\_Interfaces.Queue. 1/3

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |     |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|
| <b>with</b> System;<br><b>with</b> Ada.Containers.Synchronized_Queue_Interfaces;<br><b>generic</b><br><b>with package</b> Queue_Interfaces <b>is</b><br><b>new</b> Ada.Containers.Synchronized_Queue_Interfaces (<>);<br>Default_Ceiling : System.Any_Priority := System.Priority'Last;<br><b>package</b> Ada.Containers.Unbounded_Synchronized_Queues<br><b>with</b> Preelaborate,<br>Nonblocking, Global => <b>in out synchronized is</b><br><br><b>package</b> Implementation <b>is</b><br>... -- <i>not specified by the language</i><br><b>end</b> Implementation;                                                                                                                                              | 2/5 |
| <b>protected type</b> Queue<br>(Ceiling : System.Any_Priority := Default_Ceiling)<br><b>with</b> Priority => Ceiling <b>is</b><br><b>new</b> Queue_Interfaces.Queue <b>with</b><br><br><b>overriding</b><br><b>entry</b> Enqueue (New_Item : <b>in</b> Queue_Interfaces.Element_Type);<br><b>overriding</b><br><b>entry</b> Dequeue (Element : <b>out</b> Queue_Interfaces.Element_Type);<br><br><b>overriding</b><br><b>function</b> Current_Use <b>return</b> Count_Type<br><b>with</b> Nonblocking, Global => <b>null</b> , Use_Formal => <b>null</b> ;<br><b>overriding</b><br><b>function</b> Peak_Use <b>return</b> Count_Type<br><b>with</b> Nonblocking, Global => <b>null</b> , Use_Formal => <b>null</b> ; | 3/3 |
| <b>private</b><br>... -- <i>not specified by the language</i><br><b>end</b> Queue;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 4/3 |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 5/3 |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 6/5 |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 7/3 |

```

8/3     private
9/3         ... -- not specified by the language
10/3    end Ada.Containers.Unbounded_Synchronized_Queues;

```

11/3 The type Queue is used to represent task-safe queues.

12/3 The capacity for instances of type Queue is unbounded.

## A.18.29 The Generic Package Containers.Bounded\_Synchronized\_Queues

### *Static Semantics*

1/3 The language-defined generic package Containers.Bounded\_Synchronized\_Queues provides type Queue, which implements the interface type Containers.Synchronized\_Queue\_Interfaces.Queue.

```

2/5     with System;
       with Ada.Containers.Synchronized_Queue_Interfaces;
       generic
         with package Queue_Interfaces is
           new Ada.Containers.Synchronized_Queue_Interfaces (<>);
           Default_Capacity : Count_Type;
           Default_Ceiling  : System.Any_Priority := System.Priority'Last;
       package Ada.Containers.Bounded_Synchronized_Queues
         with Preelaborate,
              Nonblocking, Global => in out synchronized is
3/3     package Implementation is
         ... -- not specified by the language
         end Implementation;
4/3     protected type Queue
         (Capacity : Count_Type := Default_Capacity;
          Ceiling  : System.Any_Priority := Default_Ceiling)
         with Priority => Ceiling is
           new Queue_Interfaces.Queue with
5/3     overriding
         entry Enqueue (New_Item : in Queue_Interfaces.Element_Type);
         overriding
         entry Dequeue (Element : out Queue_Interfaces.Element_Type);
6/5     overriding
         function Current_Use return Count_Type
           with Nonblocking, Global => null, Use_Formal => null;
         overriding
         function Peak_Use return Count_Type
           with Nonblocking, Global => null, Use_Formal => null;
7/3     private
         ... -- not specified by the language
         end Queue;
8/3     private
9/3         ... -- not specified by the language
10/3    end Ada.Containers.Bounded_Synchronized_Queues;

```

11/3 The semantics are the same as for Unbounded\_Synchronized\_Queues, except:

- 12/3 • The capacity for instances of type Queue is bounded and specified by the discriminant Capacity.

### *Implementation Advice*

13/3 Bounded queue objects should be implemented without implicit pointers or dynamic allocation.



## A.18.30 The Generic Package Containers.Unbounded\_Priority\_Queues

### Static Semantics

The language-defined generic package Containers.Unbounded\_Priority\_Queues provides type Queue, which implements the interface type Containers.Synchronized\_Queue\_Interfaces.Queue. 1/3

```

with System;
with Ada.Containers.Synchronized_Queue_Interfaces;
generic
  with package Queue_Interfaces is
    new Ada.Containers.Synchronized_Queue_Interfaces (<>);
  type Queue_Priority is private;
  with function Get_Priority
    (Element : Queue_Interfaces.Element_Type) return Queue_Priority is <>;
  with function Before
    (Left, Right : Queue_Priority) return Boolean is <>;
  Default_Ceiling : System.Any_Priority := System.Priority'Last;
package Ada.Containers.Unbounded_Priority_Queues
  with Preelaborate,
    Nonblocking, Global => in out synchronized is
  package Implementation is
    ... -- not specified by the language
  end Implementation;
  protected type Queue
    (Ceiling : System.Any_Priority := Default_Ceiling)
    with Priority => Ceiling is
    new Queue_Interfaces.Queue with
  overriding
  entry Enqueue (New_Item : in Queue_Interfaces.Element_Type);
  overriding
  entry Dequeue (Element : out Queue_Interfaces.Element_Type);
  not overriding
  procedure Dequeue_Only_High_Priority
    (At_Least : in Queue_Priority;
     Element : in out Queue_Interfaces.Element_Type;
     Success : out Boolean);
  overriding
  function Current_Use return Count_Type
    with Nonblocking, Global => null, Use_Formal => null;
  overriding
  function Peak_Use return Count_Type
    with Nonblocking, Global => null, Use_Formal => null;
private
  ... -- not specified by the language
end Queue;
private
  ... -- not specified by the language
end Ada.Containers.Unbounded_Priority_Queues;

```

The type Queue is used to represent task-safe priority queues. 12/3

The capacity for instances of type Queue is unbounded. 13/3

Two elements  $E1$  and  $E2$  are equivalent if `Before(Get_Priority( $E1$ ), Get_Priority( $E2$ ))` and `Before(Get_Priority( $E2$ ), Get_Priority( $E1$ ))` both return False. 14/3

The actual functions for `Get_Priority` and `Before` are expected to return the same value each time they are called with the same actuals, and should not modify their actuals. `Before` should define a strict weak 15/3

ordering relationship (see A.18). If the actual functions behave in some other manner, the behavior of Unbounded\_Priority\_Queues is unspecified.

- 16/3 Enqueue inserts an item according to the order specified by the Before function on the result of Get\_Priority on the elements; Before should return True if Left is to be inserted before Right. If the queue already contains elements equivalent to New\_Item, then it is inserted after the existing equivalent elements.
- 17/3 For a call on Dequeue\_Only\_High\_Priority, if the head of the nonempty queue is *E*, and the function Before(At\_Least, Get\_Priority(*E*)) returns False, then *E* is assigned to Element and then removed from the queue, and Success is set to True; otherwise, Success is set to False and Element is unchanged.

## A.18.31 The Generic Package Containers.Bounded\_Priority\_Queues

### Static Semantics

- 1/3 The language-defined generic package Containers.Bounded\_Priority\_Queues provides type Queue, which implements the interface type Containers.Synchronized\_Queue\_Interfaces.Queue.

```

2/5   with System;
      with Ada.Containers.Synchronized_Queue_Interfaces;
      generic
        with package Queue_Interfaces is
          new Ada.Containers.Synchronized_Queue_Interfaces (<>);
          type Queue_Priority is private;
          with function Get_Priority
            (Element : Queue_Interfaces.Element_Type) return Queue_Priority is <>;
          with function Before
            (Left, Right : Queue_Priority) return Boolean is <>;
          Default_Capacity : Count_Type;
          Default_Ceiling : System.Any_Priority := System.Priority'Last;
        package Ada.Containers.Bounded_Priority_Queues
          with Preelaborate,
              Nonblocking, Global => in out synchronized is
3/3   package Implementation is
          ... -- not specified by the language
          end Implementation;
4/3   protected type Queue
          (Capacity : Count_Type := Default_Capacity;
           Ceiling : System.Any_Priority := Default_Ceiling)
          with Priority => Ceiling is
          new Queue_Interfaces.Queue with
5/3   overriding
          entry Enqueue (New_Item : in Queue_Interfaces.Element_Type);
          overriding
          entry Dequeue (Element : out Queue_Interfaces.Element_Type);
6/3   not overriding
          procedure Dequeue_Only_High_Priority
            (At_Least : in Queue_Priority;
             Element : in out Queue_Interfaces.Element_Type;
             Success : out Boolean);
7/5   overriding
          function Current_Use return Count_Type
            with Nonblocking, Global => null, Use_Formal => null;
          overriding
          function Peak_Use return Count_Type
            with Nonblocking, Global => null, Use_Formal => null;

```

```

private
    ... -- not specified by the language
end Queue;
private
    ... -- not specified by the language
end Ada.Containers.Bounded_Priority_Queues;

```

The semantics are the same as for `Unbounded_Priority_Queues`, except:

- The capacity for instances of type `Queue` is bounded and specified by the discriminant `Capacity`.

*Implementation Advice*

Bounded priority queue objects should be implemented without implicit pointers or dynamic allocation.

### A.18.32 The Generic Package `Containers.Bounded_Indefinite_Holders`

The language-defined generic package `Containers.Bounded_Indefinite_Holders` provides a private type `Holder` and a set of operations for that type. It provides the same operations as the package `Containers.Indefinite_Holders` (see A.18.18), with the difference that the maximum storage is bounded.

*Static Semantics*

The declaration of the generic library package `Containers.Bounded_Indefinite_Holders` has the same contents and semantics as `Containers.Indefinite_Holders` except:

- The following is added to the context clause:

```
with System.Storage_Elements; use System.Storage_Elements;
```

- An additional generic parameter follows `Element_Type`:

```
Max_Element_Size_in_Storage_Elements : Storage_Count;
```

- The `aspect_definition` for `Preelaborable_Initialization` for type `Holder` is changed to:

```
Preelaborable_Initialization =>
    Element_Type'Preelaborable_Initialization
```

- Add to the precondition of `To_Holder` and `Replace_Element`:

```
and then (New_Item'Size <=
    Max_Element_Size_in_Storage_Elements * System.Storage_Unit
or else raise Program_Error)
```

*Bounded (Run-Time) Errors*

It is a bounded error to assign from a bounded holder object while tampering with elements of that object is prohibited. Either `Program_Error` is raised by the assignment, execution proceeds with the target object prohibiting tampering with elements, or execution proceeds normally.

*Implementation Requirements*

For each instance of `Containers.Indefinite_Holders` and each instance of `Containers.Bounded_Indefinite_Holders`, if the two instances meet the following conditions, then the output generated by the `Holder'Output` or `Holder'Write` subprograms of either instance shall be readable by the `Holder'Input` or `Holder'Read` of the other instance, respectively:

- the `Element_Type` parameters of the two instances are statically matching subtypes of the same type; and
- the output generated by `Element_Type'Output` or `Element_Type'Write` is readable by `Element_Type'Input` or `Element_Type'Read`, respectively (where `Element_Type` denotes the type of the two actual `Element_Type` parameters).

15/5 Bounded holder objects should be implemented without dynamic allocation and any finalization should be trivial unless `Element_Type` needs finalization.

16/5 The Implementation Advice about the Move and Swap operations is deleted for bounded holders; these operations can copy elements as necessary.

## A.18.33 Example of Container Use

### Examples

1/3 The following example is an implementation of Dijkstra's shortest path algorithm in a directed graph with positive distances. The graph is represented by a map from nodes to sets of edges.

```

2/3   with Ada.Containers.Vectors;
      with Ada.Containers.Doubly_Linked_Lists;
      use Ada.Containers;
      generic
        type Node is range <>;
      package Shortest_Paths is
        type Distance is new Float range 0.0 .. Float'Last;
        type Edge is record
          To, From : Node;
          Length   : Distance;
        end record;
3/3   package Node_Maps is new Vectors (Node, Node);
      -- The algorithm builds a map to indicate the node used to reach a given
      -- node in the shortest distance.
4/3   package Adjacency_Lists is new Doubly_Linked_Lists (Edge);
      use Adjacency_Lists;
5/3   package Graphs is new Vectors (Node, Adjacency_Lists.List);
6/3   package Paths is new Doubly_Linked_Lists (Node);
7/3   function Shortest_Path
      (G : Graphs.Vector; Source : Node; Target : Node) return Paths.List
      with Pre => G (Source) /= Adjacency_Lists.Empty_List;
8/3   end Shortest_Paths;
9/5   package body Shortest_Paths is
      function Shortest_Path
      (G : Graphs.Vector; Source : Node; Target : Node) return Paths.List
      is
        use Node_Maps, Paths, Graphs;
        Reached   : array (Node) of Boolean := (others => False);
        -- The set of nodes whose shortest distance to the source is known.
10/3   Reached_From : array (Node) of Node;
        So_Far      : array (Node) of Distance := (others => Distance'Last);
        The_Path    : Paths.List := Paths.Empty_List;
        Nearest_Distance : Distance;
        Next         : Node;
      begin
        So_Far(Source) := 0.0;
11/3   while not Reached(Target) loop
          Nearest_Distance := Distance'Last;
12/3   -- Find closest node not reached yet, by iterating over all nodes.
          -- A more efficient algorithm uses a priority queue for this step.

```

```

Next := Source;
for N in Node'First .. Node'Last loop
    if not Reached(N)
        and then So_Far(N) < Nearest_Distance then
            Next := N;
            Nearest_Distance := So_Far(N);
        end if;
    end loop;
if Nearest_Distance = Distance'Last then
    -- No next node found, graph is not connected
    return Paths.Empty_List;
else
    Reached(Next) := True;
end if;
-- Update minimum distance to newly reachable nodes.
for E of G (Next) loop
    if not Reached(E.To) then
        Nearest_Distance := E.Length + So_Far(Next);
        if Nearest_Distance < So_Far(E.To) then
            Reached_From(E.To) := Next;
            So_Far(E.To) := Nearest_Distance;
        end if;
    end if;
end loop;
end loop;
-- Rebuild path from target to source.
declare
    N : Node := Target;
begin
    Prepend (The_Path, N);
    while N /= Source loop
        N := Reached_From(N);
        Prepend (The_Path, N);
    end loop;
end;
return The_Path;
end;
end Shortest_Paths;

```

Note that the effect of the Constant\_Indexing aspect (on type Vector) and the Implicit\_Dereference aspect (on type Reference\_Type) is that

```
G (Next)
```

is a convenient shorthand for

```
G.Constant_Reference (Next).Element.all
```

Similarly, the effect of the loop:

```

for E of G (Next) loop
    if not Reached(E.To) then
        ...
    end if;
end loop;

```

28/3 is the same as:

```
29/4   for C in G (Next).Iterate loop
      declare
        E : Edge renames G (Next) (C);
      begin
        if not Reached(E.To) then
          ...
        end if;
      end;
    end loop;
```

30/3 which is the same as:

```
31/4   declare
      L : Adjacency_Lists.List renames G (Next);
      C : Adjacency_Lists.Cursor := L.First;
    begin
      while Has_Element (C) loop
        declare
          E : Edge renames L(C);
        begin
          if not Reached(E.To) then
            ...
          end if;
        end;
        C := L.Next (C);
      end loop;
    end;
```

## A.19 The Package Locales

1/3 A *locale* identifies a geopolitical place or region and its associated language, which can be used to determine other internationalization-related characteristics.

*Static Semantics*

2/3 The library package Locales has the following declaration:

```
3/5   package Ada.Locales
      with Preelaborate, Remote_Types is
4/4   type Language_Code is new String (1 .. 3)
      with Dynamic_Predicate =>
        (for all E of Language_Code => E in 'a' .. 'z');
      type Country_Code is new String (1 .. 2)
      with Dynamic_Predicate =>
        (for all E of Country_Code => E in 'A' .. 'Z');
5/3   Language_Unknown : constant Language_Code := "und";
      Country_Unknown : constant Country_Code := "ZZ";
6/3   function Language return Language_Code;
      function Country return Country_Code;
7/3   end Ada.Locales;
```

8/3 The *active locale* is the locale associated with the partition of the current task.

9/5 *This paragraph was deleted.*

10/5 *This paragraph was deleted.*

11/5 Function Language returns the code of the language associated with the active locale. If the Language\_Code associated with the active locale cannot be determined from the environment, then

Language returns Language\_Unknown. Otherwise, the result is a lower-case string representation of an ISO 639-3:2007 alpha-3 code that identifies a language.

Function Country returns the code of the country associated with the active locale. If the Country\_Code associated with the active locale cannot be determined from the environment, then Country returns Country\_Unknown. Otherwise, the result is an upper-case string representation of an ISO 3166-1:2020 alpha-2 code that identifies a country.

12/5





# Annex B

## (normative)

### Interface to Other Languages

This Annex describes features for writing mixed-language programs. General interface support is presented first; then specific support for C, COBOL, and Fortran is defined, in terms of language interface packages for each of these languages. 1

#### *Implementation Requirements*

Support for interfacing to any foreign language is optional. However, an implementation shall not provide any optional aspect, attribute, library unit, or pragma having the same name as an aspect, attribute, library unit, or pragma (respectively) specified in the subclauses of this Annex unless the provided construct is either as specified in those subclauses or is more limited in capability than that required by those subclauses. A program that attempts to use an unsupported capability of this Annex shall either be identified by the implementation before run time or shall raise an exception at run time. 2/3

## B.1 Interfacing Aspects

An *interfacing* aspect is a representation aspect that is one of the aspects `Import`, `Export`, `Link_Name`, `External_Name`, or `Convention`. 0.1/3

Specifying the `Import` aspect to have the value `True` is used to import an entity defined in a foreign language into an Ada program, thus allowing a foreign-language subprogram to be called from Ada, or a foreign-language variable to be accessed from Ada. In contrast, specifying the `Export` aspect to have the value `True` is used to export an Ada entity to a foreign language, thus allowing an Ada subprogram to be called from a foreign language, or an Ada object to be accessed from a foreign language. The `Import` and `Export` aspects are intended primarily for objects and subprograms, although implementations are allowed to support other entities. The `Link_Name` and `External_Name` aspects are used to specify the link name and external name, respectively, to be used to identify imported or exported entities in the external environment. 1/3

The `Convention` aspect is used to indicate that an Ada entity should use the conventions of another language. It is intended primarily for types and “callback” subprograms. For example, “**with** `Convention => Fortran`” on the declaration of an array type `Matrix` implies that `Matrix` should be represented according to the conventions of the supported Fortran implementation, namely column-major order. 2/3

A `pragma Linker_Options` is used to specify the system linker parameters necessary when a given compilation unit is included in a partition. 3/5

#### *Syntax*

The form of a `pragma Linker_Options` is as follows: 4/3

*Paragraphs 5 through 7 were moved to Annex J, “Obsolescent Features”.*

**pragma** `Linker_Options`(*string\_expression*); 8

A `pragma Linker_Options` is allowed only at the place of a `declarative_item`. 9

*This paragraph was deleted.* 9.1/3

## Name Resolution Rules

- 9.2/3 The Import and Export aspects are of type Boolean.
- 10/3 The Link\_Name and External\_Name aspects are of type String.
- 10.1/3 The expected type for the *string\_expression* in pragma Linker\_Options is String.

## Legality Rules

- 11/3 The aspect Convention shall be specified by a *convention\_identifier* which shall be the name of a *convention*. The convention names are implementation defined, except for certain language-defined ones, such as Ada and Intrinsic, as explained in 6.3.1, “Conformance Rules”. Additional convention names generally represent the calling conventions of foreign languages, language implementations, or specific run-time models. The convention of a callable entity is its *calling convention*.
- 12 If *L* is a *convention\_identifier* for a language, then a type *T* is said to be *compatible with convention L*, (alternatively, is said to be an *L-compatible type*) if any of the following conditions are met:
- 13 • *T* is declared in a language interface package corresponding to *L* and is defined to be *L-compatible* (see B.3, B.3.1, B.3.2, B.4, B.5),
- 14/3 • Convention *L* has been specified for *T*, and *T* is *eligible for convention L*; that is:
- 14.1/4 • *T* is an enumeration type such that all internal codes (whether assigned by default or explicitly) are within an implementation-defined range that includes at least the range of values 0 .. 2\*\*15-1;
- 15 • *T* is an array type with either an unconstrained or statically-constrained first subtype, and its component type is *L-compatible*,
- 16 • *T* is a record type that has no discriminants and that only has components with statically-constrained subtypes, and each component type is *L-compatible*,
- 17/3 • *T* is an access-to-object type, its designated type is *L-compatible*, and its designated subtype is not an unconstrained array subtype,
- 18 • *T* is an access-to-subprogram type, and its designated profile's parameter and result types are all *L-compatible*.
- 19 • *T* is derived from an *L-compatible* type,
- 19.1/5 • *T* is an anonymous access type, and *T* is eligible for convention *L*,
- 20 • The implementation permits *T* as an *L-compatible* type.
- 21/3 If the Convention aspect is specified for a type, then the type shall either be compatible with or eligible for the specified convention.
- 21.1/5 If convention *L* is specified for a type *T*, for each component of *T* that has an anonymous access type, the convention of the anonymous access type is *L*. If convention *L* is specified for an object that has an anonymous access type, the convention of the anonymous access type is *L*.
- 22/3 Notwithstanding any rule to the contrary, a declaration with a True Import aspect shall not have a completion.
- 23/3 An entity with a True Import aspect (or Export aspect) is said to be *imported* (respectively, *exported*). An entity shall not be both imported and exported.
- 24 The declaration of an imported object shall not include an explicit initialization expression. Default initializations are not performed.

The type of an imported or exported object shall be compatible with the specified Convention aspect, if any. 25/3

For an imported or exported subprogram, the result and parameter types shall each be compatible with the specified Convention aspect, if any. 26/3

The `aspect_definition` (if any) used to directly specify an `Import`, `Export`, `External_Name`, or `Link_Name` aspect shall be a static expression. The *string\_expression* of a `pragma Linker_Options` shall be static. An `External_Name` or `Link_Name` aspect shall be specified only for an entity that is either imported or exported. 27/3

#### *Static Semantics*

*Paragraphs 28 and 29 were deleted.*

The Convention aspect represents the calling convention or representation convention of the entity. For an access-to-subprogram type, it represents the calling convention of designated subprograms. In addition: 30/3

- A True `Import` aspect indicates that the entity is defined externally (that is, outside the Ada program). This aspect is never inherited; if not directly specified, the `Import` aspect is False. 31/3
- A True `Export` aspect indicates that the entity is used externally. This aspect is never inherited; if not directly specified, the `Export` aspect is False. 32/3
- For an entity with a True `Import` or `Export` aspect, an external name, link name, or both may also be specified. 33/3

An *external name* is a string value for the name used by a foreign language program either for an entity that an Ada program imports, or for referring to an entity that an Ada program exports. 34

A *link name* is a string value for the name of an exported or imported entity, based on the conventions of the foreign language's compiler in interfacing with the system's linker tool. 35

The meaning of link names is implementation defined. If neither a link name nor the `Address` attribute of an imported or exported entity is specified, then a link name is chosen in an implementation-defined manner, based on the external name if one is specified. 36

`Pragma Linker_Options` has the effect of passing its string argument as a parameter to the system linker (if one exists), if the immediately enclosing compilation unit is included in the partition being linked. The interpretation of the string argument, and the way in which the string arguments from multiple `Linker_Options` pragmas are combined, is implementation defined. 37

#### *Dynamic Semantics*

Notwithstanding what this document says elsewhere, the elaboration of a declaration with a True `Import` aspect does not create the entity. Such an elaboration has no other effect than to allow the defining name to denote the external entity. 38/3

#### *Erroneous Execution*

It is the programmer's responsibility to ensure that the use of interfacing aspects does not violate Ada semantics; otherwise, program execution is erroneous. For example, passing an object with mode `in` to imported code that modifies it causes erroneous execution. Similarly, calling an imported subprogram that is not pure from a pure package causes erroneous execution. 38.1/5

*Implementation Advice*

- 39/3 If an implementation supports Export for a given language, then it should also allow the main subprogram to be written in that language. It should support some mechanism for invoking the elaboration of the Ada library units included in the system, and for invoking the finalization of the environment task. On typical systems, the recommended mechanism is to provide two subprograms whose link names are "adainit" and "adafinal". Adainit should contain the elaboration code for library units. Adafinal should contain the finalization code. These subprograms should have no effect the second and subsequent time they are called.
- 40/3 Automatic elaboration of preelaborated packages should be provided when specifying the Export aspect as True is supported.
- 41/5 For each supported convention *L* other than Intrinsic, an implementation should support specifying the Import and Export aspects for objects of *L*-compatible types and for subprograms, and the Convention aspect for *L*-eligible types and for subprograms, presuming the other language has corresponding features. Specifying the Convention aspect should be supported for enumeration types whose internal codes fall within the range 0 .. 2\*\*15-1, but no recommendation is made for other scalar types.
- 42/5 NOTE 1 Implementations can place restrictions on interfacing aspects; for example, requiring each exported entity to be declared at the library level.
- 43/3 NOTE 2 The Convention aspect in combination with the Import aspect indicates the conventions for accessing external entities. It is possible that the actual entity is written in assembly language, but reflects the conventions of a particular language. For example, `with Convention => Ada` can be used to interface to an assembly language routine that obeys the Ada compiler's calling conventions.
- 44/5 NOTE 3 To obtain "call-back" to an Ada subprogram from a foreign language environment, the Convention aspect can be specified both for the access-to-subprogram type and the specific subprogram(s) to which 'Access is applied.  
*Paragraphs 45 and 46 were deleted.*
- 47/5 NOTE 4 Machine code insertions can also be relevant for interfacing; see 13.8.
- 48/3 NOTE 5 If both External\_Name and Link\_Name are specified for a given entity, then the External\_Name is ignored.
- 49/2 *This paragraph was deleted.*

*Examples*

50/4 *Example of interfacing aspects:*

```
51/3 package Fortran_Library is
      function Sqrt(X : Float) return Float
      with Import => True, Convention => Fortran;
      type Matrix is array (Natural range <>, Natural range <>) of Float
      with Convention => Fortran;
      function Invert (M : Matrix) return Matrix
      with Import => True, Convention => Fortran;
end Fortran_Library;
```

## B.2 The Package Interfaces

- 1 Package Interfaces is the parent of several library packages that declare types and other entities useful for interfacing to foreign languages. It also contains some implementation-defined types that are useful across more than one language (in particular for interfacing to assembly language).

*Static Semantics*

The library package Interfaces has the following skeletal declaration:

```

package Interfaces
with Pure is
  type Integer_n is range -2**(n-1) .. 2**(n-1) - 1;  --2's complement
  type Unsigned_n is mod 2**n;
  function Shift_Left (Value : Unsigned_n; Amount : Natural)
    return Unsigned_n;
  function Shift_Right (Value : Unsigned_n; Amount : Natural)
    return Unsigned_n;
  function Shift_Right_Arithmetic (Value : Unsigned_n; Amount : Natural)
    return Unsigned_n;
  function Rotate_Left (Value : Unsigned_n; Amount : Natural)
    return Unsigned_n;
  function Rotate_Right (Value : Unsigned_n; Amount : Natural)
    return Unsigned_n;
  ..
end Interfaces;
```

*Implementation Requirements*

An implementation shall provide the following declarations in the visible part of package Interfaces:

- Signed and modular integer types of  $n$  bits, if supported by the target architecture, for each  $n$  that is at least the size of a storage element and that is a factor of the word size. The names of these types are of the form `Integer_n` for the signed types, and `Unsigned_n` for the modular types;
- For each such modular type in Interfaces, shifting and rotating subprograms as specified in the declaration of Interfaces above. These subprograms are Intrinsic. They operate on a bit-by-bit basis, using the binary representation of the value of the operands to yield a binary representation for the result. The `Amount` parameter gives the number of bits by which to shift or rotate. For shifting, zero bits are shifted in, except in the case of `Shift_Right_Arithmetic`, where one bit is shifted in if `Value` is at least half the modulus.
- Floating point types corresponding to each floating point format fully supported by the hardware.

*Implementation Permissions*

An implementation may provide implementation-defined library units that are children of Interfaces, and may add declarations to the visible part of Interfaces in addition to the ones defined above.

A child package of package Interfaces with the name of a convention may be provided independently of whether the convention is supported by the Convention aspect and vice versa. Such a child package should contain any declarations that would be useful for interfacing to the language (implementation) represented by the convention. Any declarations useful for interfacing to any language on the given hardware architecture should be provided directly in Interfaces.

*Implementation Advice*

*This paragraph was deleted.*

An implementation supporting an interface to C, COBOL, or Fortran should provide the corresponding package or packages described in the following subclauses.

## B.3 Interfacing with C and C++

1/4 The facilities relevant to interfacing with the C language and the corresponding subset of the C++ language are the package `Interfaces.C` and its children, and support for specifying the `Convention` aspect with `convention_identifiers` `C`, `C_Pass_By_Copy`, and any of the `C_Variadic_n` conventions described below.

2/3 The package `Interfaces.C` contains the basic types, constants, and subprograms that allow an Ada program to pass scalars and strings to C and C++ functions. When this subclause mentions a C entity, the reference also applies to the corresponding entity in C++.

### Static Semantics

3 The library package `Interfaces.C` has the following declaration:

```

4/5 package Interfaces.C
      with Pure is
5         -- Declarations based on C's <limits.h>
6         CHAR_BIT  : constant := implementation-defined;  -- typically 8
          SCHAR_MIN : constant := implementation-defined;  -- typically -128
          SCHAR_MAX : constant := implementation-defined;  -- typically 127
          UCHAR_MAX : constant := implementation-defined;  -- typically 255
7         -- Signed and Unsigned Integers
          type int is range implementation-defined;
          type short is range implementation-defined;
          type long is range implementation-defined;
8         type signed_char is range SCHAR_MIN .. SCHAR_MAX;
          for signed_char'Size use CHAR_BIT;
9         type unsigned          is mod implementation-defined;
          type unsigned_short is mod implementation-defined;
          type unsigned_long  is mod implementation-defined;
10        type unsigned_char is mod (UCHAR_MAX+1);
          for unsigned_char'Size use CHAR_BIT;
11        subtype plain_char is implementation-defined;
12        type ptrdiff_t is range implementation-defined;
13        type size_t is mod implementation-defined;
13.1/5 -- Boolean Type
          type C_bool is new Boolean;
14        -- Floating Point
15        type C_float      is digits implementation-defined;
16        type double      is digits implementation-defined;
17        type long_double is digits implementation-defined;
18        -- Characters and Strings
19        type char is <implementation-defined character type>;
20/1    nul : constant char := implementation-defined;
21        function To_C (Item : in Character) return char;
22        function To_Ada (Item : in char) return Character;
23/3    type char_array is array (size_t range <>) of aliased char
          with Pack;
          for char_array'Component_Size use CHAR_BIT;
24        function Is_Nul_Terminated (Item : in char_array) return Boolean;
```

```

function To_C (Item      : in String;
                Append_Nul : in Boolean := True)
    return char_array;
25

function To_Ada (Item      : in char_array;
                 Trim_Nul  : in Boolean := True)
    return String;
26

procedure To_C (Item      : in String;
                Target    : out char_array;
                Count     : out size_t;
                Append_Nul : in Boolean := True);
27

procedure To_Ada (Item      : in char_array;
                  Target    : out String;
                  Count     : out Natural;
                  Trim_Nul  : in Boolean := True);
28

-- Wide Character and Wide String
29

type wchar_t is <implementation-defined character type>;
30/1

wide_nul : constant wchar_t := implementation-defined;
31/1

function To_C (Item : in Wide_Character) return wchar_t;
32

function To_Ada (Item : in wchar_t) return Wide_Character;

type wchar_array is array (size_t range <>) of aliased wchar_t
    with Pack;
33/3

This paragraph was deleted.
34/3

function Is_Nul_Terminated (Item : in wchar_array) return Boolean;
35

function To_C (Item      : in Wide_String;
                Append_Nul : in Boolean := True)
    return wchar_array;
36

function To_Ada (Item      : in wchar_array;
                 Trim_Nul  : in Boolean := True)
    return Wide_String;
37

procedure To_C (Item      : in Wide_String;
                Target    : out wchar_array;
                Count     : out size_t;
                Append_Nul : in Boolean := True);
38

procedure To_Ada (Item      : in wchar_array;
                  Target    : out Wide_String;
                  Count     : out Natural;
                  Trim_Nul  : in Boolean := True);
39

-- ISO/IEC 10646 compatible types.
39.1/5

type char16_t is <implementation-defined character type>;
39.2/2

char16_nul : constant char16_t := implementation-defined;
39.3/2

function To_C (Item : in Wide_Character) return char16_t;
39.4/2

function To_Ada (Item : in char16_t) return Wide_Character;

type char16_array is array (size_t range <>) of aliased char16_t
    with Pack;
39.5/3

This paragraph was deleted.
39.6/3

function Is_Nul_Terminated (Item : in char16_array) return Boolean;
39.7/2

function To_C (Item      : in Wide_String;
                Append_Nul : in Boolean := True)
    return char16_array;

function To_Ada (Item      : in char16_array;
                 Trim_Nul  : in Boolean := True)
    return Wide_String;
39.8/2

procedure To_C (Item      : in Wide_String;
                Target    : out char16_array;
                Count     : out size_t;
                Append_Nul : in Boolean := True);
39.9/2

```

```

39.10/2      procedure To_Ada (Item      : in  char16_array;
                          Target     : out Wide_String;
                          Count      : out Natural;
                          Trim_Nul  : in  Boolean := True);

39.11/2      type char32_t is <implementation-defined character type>;
39.12/2      char32_nul : constant char32_t := implementation-defined;
39.13/2      function To_C (Item : in Wide_Wide_Character) return char32_t;
39.13/2      function To_Ada (Item : in char32_t) return Wide_Wide_Character;
39.14/3      type char32_array is array (size_t range <>) of aliased char32_t
              with Pack;

39.15/3      This paragraph was deleted.

39.16/2      function Is_Nul_Terminated (Item : in char32_array) return Boolean;
39.16/2      function To_C (Item      : in Wide_Wide_String;
                          Append_Nul : in Boolean := True)
              return char32_array;

39.17/2      function To_Ada (Item      : in char32_array;
                          Trim_Nul  : in Boolean := True)
              return Wide_Wide_String;

39.18/2      procedure To_C (Item      : in Wide_Wide_String;
                          Target     : out char32_array;
                          Count      : out size_t;
                          Append_Nul : in Boolean := True);

39.19/2      procedure To_Ada (Item      : in char32_array;
                          Target     : out Wide_Wide_String;
                          Count      : out Natural;
                          Trim_Nul  : in Boolean := True);

```

```
40      Terminator_Error : exception;
```

```
41      end Interfaces.C;
```

42 Each of the types declared in Interfaces.C is C-compatible.

43/5 The types `int`, `short`, `long`, `unsigned`, `ptrdiff_t`, `size_t`, `double`, `char`, `wchar_t`, `char16_t`, and `char32_t` correspond respectively to the C types having the same names. The types `signed_char`, `unsigned_short`, `unsigned_long`, `unsigned_char`, `C_bool`, `C_float`, and `long_double` correspond respectively to the C types `signed char`, `unsigned short`, `unsigned long`, `unsigned char`, `bool`, `float`, and `long double`.

44 The type of the subtype `plain_char` is either `signed_char` or `unsigned_char`, depending on the C implementation.

```
45      function To_C (Item : in Character) return char;
45      function To_Ada (Item : in char) return Character;
```

46 The functions `To_C` and `To_Ada` map between the Ada type `Character` and the C type `char`.

```
47      function Is_Nul_Terminated (Item : in char_array) return Boolean;
```

48 The result of `Is_Nul_Terminated` is `True` if `Item` contains `nul`, and is `False` otherwise.

```
49      function To_C (Item : in String; Append_Nul : in Boolean := True)
              return char_array;
```

```
49      function To_Ada (Item : in char_array; Trim_Nul : in Boolean := True)
              return String;
```

50/2 The result of `To_C` is a `char_array` value of length `Item'Length` (if `Append_Nul` is `False`) or `Item'Length+1` (if `Append_Nul` is `True`). The lower bound is 0. For each component `Item(I)`, the corresponding component in the result is `To_C` applied to `Item(I)`. The value `nul` is appended if



Append\_Nul is True. If Append\_Nul is False and Item'Length is 0, then To\_C propagates Constraint\_Error.

The result of To\_Ada is a String whose length is Item'Length (if Trim\_Nul is False) or the length of the slice of Item preceding the first nul (if Trim\_Nul is True). The lower bound of the result is 1. If Trim\_Nul is False, then for each component Item(I) the corresponding component in the result is To\_Ada applied to Item(I). If Trim\_Nul is True, then for each component Item(I) before the first nul the corresponding component in the result is To\_Ada applied to Item(I). The function propagates Terminator\_Error if Trim\_Nul is True and Item does not contain nul.

```
procedure To_C (Item      : in String;
                Target    : out char_array;
                Count     : out size_t;
                Append_Nul : in Boolean := True);
```

```
procedure To_Ada (Item      : in char_array;
                  Target    : out String;
                  Count     : out Natural;
                  Trim_Nul  : in Boolean := True);
```

For procedure To\_C, each element of Item is converted (via the To\_C function) to a char, which is assigned to the corresponding element of Target. If Append\_Nul is True, nul is then assigned to the next element of Target. In either case, Count is set to the number of Target elements assigned. If Target is not long enough, Constraint\_Error is propagated.

For procedure To\_Ada, each element of Item (if Trim\_Nul is False) or each element of Item preceding the first nul (if Trim\_Nul is True) is converted (via the To\_Ada function) to a Character, which is assigned to the corresponding element of Target. Count is set to the number of Target elements assigned. If Target is not long enough, Constraint\_Error is propagated. If Trim\_Nul is True and Item does not contain nul, then Terminator\_Error is propagated.

```
function Is_Nul_Terminated (Item : in wchar_array) return Boolean;
```

The result of Is\_Nul\_Terminated is True if Item contains wide\_nul, and is False otherwise.

```
function To_C   (Item : in Wide_Character) return wchar_t;
function To_Ada (Item : in wchar_t       ) return Wide_Character;
```

To\_C and To\_Ada provide the mappings between the Ada and C wide character types.

```
function To_C   (Item      : in Wide_String;
                  Append_Nul : in Boolean := True)
return wchar_array;
```

```
function To_Ada (Item      : in wchar_array;
                  Trim_Nul  : in Boolean := True)
return Wide_String;
```

```
procedure To_C (Item      : in Wide_String;
                Target    : out wchar_array;
                Count     : out size_t;
                Append_Nul : in Boolean := True);
```

```
procedure To_Ada (Item      : in wchar_array;
                  Target    : out Wide_String;
                  Count     : out Natural;
                  Trim_Nul  : in Boolean := True);
```

The To\_C and To\_Ada subprograms that convert between Wide\_String and wchar\_array have analogous effects to the To\_C and To\_Ada subprograms that convert between String and char\_array, except that wide\_nul is used instead of nul.

60.1/2 **function** Is\_Nul\_Terminated (Item : **in** char16\_array) **return** Boolean;

60.2/2 The result of Is\_Nul\_Terminated is True if Item contains char16\_nul, and is False otherwise.

60.3/2 **function** To\_C (Item : **in** Wide\_Character) **return** char16\_t;  
**function** To\_Ada (Item : **in** char16\_t ) **return** Wide\_Character;

60.4/2 To\_C and To\_Ada provide mappings between the Ada and C 16-bit character types.

60.5/2 **function** To\_C (Item : **in** Wide\_String;  
Append\_Nul : **in** Boolean := True)  
**return** char16\_array;

**function** To\_Ada (Item : **in** char16\_array;  
Trim\_Nul : **in** Boolean := True)  
**return** Wide\_String;

**procedure** To\_C (Item : **in** Wide\_String;  
Target : **out** char16\_array;  
Count : **out** size\_t;  
Append\_Nul : **in** Boolean := True);

**procedure** To\_Ada (Item : **in** char16\_array;  
Target : **out** Wide\_String;  
Count : **out** Natural;  
Trim\_Nul : **in** Boolean := True);

60.6/2 The To\_C and To\_Ada subprograms that convert between Wide\_String and char16\_array have analogous effects to the To\_C and To\_Ada subprograms that convert between String and char\_array, except that char16\_nul is used instead of nul.

60.7/2 **function** Is\_Nul\_Terminated (Item : **in** char32\_array) **return** Boolean;

60.8/5 The result of Is\_Nul\_Terminated is True if Item contains char32\_nul, and is False otherwise.

60.9/2 **function** To\_C (Item : **in** Wide\_Wide\_Character) **return** char32\_t;  
**function** To\_Ada (Item : **in** char32\_t ) **return** Wide\_Wide\_Character;

60.10/2 To\_C and To\_Ada provide mappings between the Ada and C 32-bit character types.

60.11/2 **function** To\_C (Item : **in** Wide\_Wide\_String;  
Append\_Nul : **in** Boolean := True)  
**return** char32\_array;

**function** To\_Ada (Item : **in** char32\_array;  
Trim\_Nul : **in** Boolean := True)  
**return** Wide\_Wide\_String;

**procedure** To\_C (Item : **in** Wide\_Wide\_String;  
Target : **out** char32\_array;  
Count : **out** size\_t;  
Append\_Nul : **in** Boolean := True);

**procedure** To\_Ada (Item : **in** char32\_array;  
Target : **out** Wide\_Wide\_String;  
Count : **out** Natural;  
Trim\_Nul : **in** Boolean := True);

60.12/2 The To\_C and To\_Ada subprograms that convert between Wide\_Wide\_String and char32\_array have analogous effects to the To\_C and To\_Ada subprograms that convert between String and char\_array, except that char32\_nul is used instead of nul.

60.13/3 The Convention aspect with *convention\_identifier* C\_Pass\_By\_Copy shall only be specified for a type.

The eligibility rules in B.1 do not apply to convention `C_Pass_By_Copy`. Instead, a type `T` is eligible for convention `C_Pass_By_Copy` if `T` is an unchecked union type or if `T` is a record type that has no discriminants and that only has components with statically constrained subtypes, and each component is C-compatible. 60.14/2

If a type is `C_Pass_By_Copy`-compatible, then it is also C-compatible. 60.15/3

The identifiers `C_Variadic_0`, `C_Variadic_1`, `C_Variadic_2`, and so on are *convention identifiers*. These conventions are said to be *C\_Variadic*. The convention `C_Variadic_n` is the calling convention for a variadic C function taking  $n$  fixed parameters and then a variable number of additional parameters. The `C_Variadic_n` convention shall only be specified as the convention aspect for a subprogram, or for an access-to-subprogram type, having at least  $n$  parameters. A type is compatible with a `C_Variadic` convention if and only if the type is C-compatible. 60.16/4

#### *Implementation Requirements*

An implementation shall support specifying aspect `Convention` with a C *convention identifier* for a C-eligible type (see B.1). An implementation shall support specifying aspect `Convention` with a `C_Pass_By_Copy` *convention identifier* for a `C_Pass_By_Copy`-eligible type. 61/3

#### *Implementation Permissions*

An implementation may provide additional declarations in the C interface packages. 62

An implementation is not required to support specifying the `Convention` aspect with *convention identifier* C in the following cases: 62.1/5

- for a subprogram that has a parameter of an unconstrained array subtype, unless the `Import` aspect has the value `True` for the subprogram; 62.2/3
- for a function with an unconstrained array result subtype; 62.3/3
- for an object whose nominal subtype is an unconstrained array subtype. 62.4/3

#### *Implementation Advice*

The constants `nul`, `wide_nul`, `char16_nul`, and `char32_nul` should have a representation of zero. 62.5/3

An implementation should support the following interface correspondences between Ada and C. 63

- An Ada procedure corresponds to a void-returning C function. 64
- An Ada function corresponds to a non-void C function. 65
- An Ada enumeration type corresponds to a C enumeration type with corresponding enumeration literals having the same internal codes, provided the internal codes fall within the range of the C `int` type. 65.1/4
- An Ada **in** scalar parameter is passed as a scalar argument to a C function. 66
- An Ada **in** parameter of an access-to-object type with designated type `T` is passed as a `t*` argument to a C function, where `t` is the C type corresponding to the Ada type `T`. 67
- An Ada **access** `T` parameter, or an Ada **out** or **in out** parameter of an elementary type `T`, is passed as a `t*` argument to a C function, where `t` is the C type corresponding to the Ada type `T`. In the case of an elementary **out** or **in out** parameter, a pointer to a temporary copy is used to preserve by-copy semantics. 68
- An Ada parameter of a (record) type `T` of convention `C_Pass_By_Copy`, of mode **in**, is passed as a `t` argument to a C function, where `t` is the C struct corresponding to the Ada type `T`. 68.1/2

- 69/5 • An Ada parameter of a record type T, other than an **in** parameter of a type of convention C\_Pass\_By\_Copy, is passed as a t\* argument to a C function, with the const modifier if the Ada mode is **in**, where t is the C struct corresponding to the Ada type T.
- 70/5 • An Ada parameter of an array type with component type T is passed as a t\* argument to a C function, with the const modifier if the Ada mode is **in**, where t is the C type corresponding to the Ada type T.
- 71 • An Ada parameter of an access-to-subprogram type is passed as a pointer to a C function whose prototype corresponds to the designated subprogram's specification.
- 71.1/3 • An Ada parameter of a private type is passed as specified for the full view of the type.
- 71.2/3 • The rules of correspondence given above for parameters of mode **in** also apply to the return object of a function.
- 71.3/5 An implementation should provide unsigned\_long\_long and long\_long as 64-bit modular and signed integer types (respectively) in package Interfaces.C if the C implementation supports unsigned long long and long long as 64-bit types.
- 72 NOTE 1 Values of type char\_array are not implicitly terminated with nul. If a char\_array is to be passed as a parameter to an imported C function requiring nul termination, it is the programmer's responsibility to obtain this effect.
- 73 NOTE 2 To obtain the effect of C's sizeof(item\_type), where Item\_Type is the corresponding Ada type, evaluate the expression: size\_t(Item\_Type'Size/CHAR\_BIT).
- 74/2 *This paragraph was deleted.*
- 75/4 NOTE 3 A variadic C function can correspond to several Ada subprograms, taking various specific numbers and types of parameters.

#### Examples

76 *Example of using the Interfaces.C package:*

```

77/5 --Calling the C Library Functions strcpy and printf
with Interfaces.C;
procedure Test is
  package C renames Interfaces.C;
  use type C.char_array;
  -- Call <string.h>strcpy:
  -- C definition of strcpy: char *strcpy(char *s1, const char *s2);
  -- This function copies the string pointed to by s2 (including the terminating null character)
  -- into the array pointed to by s1. If copying takes place between objects that overlap,
  -- the behavior is undefined. The strcpy function returns the value of s1.
78/3 -- Note: since the C function's return value is of no interest, the Ada interface is a procedure
  procedure Strcpy (Target : out C.char_array;
                   Source : in C.char_array)
    with Import => True, Convention => C, External_Name => "strcpy";
79/5 -- Call <sdtio.h>printf:
  -- C definition of printf: int printf( const char *format, ... );
  -- This function writes the C string pointed by format to the standard output (stdout).
  -- If format includes format specifiers (subsequences beginning with %), the additional
  -- arguments following format are formatted and inserted in the resulting string
  -- replacing their respective specifiers. If the number of arguments does not match
  -- the number of format specifiers, or if the types of the arguments do not match
  -- the corresponding format specifier, the behaviour is undefined. On success, the
  -- printf function returns the total number of characters written to the standard output.
  -- If a writing error occurs, a negative number is returned.
79.1/5 -- Note: since the C function's return value is of no interest, the Ada interface is a procedure
  procedure Printf (Format : in C.char_array;
                  Param1 : in C.char_array;
                  Param2 : in C.int)
    with Import => True, Convention => C_Variadic_1, External_Name =>
    "printf";

```

```

Chars1 : C.char_array(1..20);           80
Chars2 : C.char_array(1..20);
begin                                   81
  Chars2(1..6) := "qwert" & C.nul;
  Strcpy(Chars1, Chars2);               82
  -- Now Chars1(1..6) = "qwert" & C.Nul  83
  Printf("The String=%s, Length=%d", Chars1, Chars1'Length); 83.1/5
end Test;                               84

```

### B.3.1 The Package Interfaces.C.Strings

The package Interfaces.C.Strings declares types and subprograms allowing an Ada program to allocate, reference, update, and free C-style strings. In particular, the private type `chars_ptr` corresponds to a common use of “char \*” in C programs, and an object of this type can be passed to a subprogram to which `with Import => True, Convention => C` has been specified, and for which “char \*” is the type of the argument of the C function. 1/3

#### *Static Semantics*

The library package Interfaces.C.Strings has the following declaration: 2

```

package Interfaces.C.Strings           3/5
with Preelaborate, Nonblocking, Global => in out synchronized is
  type char_array_access is access all char_array;           4
  type chars_ptr is private                                     5/5
    with Preelaborable_Initialization;
  type chars_ptr_array is array (size_t range <>) of aliased chars_ptr; 6/2
  Null_Ptr : constant chars_ptr;                               7
  function To_Chars_Ptr (Item          : in char_array_access;
                        Nul_Check     : in Boolean := False)
    return chars_ptr;   8
  function New_Char_Array (Chars      : in char_array) return chars_ptr;   9
  function New_String (Str : in String) return chars_ptr;      10
  procedure Free (Item : in out chars_ptr);                    11
  Dereference_Error : exception;                               12
  function Value (Item : in chars_ptr) return char_array;     13
  function Value (Item : in chars_ptr; Length : in size_t)
    return char_array;  14
  function Value (Item : in chars_ptr) return String;         15
  function Value (Item : in chars_ptr; Length : in size_t)
    return String;  16
  function Strlen (Item : in chars_ptr) return size_t;       17
  procedure Update (Item      : in chars_ptr;
                   Offset    : in size_t;
                   Chars     : in char_array;
                   Check     : in Boolean := True);          18
  procedure Update (Item      : in chars_ptr;
                   Offset    : in size_t;
                   Str       : in String;
                   Check     : in Boolean := True);          19
  Update_Error : exception;                                   20

```

```

21  private
    ... -- not specified by the language
    end Interfaces.C.Strings;

```

22 The type `chars_ptr` is C-compatible and corresponds to the use of C's “char \*” for a pointer to the first char in a char array terminated by nul. When an object of type `chars_ptr` is declared, its value is by default set to `Null_Ptr`, unless the object is imported (see B.1).

```

23  function To_Chars_Ptr (Item      : in char_array_access;
                        Nul_Check : in Boolean := False)
    return chars_ptr;

```

24/3 If `Item` is `null`, then `To_Chars_Ptr` returns `Null_Ptr`. If `Item` is not `null`, `Nul_Check` is `True`, and `Item.all` does not contain nul, then the function propagates `Terminator_Error`; otherwise, `To_Chars_Ptr` performs a pointer conversion with no allocation of memory.

```

25  function New_Char_Array (Chars   : in char_array) return chars_ptr;

```

26 This function returns a pointer to an allocated object initialized to `Chars(Chars'First .. Index) & nul`, where

- 27 • `Index = Chars'Last` if `Chars` does not contain nul, or
- 28 • `Index` is the smallest `size_t` value `I` such that `Chars(I+1) = nul`.

28.1 `Storage_Error` is propagated if the allocation fails.

```

29  function New_String (Str : in String) return chars_ptr;

```

30 This function is equivalent to `New_Char_Array(To_C(Str))`.

```

31  procedure Free (Item : in out chars_ptr);

```

32 If `Item` is `Null_Ptr`, then `Free` has no effect. Otherwise, `Free` releases the storage occupied by `Value(Item)`, and resets `Item` to `Null_Ptr`.

```

33  function Value (Item : in chars_ptr) return char_array;

```

34/3 If `Item = Null_Ptr`, then `Value` propagates `Dereference_Error`. Otherwise, `Value` returns the prefix of the array of chars pointed to by `Item`, up to and including the first nul. The lower bound of the result is 0. If `Item` does not point to a nul-terminated string, then execution of `Value` is erroneous.

```

35  function Value (Item : in chars_ptr; Length : in size_t)
    return char_array;

```

36/3 If `Item = Null_Ptr`, then `Value` propagates `Dereference_Error`. Otherwise, `Value` returns the shorter of two arrays, either the first `Length` chars pointed to by `Item`, or `Value(Item)`. The lower bound of the result is 0. If `Length` is 0, then `Value` propagates `Constraint_Error`.

```

37  function Value (Item : in chars_ptr) return String;

```

38 Equivalent to `To_Ada(Value(Item), Trim_Nul=>True)`.

```

39  function Value (Item : in chars_ptr; Length : in size_t)
    return String;

```

40/1 Equivalent to `To_Ada(Value(Item, Length) & nul, Trim_Nul=>True)`.

```

41  function Strlen (Item : in chars_ptr) return size_t;

```

42 Returns `Val'Length-1` where `Val = Value(Item)`; propagates `Dereference_Error` if `Item = Null_Ptr`.

```

procedure Update (Item   : in chars_ptr;
                  Offset : in size_t;
                  Chars   : in char_array;
                  Check   : Boolean := True);

```

If Item = Null\_Ptr, then Update propagates Dereference\_Error. Otherwise, this procedure updates the value pointed to by Item, starting at position Offset, using Chars as the data to be copied into the array. Overwriting the nul terminator, and skipping with the Offset past the nul terminator, are both prevented if Check is True, as follows:

- Let N = Strlen(Item). If Check is True, then:
  - If Offset+Chars'Length>N, propagate Update\_Error.
  - Otherwise, overwrite the data in the array pointed to by Item, starting at the char at position Offset, with the data in Chars.
- If Check is False, then processing is as above, but with no check that Offset+Chars'Length>N.

```

procedure Update (Item   : in chars_ptr;
                  Offset : in size_t;
                  Str    : in String;
                  Check  : in Boolean := True);

```

Equivalent to Update(Item, Offset, To\_C(Str, Append\_Nul => False), Check).

#### *Erroneous Execution*

Execution of any of the following is erroneous if the Item parameter is not null\_ptr and Item does not point to a nul-terminated array of chars.

- a Value function not taking a Length parameter,
- the Free procedure,
- the Strlen function.

Execution of Free(X) is also erroneous if the chars\_ptr X was not returned by New\_Char\_Array or New\_String.

Reading or updating a freed char\_array is erroneous.

Execution of Update is erroneous if Check is False and a call with Check equal to True would have propagated Update\_Error.

NOTE New\_Char\_Array and New\_String can be implemented either through the allocation function from the C environment (“malloc”) or through Ada dynamic memory allocation (“new”). The key points are

- the returned value (a chars\_ptr) is represented as a C “char\*” so that it can be passed to C functions;
- the allocated object can be freed by the programmer via a call of Free, rather than by calling a C function.

## B.3.2 The Generic Package Interfaces.C.Pointers

The generic package Interfaces.C.Pointers allows the Ada programmer to perform C-style operations on pointers. It includes an access type Pointer, Value functions that dereference a Pointer and deliver the designated array, several pointer arithmetic operations, and “copy” procedures that copy the contents of a source pointer into the array designated by a destination pointer. As in C, it treats an object Ptr of type Pointer as a pointer to the first element of an array, so that for example, adding 1 to Ptr yields a pointer to the second element of the array.

2/5 The generic allows two styles of usage: one in which the array is terminated by a special terminator element; and another in which the programmer keeps track of the length.

*Static Semantics*

3 The generic library package Interfaces.C.Pointers has the following declaration:

```

4/5  generic
      type Index is (<>);
      type Element is private;
      type Element_Array is array (Index range <>) of aliased Element;
      Default_Terminator : Element;
  package Interfaces.C.Pointers
      with Preelaborate, Nonblocking, Global => in out synchronized is
5      type Pointer is access all Element;
6      function Value(Ref          : in Pointer;
                     Terminator : in Element := Default_Terminator)
          return Element_Array;
7      function Value(Ref          : in Pointer;
                     Length      : in ptrdiff_t)
          return Element_Array;
8      Pointer_Error : exception;
9      -- C-style Pointer arithmetic
10/3  function "+" (Left : in Pointer;   Right : in ptrdiff_t) return Pointer
      with Convention => Intrinsic;
      function "+" (Left : in ptrdiff_t; Right : in Pointer)   return Pointer
      with Convention => Intrinsic;
      function "-" (Left : in Pointer;   Right : in ptrdiff_t) return Pointer
      with Convention => Intrinsic;
      function "-" (Left : in Pointer;   Right : in Pointer)   return ptrdiff_t
      with Convention => Intrinsic;
11/3  procedure Increment (Ref : in out Pointer)
      with Convention => Intrinsic;
      procedure Decrement (Ref : in out Pointer)
      with Convention => Intrinsic;
12/3  This paragraph was deleted.
13      function Virtual_Length (Ref          : in Pointer;
                               Terminator : in Element := Default_Terminator)
          return ptrdiff_t;
14      procedure Copy_Terminated_Array
      (Source      : in Pointer;
       Target      : in Pointer;
       Limit      : in ptrdiff_t := ptrdiff_t'Last;
       Terminator : in Element := Default_Terminator);
15      procedure Copy_Array (Source : in Pointer;
                             Target : in Pointer;
                             Length : in ptrdiff_t);
16  end Interfaces.C.Pointers;

```

17 The type Pointer is C-compatible and corresponds to one use of C's "Element \*". An object of type Pointer is interpreted as a pointer to the initial Element in an Element\_Array. Two styles are supported:

- 18 • Explicit termination of an array value with Default\_Terminator (a special terminator value);
- 19 • Programmer-managed length, with Default\_Terminator treated simply as a data element.



```
function Value(Ref      : in Pointer;
              Terminator : in Element := Default_Terminator)
return Element_Array;
```

This function returns an `Element_Array` whose value is the array pointed to by `Ref`, up to and including the first `Terminator`; the lower bound of the array is `Index'First`. `Interfaces.C.Strings.Dereference_Error` is propagated if `Ref` is `null`.

```
function Value(Ref      : in Pointer;
              Length   : in ptrdiff_t)
return Element_Array;
```

This function returns an `Element_Array` comprising the first `Length` elements pointed to by `Ref`. The exception `Interfaces.C.Strings.Dereference_Error` is propagated if `Ref` is `null`.

The "+" and "-" functions perform arithmetic on `Pointer` values, based on the `Size` of the array elements. In each of these functions, `Pointer_Error` is propagated if a `Pointer` parameter is `null`.

```
procedure Increment (Ref : in out Pointer);
```

Equivalent to `Ref := Ref+1`.

```
procedure Decrement (Ref : in out Pointer);
```

Equivalent to `Ref := Ref-1`.

```
function Virtual_Length (Ref      : in Pointer;
                       Terminator : in Element := Default_Terminator)
return ptrdiff_t;
```

Returns the number of `Elements`, up to the one just before the first `Terminator`, in `Value(Ref, Terminator)`.

```
procedure Copy_Terminated_Array
(Source      : in Pointer;
 Target     : in Pointer;
 Limit      : in ptrdiff_t := ptrdiff_t'Last;
 Terminator : in Element := Default_Terminator);
```

This procedure copies `Value(Source, Terminator)` into the array pointed to by `Target`; it stops either after `Terminator` has been copied, or the number of elements copied is `Limit`, whichever occurs first. `Dereference_Error` is propagated if either `Source` or `Target` is `null`.

```
procedure Copy_Array (Source : in Pointer;
                     Target  : in Pointer;
                     Length  : in ptrdiff_t);
```

This procedure copies the first `Length` elements from the array pointed to by `Source`, into the array pointed to by `Target`. `Dereference_Error` is propagated if either `Source` or `Target` is `null`.

#### *Erroneous Execution*

It is erroneous to dereference a `Pointer` that does not designate an aliased `Element`.

Execution of `Value(Ref, Terminator)` is erroneous if `Ref` does not designate an aliased `Element` in an `Element_Array` terminated by `Terminator`.

Execution of `Value(Ref, Length)` is erroneous if `Ref` does not designate an aliased `Element` in an `Element_Array` containing at least `Length` `Elements` between the designated `Element` and the end of the array, inclusive.

38 Execution of `Virtual_Length(Ref, Terminator)` is erroneous if `Ref` does not designate an aliased `Element` in  
 an `Element_Array` terminated by `Terminator`.

39 Execution of `Copy_Terminated_Array(Source, Target, Limit, Terminator)` is erroneous in either of the  
 following situations:

- 40 • Execution of both `Value(Source, Terminator)` and `Value(Source, Limit)` are erroneous, or
- 41 • Copying writes past the end of the array containing the `Element` designated by `Target`.

42 Execution of `Copy_Array(Source, Target, Length)` is erroneous if either `Value(Source, Length)` is  
 erroneous, or copying writes past the end of the array containing the `Element` designated by `Target`.

43 NOTE To compose a `Pointer` from an `Element_Array`, use `'Access` on the first element. For example (assuming  
 appropriate instantiations):

```
44 Some_Array   : Element_Array(0..5) ;
   Some_Pointer : Pointer := Some_Array(0)'Access;
```

#### *Examples*

45 *Example of Interfaces.C.Pointers:*

```
46 with Interfaces.C.Pointers;
   with Interfaces.C.Strings;
   procedure Test_Pointers is
     package C renames Interfaces.C;
     package Char_Ptrs is
       new C.Pointers (Index           => C.size_t,
                      Element         => C.char,
                      Element_Array   => C.char_array,
                      Default_Terminator => C.nul);
47
     use type Char_Ptrs.Pointer;
     subtype Char_Star is Char_Ptrs.Pointer;
48
     procedure Strcpy (Target_Ptr, Source_Ptr : Char_Star) is
       Target_Temp_Ptr : Char_Star := Target_Ptr;
       Source_Temp_Ptr : Char_Star := Source_Ptr;
       Element : C.char;
     begin
       if Target_Temp_Ptr = null or Source_Temp_Ptr = null then
         raise C.Strings.Dereference_Error;
       end if;
49/1
       loop
         Element := Source_Temp_Ptr.all;
         Target_Temp_Ptr.all := Element;
         exit when C."="(Element, C.nul);
         Char_Ptrs.Increment(Target_Temp_Ptr);
         Char_Ptrs.Increment(Source_Temp_Ptr);
       end loop;
     end Strcpy;
   begin
     ...
   end Test_Pointers;
```

### B.3.3 Unchecked Union Types

Specifying aspect `Unchecked_Union` to have the value `True` defines an interface correspondence between a given discriminated type and some C union. The aspect requires that the associated type shall be given a representation that allocates no space for its discriminant(s). 1/3

*Paragraphs 2 through 3 were moved to Annex J, “Obsolescent Features”.*

#### *Static Semantics*

For a discriminated record type having a `variant_part`, the following language-defined representation aspect may be specified: 3.1/3

`Unchecked_Union` 3.2/3  
 The type of aspect `Unchecked_Union` is Boolean. If directly specified, the `aspect_definition` shall be a static expression. If not specified (including by inheritance), the aspect is `False`.

#### *Legality Rules*

*Paragraphs 4 and 5 were deleted.*

A type for which aspect `Unchecked_Union` is `True` is called an *unchecked union type*. A subtype of an unchecked union type is defined to be an *unchecked union subtype*. An object of an unchecked union type is defined to be an *unchecked union object*. 6/3

All component subtypes of an unchecked union type shall be C-compatible. 7/2

If a component subtype of an unchecked union type is subject to a per-object constraint, then the component subtype shall be an unchecked union subtype. 8/2

Any name that denotes a discriminant of an object of an unchecked union type shall occur within the declarative region of the type or as the `selector_name` of an `aggregate`, and shall not occur within a `record_representation_clause`. 9/5

The type of a component declared in a `variant_part` of an unchecked union type shall not need finalization. In addition to the places where Legality Rules normally apply (see 12.3), this rule also applies in the private part of an instance of a generic unit. For an unchecked union type declared within the body of a generic unit, or within the body of any of its descendant library units, no part of the type of a component declared in a `variant_part` of the unchecked union type shall be of a formal private type or formal private extension declared within the formal part of the generic unit. 10/3

The completion of an incomplete or private type declaration having a `known_discriminant_part` shall not be an unchecked union type. 11/2

An unchecked union subtype shall only be passed as a generic actual parameter if the corresponding formal type has no known discriminants or is an unchecked union type. 12/2

#### *Static Semantics*

An unchecked union type is eligible for convention C. 13/2

All objects of an unchecked union type have the same size. 14/2

Discriminants of objects of an unchecked union type are of size zero. 15/2

- 16/2 Any check which would require reading a discriminant of an unchecked union object is suppressed (see 11.5). These checks include:
- 17/5 • The check performed when addressing a variant component (that is, a component that was declared in a variant part) of an unchecked union object that the object has this component (see 4.1.3).
  - 18/2 • Any checks associated with a type or subtype conversion of a value of an unchecked union type (see 4.6). This includes, for example, the check associated with the implicit subtype conversion of an assignment statement.
  - 19/2 • The subtype membership check associated with the evaluation of a qualified expression (see 4.7) or an uninitialized allocator (see 4.8).

*Dynamic Semantics*

- 20/2 A view of an unchecked union object (including a type conversion or function call) has *inferable discriminants* if it has a constrained nominal subtype, unless the object is a component of an enclosing unchecked union object that is subject to a per-object constraint and the enclosing object lacks inferable discriminants.
- 21/2 An expression of an unchecked union type has inferable discriminants if it is either a name of an object with inferable discriminants or a qualified expression whose `subtype_mark` denotes a constrained subtype.
- 22/2 `Program_Error` is raised in the following cases:
- 23/2 • Evaluation of the predefined equality operator for an unchecked union type if either of the operands lacks inferable discriminants.
  - 24/2 • Evaluation of the predefined equality operator for a type which has a subcomponent of an unchecked union type whose nominal subtype is unconstrained.
  - 25/5 • Evaluation of an individual membership test if the `subtype_mark` (if any) denotes a constrained unchecked union subtype and the *tested\_simple\_expression* lacks inferable discriminants.
  - 26/2 • Conversion from a derived unchecked union type to an unconstrained non-unchecked-union type if the operand of the conversion lacks inferable discriminants.
  - 27/2 • Execution of the default implementation of the Write or Read attribute of an unchecked union type.
  - 28/2 • Execution of the default implementation of the Output or Input attribute of an unchecked union type if the type lacks default discriminant values.

*Paragraph 29 was deleted.*

- 30/2 NOTE The use of an unchecked union to obtain the effect of an unchecked conversion results in erroneous execution (see 11.5). Execution of the following example is erroneous even if `Float'Size = Integer'Size`:

```
31/3 type T (Flag : Boolean := False) is
      record
        case Flag is
          when False =>
            F1 : Float := 0.0;
          when True =>
            F2 : Integer := 0;
          end case;
        end record
      with Unchecked_Union;

32/2 X : T;
      Y : Integer := X.F2; -- erroneous
```

## B.4 Interfacing with COBOL

The facilities relevant to interfacing with the COBOL language are the package `Interfaces.COBOL` and support for specifying the Convention aspect with *convention\_identifier* COBOL. 1/3

The COBOL interface package supplies several sets of facilities: 2

- A set of types corresponding to the native COBOL types of the supported COBOL implementation (so-called “internal COBOL representations”), allowing Ada data to be passed as parameters to COBOL programs 3
- A set of types and constants reflecting external data representations such as can be found in files or databases, allowing COBOL-generated data to be read by an Ada program, and Ada-generated data to be read by COBOL programs 4/5
- A generic package for converting between an Ada decimal type value and either an internal or external COBOL representation 5

### *Static Semantics*

The library package `Interfaces.COBOL` has the following declaration: 6

```

package Interfaces.COBOL
  with Preelaborate, Nonblocking, Global => in out synchronized is 7/5
  -- Types and operations for internal data representations 8
  type Floating      is digits implementation-defined; 9
  type Long_Floating is digits implementation-defined;
  type Binary        is range implementation-defined; 10
  type Long_Binary  is range implementation-defined;
  Max_Digits_Binary      : constant := implementation-defined; 11
  Max_Digits_Long_Binary : constant := implementation-defined;
  type Decimal_Element is mod implementation-defined; 12/3
  type Packed_Decimal is array (Positive range <>) of Decimal_Element
    with Pack;
  type COBOL_Character is implementation-defined character type; 13
  Ada_To_COBOL : array (Character) of COBOL_Character := implementation-defined; 14
  COBOL_To_Ada : array (COBOL_Character) of Character := implementation-defined; 15
  type Alphanumeric is array (Positive range <>) of COBOL_Character 16/3
    with Pack;
  function To_COBOL (Item : in String) return Alphanumeric; 17
  function To_Ada  (Item : in Alphanumeric) return String;
  procedure To_COBOL (Item      : in String; 18
                    Target    : out Alphanumeric;
                    Last      : out Natural);
  procedure To_Ada (Item      : in Alphanumeric; 19
                    Target    : out String;
                    Last      : out Natural);
  type Numeric is array (Positive range <>) of COBOL_Character 20/3
    with Pack;
  -- Formats for COBOL data representations 21
  type Display_Format is private; 22
  Unsigned      : constant Display_Format; 23
  Leading_Separate : constant Display_Format;
  Trailing_Separate : constant Display_Format;
  Leading_Nonseparate : constant Display_Format;
  Trailing_Nonseparate : constant Display_Format;

```

```

24     type Binary_Format is private;
25     High_Order_First  : constant Binary_Format;
26     Low_Order_First   : constant Binary_Format;
27     Native_Binary     : constant Binary_Format;
28
29     type Packed_Format is private;
30     Packed_Unsigned   : constant Packed_Format;
31     Packed_Signed     : constant Packed_Format;
32
33     -- Types for external representation of COBOL binary data
34     type Byte is mod 2**COBOL_Character'Size;
35     type Byte_Array is array (Positive range <>) of Byte
36       with Pack;
37
38     Conversion_Error : exception;
39
40     generic
41       type Num is delta <> digits <>;
42     package Decimal_Conversions is
43       -- Display Formats: data values are represented as Numeric
44       function Valid (Item   : in Numeric;
45                     Format  : in Display_Format) return Boolean;
46       function Length (Format : in Display_Format) return Natural;
47       function To_Decimal (Item   : in Numeric;
48                          Format  : in Display_Format) return Num;
49       function To_Display (Item   : in Num;
50                          Format  : in Display_Format) return Numeric;
51
52       -- Packed Formats: data values are represented as Packed_Decimal
53       function Valid (Item   : in Packed_Decimal;
54                     Format  : in Packed_Format) return Boolean;
55       function Length (Format : in Packed_Format) return Natural;
56       function To_Decimal (Item   : in Packed_Decimal;
57                          Format  : in Packed_Format) return Num;
58       function To_Packed (Item   : in Num;
59                         Format  : in Packed_Format) return Packed_Decimal;
60
61       -- Binary Formats: external data values are represented as Byte_Array
62       function Valid (Item   : in Byte_Array;
63                     Format  : in Binary_Format) return Boolean;
64       function Length (Format : in Binary_Format) return Natural;
65       function To_Decimal (Item   : in Byte_Array;
66                          Format  : in Binary_Format) return Num;
67       function To_Binary (Item   : in Num;
68                        Format  : in Binary_Format) return Byte_Array;
69
70       -- Internal Binary formats: data values are of type Binary or Long_Binary
71       function To_Decimal (Item : in Binary) return Num;
72       function To_Decimal (Item : in Long_Binary) return Num;
73       function To_Binary (Item : in Num) return Binary;
74       function To_Long_Binary (Item : in Num) return Long_Binary;
75
76     end Decimal_Conversions;
77
78 private
79   ... -- not specified by the language
80 end Interfaces.COBOL;

```

51 Each of the types in Interfaces.COBOL is COBOL-compatible.

52 The types Floating and Long\_Floating correspond to the native types in COBOL for data items with computational usage implemented by floating point. The types Binary and Long\_Binary correspond to the

native types in COBOL for data items with binary usage, or with computational usage implemented by binary.

Max\_Digits\_Binary is the largest number of decimal digits in a numeric value that is represented as Binary. Max\_Digits\_Long\_Binary is the largest number of decimal digits in a numeric value that is represented as Long\_Binary. 53

The type Packed\_Decimal corresponds to COBOL's packed-decimal usage. 54

The type COBOL\_Character defines the run-time character set used in the COBOL implementation. Ada\_To\_COBOL and COBOL\_To\_Ada are the mappings between the Ada and COBOL run-time character sets. 55

Type Alphanumeric corresponds to COBOL's alphanumeric data category. 56

Each of the functions To\_COBOL and To\_Ada converts its parameter based on the mappings Ada\_To\_COBOL and COBOL\_To\_Ada, respectively. The length of the result for each is the length of the parameter, and the lower bound of the result is 1. Each component of the result is obtained by applying the relevant mapping to the corresponding component of the parameter. 57

Each of the procedures To\_COBOL and To\_Ada copies converted elements from Item to Target, using the appropriate mapping (Ada\_To\_COBOL or COBOL\_To\_Ada, respectively). The index in Target of the last element assigned is returned in Last (0 if Item is a null array). If Item'Length exceeds Target'Length, Constraint\_Error is propagated. 58

Type Numeric corresponds to COBOL's numeric data category with display usage. 59

The types Display\_Format, Binary\_Format, and Packed\_Format are used in conversions between Ada decimal type values and COBOL internal or external data representations. The value of the constant Native\_Binary is either High\_Order\_First or Low\_Order\_First, depending on the implementation. 60

```
function Valid (Item   : in Numeric;
                Format  : in Display_Format) return Boolean; 61
```

The function Valid checks that the Item parameter has a value consistent with the value of Format. If the value of Format is other than Unsigned, Leading\_Separate, and Trailing\_Separate, the effect is implementation defined. If Format does have one of these values, the following rules apply: 62

- Format=Unsigned: if Item comprises one or more decimal digit characters, then Valid returns True, else it returns False. 63/3
- Format=Leading\_Separate: if Item comprises a single occurrence of the plus or minus sign character, and then one or more decimal digit characters, then Valid returns True, else it returns False. 64/1
- Format=Trailing\_Separate: if Item comprises one or more decimal digit characters and finally a plus or minus sign character, then Valid returns True, else it returns False. 65/1

```
function Length (Format : in Display_Format) return Natural; 66
```

The Length function returns the minimal length of a Numeric value sufficient to hold any value of type Num when represented as Format. 67

```
68  function To_Decimal (Item   : in Numeric;
                       Format  : in Display_Format) return Num;
```

69 Produces a value of type Num corresponding to Item as represented by Format. The number of digits after the assumed radix point in Item is Num'Scale. Conversion\_Error is propagated if the value represented by Item is outside the range of Num.

```
70  function To_Display (Item   : in Num;
                      Format  : in Display_Format) return Numeric;
```

71/1 This function returns the Numeric value for Item, represented in accordance with Format. The length of the returned value is Length(Format), and the lower bound is 1. Conversion\_Error is propagated if Num is negative and Format is Unsigned.

```
72  function Valid (Item   : in Packed_Decimal;
                 Format  : in Packed_Format) return Boolean;
```

73 This function returns True if Item has a value consistent with Format, and False otherwise. The rules for the formation of Packed\_Decimal values are implementation defined.

```
74  function Length (Format : in Packed_Format) return Natural;
```

75 This function returns the minimal length of a Packed\_Decimal value sufficient to hold any value of type Num when represented as Format.

```
76  function To_Decimal (Item   : in Packed_Decimal;
                      Format  : in Packed_Format) return Num;
```

77 Produces a value of type Num corresponding to Item as represented by Format. Num'Scale is the number of digits after the assumed radix point in Item. Conversion\_Error is propagated if the value represented by Item is outside the range of Num.

```
78  function To_Packed (Item   : in Num;
                    Format  : in Packed_Format) return Packed_Decimal;
```

79/1 This function returns the Packed\_Decimal value for Item, represented in accordance with Format. The length of the returned value is Length(Format), and the lower bound is 1. Conversion\_Error is propagated if Num is negative and Format is Packed\_Unsigned.

```
80  function Valid (Item   : in Byte_Array;
                 Format  : in Binary_Format) return Boolean;
```

81 This function returns True if Item has a value consistent with Format, and False otherwise.

```
82  function Length (Format : in Binary_Format) return Natural;
```

83 This function returns the minimal length of a Byte\_Array value sufficient to hold any value of type Num when represented as Format.

```
84  function To_Decimal (Item   : in Byte_Array;
                      Format  : in Binary_Format) return Num;
```

85 Produces a value of type Num corresponding to Item as represented by Format. Num'Scale is the number of digits after the assumed radix point in Item. Conversion\_Error is propagated if the value represented by Item is outside the range of Num.

```
86  function To_Binary (Item   : in Num;
                    Format  : in Binary_Format) return Byte_Array;
```

87/1 This function returns the Byte\_Array value for Item, represented in accordance with Format. The length of the returned value is Length(Format), and the lower bound is 1.



**function** To\_Decimal (Item : **in** Binary)      **return** Num; 88

**function** To\_Decimal (Item : **in** Long\_Binary) **return** Num;

These functions convert from COBOL binary format to a corresponding value of the decimal type Num. Conversion\_Error is propagated if Item is too large for Num. 89

**function** To\_Binary      (Item : **in** Num)      **return** Binary; 90

**function** To\_Long\_Binary (Item : **in** Num)      **return** Long\_Binary;

These functions convert from Ada decimal to COBOL binary format. Conversion\_Error is propagated if the value of Item is too large to be represented in the result type. 91

#### *Implementation Requirements*

An implementation shall support specifying aspect Convention with a COBOL *convention\_identifier* for a COBOL-eligible type (see B.1). 92/3

#### *Implementation Permissions*

An implementation may provide additional constants of the private types Display\_Format, Binary\_Format, or Packed\_Format. 93

An implementation may provide further floating point and integer types in Interfaces.COBOL to match additional native COBOL types, and may also supply corresponding conversion functions in the generic package Decimal\_Conversions. 94

#### *Implementation Advice*

An Ada implementation should support the following interface correspondences between Ada and COBOL. 95

- An Ada **access** T parameter is passed as a “BY REFERENCE” data item of the COBOL type corresponding to T. 96
- An Ada **in** scalar parameter is passed as a “BY CONTENT” data item of the corresponding COBOL type. 97
- Any other Ada parameter is passed as a “BY REFERENCE” data item of the COBOL type corresponding to the Ada parameter type; for scalars, a local copy is used if necessary to ensure by-copy semantics. 98

NOTE 1 An implementation is not required to support specifying aspect Convention for access types, nor is it required to support specifying aspects Import, Export, or Convention for functions. 99/3

NOTE 2 If an Ada subprogram is exported to COBOL, then a call from COBOL call can specify either “BY CONTENT” or “BY REFERENCE”. 100/5

#### *Examples*

*Examples of Interfaces.COBOL:* 101

```
with Interfaces.COBOL; 102
procedure Test_Call is
```

```
  -- Calling a foreign COBOL program
  -- Assume that a COBOL program PROG has the following declaration
  -- in its LINKAGE section:
  -- 01 Parameter-Area
  -- 05 NAME PIC X(20).
  -- 05 SSN PIC X(9).
  -- 05 SALARY PIC 99999V99 USAGE COMP.
  -- The effect of PROG is to update SALARY based on some algorithm 103
```

```

104     package COBOL renames Interfaces.COBOL;
105     type Salary_Type is delta 0.01 digits 7;
106/3    type COBOL_Record is
        record
            Name      : COBOL.Numeric(1..20);
            SSN       : COBOL.Numeric(1..9);
            Salary    : COBOL.Binary; -- Assume Binary = 32 bits
        end record
        with Convention => COBOL;
107/3    procedure Prog (Item : in out COBOL_Record)
        with Import => True, Convention => COBOL;
108     package Salary_Conversions is
        new COBOL.Decimal_Conversions (Salary_Type);
109     Some_Salary : Salary_Type := 12_345.67;
        Some_Record : COBOL_Record :=
            (Name => "Johnson, John      ",
             SSN  => "111223333",
             Salary => Salary_Conversions.To_Binary(Some_Salary));
110     begin
        Prog (Some_Record);
        ...
    end Test_Call;
111     with Interfaces.COBOL;
    with COBOL_Sequential_IO; -- Assumed to be supplied by implementation
    procedure Test_External_Formats is
112/5     -- Using data created by a COBOL program
        -- Assume that a COBOL program has created a sequential file with
        -- the following record structure, and that we want
        -- process the records in an Ada program
        -- 01 EMPLOYEE-RECORD
        -- 05 NAME PIC X(20).
        -- 05 SSN PIC X(9).
        -- 05 SALARY PIC 99999V99 USAGE COMP.
        -- 05 ADJUST PIC $999V999 SIGN LEADING SEPARATE.
        -- The COMP data is binary (32 bits), high-order byte first
113     package COBOL renames Interfaces.COBOL;
114     type Salary_Type is delta 0.01 digits 7;
        type Adjustments_Type is delta 0.001 digits 6;
115/3    type COBOL_Employee_Record_Type is -- External representation
        record
            Name      : COBOL.Alphanumeric(1..20);
            SSN       : COBOL.Alphanumeric(1..9);
            Salary    : COBOL.Byte_Array(1..4);
            Adjust    : COBOL.Numeric(1..7); -- Sign and 6 digits
        end record
        with Convention => COBOL;
116     package COBOL_Employee_IO is
        new COBOL_Sequential_IO (COBOL_Employee_Record_Type);
    use COBOL_Employee_IO;
117     COBOL_File : File_Type;
118     type Ada_Employee_Record_Type is -- Internal representation
        record
            Name      : String(1..20);
            SSN       : String(1..9);
            Salary    : Salary_Type;
            Adjust    : Adjustments_Type;
        end record;
119     COBOL_Record : COBOL_Employee_Record_Type;
        Ada_Record  : Ada_Employee_Record_Type;

```

```

package Salary_Conversions is
    new COBOL.Decimal_Conversions(Salary_Type);
use Salary_Conversions;
package Adjustments_Conversions is
    new COBOL.Decimal_Conversions(Adjustments_Type);
use Adjustments_Conversions;
begin
    Open (COBOL_File, Name => "Some_File");
    loop
        Read (COBOL_File, COBOL_Record);
        Ada_Record.Name := COBOL.To_Ada(COBOL_Record.Name);
        Ada_Record.SSN := COBOL.To_Ada(COBOL_Record.SSN);
        Ada_Record.Salary :=
            To_Decimal(COBOL_Record.Salary, COBOL.High_Order_First);
        Ada_Record.Adjust :=
            To_Decimal(COBOL_Record.Adjust, COBOL.Leading_Separate);
        ... -- Process Ada_Record
    end loop;
exception
    when End_Error => ...
end Test_External_Formats;

```

## B.5 Interfacing with Fortran

The facilities relevant to interfacing with the Fortran language are the package `Interfaces.Fortran` and support for specifying the `Convention` aspect with `convention_identifier` Fortran. 1/3

The package `Interfaces.Fortran` defines Ada types whose representations are identical to the default representations of the Fortran intrinsic types `Integer`, `Real`, `Double Precision`, `Complex`, `Logical`, and `Character` in a supported Fortran implementation. These Ada types can therefore be used to pass objects between Ada and Fortran programs. 2

### Static Semantics

The library package `Interfaces.Fortran` has the following declaration: 3

```

with Ada.Numerics.Generic_Complex_Types; -- see G.1.1
pragma Elaborate_All(Ada.Numerics.Generic_Complex_Types);
package Interfaces.Fortran
with Pure is
    type Fortran_Integer is range implementation-defined;
    type Real is digits implementation-defined;
    type Double_Precision is digits implementation-defined;
    type Logical is new Boolean;
    package Single_Precision_Complex_Types is
        new Ada.Numerics.Generic_Complex_Types (Real);
    type Complex is new Single_Precision_Complex_Types.Complex;
    subtype Imaginary is Single_Precision_Complex_Types.Imaginary;
    i : Imaginary renames Single_Precision_Complex_Types.i;
    j : Imaginary renames Single_Precision_Complex_Types.j;
    package Double_Precision_Complex_Types is
        new Ada.Numerics.Generic_Complex_Types (Double_Precision);
    type Double_Complex is new Double_Precision_Complex_Types.Complex;
    subtype Double_Imaginary is Double_Precision_Complex_Types.Imaginary;
    type Character_Set is implementation-defined character type;

```

```

12/3     type Fortran_Character is array (Positive range <>) of Character_Set
        with Pack;
13     function To_Fortran (Item : in Character) return Character_Set;
        function To_Ada (Item : in Character_Set) return Character;
14     function To_Fortran (Item : in String) return Fortran_Character;
        function To_Ada (Item : in Fortran_Character) return String;
15     procedure To_Fortran (Item      : in String;
                           Target    : out Fortran_Character;
                           Last      : out Natural);
16     procedure To_Ada (Item      : in Fortran_Character;
                       Target    : out String;
                       Last      : out Natural);
17     end Interfaces.Fortran;

```

18/5 The types Fortran\_Integer, Real, Double\_Precision, Logical, Complex, Double\_Complex, Character\_Set, and Fortran\_Character are Fortran-compatible.

19 The To\_Fortran and To\_Ada functions map between the Ada type Character and the Fortran type Character\_Set, and also between the Ada type String and the Fortran type Fortran\_Character. The To\_Fortran and To\_Ada procedures have analogous effects to the string conversion subprograms found in Interfaces.COBOL.

#### *Implementation Requirements*

20/3 An implementation shall support specifying aspect Convention with a Fortran *convention\_identifier* for a Fortran-eligible type (see B.1).

#### *Implementation Permissions*

21/5 An implementation may add additional declarations to the Fortran interface packages. For example, declarations are permitted for the character types corresponding to Fortran character kinds 'ascii' and 'iso\_10646', which in turn correspond to ISO/IEC 646:1991 and to UCS-4 as specified in ISO/IEC 10646:2020.

#### *Implementation Advice*

22 An Ada implementation should support the following interface correspondences between Ada and Fortran:

- 23 • An Ada procedure corresponds to a Fortran subroutine.
- 24 • An Ada function corresponds to a Fortran function.
- 25 • An Ada parameter of an elementary, array, or record type T is passed as a T<sub>F</sub> argument to a Fortran procedure, where T<sub>F</sub> is the Fortran type corresponding to the Ada type T, and where the INTENT attribute of the corresponding dummy argument matches the Ada formal parameter mode; the Fortran implementation's parameter passing conventions are used. For elementary types, a local copy is used if necessary to ensure by-copy semantics.
- 26 • An Ada parameter of an access-to-subprogram type is passed as a reference to a Fortran procedure whose interface corresponds to the designated subprogram's specification.

27 NOTE 1 An object of a Fortran-compatible record type, declared in a library package or subprogram, can correspond to a Fortran common block; the type also corresponds to a Fortran “derived type”.

28/5 NOTE 2 For Fortran facilities not addressed by this subclause, consider using the Fortran to C interoperability features defined in ISO/IEC 1594-1:2018 along with the C interfacing features defined in B.3.

## Examples

## Example of Interfaces.Fortran:

```

with Interfaces.Fortran;
use Interfaces.Fortran;
procedure Ada_Application is
  type Fortran_Matrix is
    array (Fortran_Integer range <>,
           Fortran_Integer range <>) of Double_Precision
    with Convention => Fortran;
    -- stored in Fortran's
    -- column-major order
  procedure Invert (Rank : in Fortran_Integer; X : in out Fortran_Matrix)
    with Import => True, Convention => Fortran; -- a Fortran subroutine

  Rank      : constant Fortran_Integer := 100;
  My_Matrix : Fortran_Matrix (1 .. Rank, 1 .. Rank);

  Precision: constant := 6;
  type Standard_Deviation is digits Precision
    with Convention => Fortran;
  Deviation : Standard_Deviation;
  -- Declarations to match the following Fortran declarations:
  -- integer, parameter :: precision = selected_real_kind(p=6)
  -- real(precision) :: deviation

begin
  ...
  My_Matrix := ...;
  ...
  Invert (Rank, My_Matrix);
  ...
  Deviation := ...;
  ...
end Ada_Application;

```

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# Annex C

## (normative)

### Systems Programming

The Systems Programming Annex specifies additional capabilities provided for low-level programming. 1  
 These capabilities are also required in many real-time, embedded, distributed, and information systems.

#### C.1 Access to Machine Operations

This subclause specifies rules regarding access to machine instructions from within an Ada program. 1/3

##### *Implementation Requirements*

The implementation shall support machine code insertions (see 13.8) or intrinsic subprograms (see 6.3.1) 2/5  
 (or both). The implementation shall allow the use of Ada entities as operands for such machine code  
 insertions or intrinsic subprograms.

##### *Implementation Advice*

The machine code or intrinsics support should allow access to all operations normally available to 3  
 assembly language programmers for the target environment, including privileged instructions, if any.

The support for interfacing aspects (see Annex B) should include interface to assembler; the default 4/3  
 assembler should be associated with the convention identifier Assembler.

If an entity is exported to assembly language, then the implementation should allocate it at an addressable 5  
 location, and should ensure that it is retained by the linking process, even if not otherwise referenced from  
 the Ada code. The implementation should assume that any call to a machine code or assembler  
 subprogram is allowed to read or update every object that is specified as exported.

##### *Documentation Requirements*

The implementation shall document the overhead associated with calling machine-code or intrinsic 6  
 subprograms, as compared to a fully-inlined call, and to a regular out-of-line call.

The implementation shall document the types of the package System.Machine\_Code usable for machine 7  
 code insertions, and the attributes to be used in machine code insertions for references to Ada entities.

The implementation shall document the subprogram calling conventions associated with the convention 8/3  
 identifiers available for use with the Convention aspect (Ada and Assembler, at a minimum), including  
 register saving, exception propagation, parameter passing, and function value returning.

For exported and imported subprograms, the implementation shall document the mapping between the 9  
 Link\_Name string, if specified, or the Ada designator, if not, and the external link name used for such a  
 subprogram.

##### *Implementation Advice*

The implementation should ensure that little or no overhead is associated with calling intrinsic and 10  
 machine-code subprograms.

- 11 It is recommended that intrinsic subprograms be provided for convenient access to any machine operations that provide special capabilities or efficiency and that are not otherwise available through the language constructs. Examples of such instructions include:
- 12/5 • Atomic read-modify-write operations — for example, test and set, compare and swap, decrement and test, enqueue/dequeue.
  - 13/5 • Standard numeric functions — for example, *sin*, *log*.
  - 14/5 • String manipulation operations — for example, translate and test.
  - 15/5 • Vector operations — for example, compare vector against thresholds.
  - 16 • Direct operations on I/O ports.

## C.2 Required Representation Support

- 1/3 This subclause specifies minimal requirements on the support for representation items and related features.

### *Implementation Requirements*

- 2 The implementation shall support at least the functionality defined by the recommended levels of support in Clause 13.

## C.3 Interrupt Support

- 1/3 This subclause specifies the language-defined model for hardware interrupts in addition to mechanisms for handling interrupts.

### *Dynamic Semantics*

- 2 An *interrupt* represents a class of events that are detected by the hardware or the system software. Interrupts are said to occur. An *occurrence* of an interrupt is separable into generation and delivery. *Generation* of an interrupt is the event in the underlying hardware or system that makes the interrupt available to the program. *Delivery* is the action that invokes part of the program as response to the interrupt occurrence. Between generation and delivery, the interrupt occurrence (or interrupt) is *pending*. Some or all interrupts may be *blocked*. When an interrupt is blocked, all occurrences of that interrupt are prevented from being delivered. Certain interrupts are *reserved*. The set of reserved interrupts is implementation defined. A reserved interrupt is either an interrupt for which user-defined handlers are not supported, or one which already has an attached handler by some other implementation-defined means. Program units can be connected to nonreserved interrupts. While connected, the program unit is said to be *attached* to that interrupt. The execution of that program unit, the *interrupt handler*, is invoked upon delivery of the interrupt occurrence.
- 3 While a handler is attached to an interrupt, it is called once for each delivered occurrence of that interrupt. While the handler executes, the corresponding interrupt is blocked.
- 4 While an interrupt is blocked, all occurrences of that interrupt are prevented from being delivered. Whether such occurrences remain pending or are lost is implementation defined.
- 5 Each interrupt has a *default treatment* which determines the system's response to an occurrence of that interrupt when no user-defined handler is attached. The set of possible default treatments is implementation defined, as is the method (if one exists) for configuring the default treatments for interrupts.



An interrupt is delivered to the handler (or default treatment) that is in effect for that interrupt at the time of delivery. 6

An exception propagated from a handler that is invoked by an interrupt has no effect. 7

If the `Ceiling_Locking` policy (see D.3) is in effect, the interrupt handler executes with the active priority that is the ceiling priority of the corresponding protected object. 8

#### *Implementation Requirements*

The implementation shall provide a mechanism to determine the minimum stack space that is necessary for each interrupt handler and to reserve that space for the execution of the handler. This space should accommodate nested invocations of the handler where the system permits this. 9/5

If the hardware or the underlying system holds pending interrupt occurrences, the implementation shall provide for later delivery of these occurrences to the program. 10

If the `Ceiling_Locking` policy is not in effect, the implementation shall provide means for the application to specify whether interrupts are to be blocked during protected actions. 11

#### *Documentation Requirements*

The implementation shall document the following items: 12

1. For each interrupt, which interrupts are blocked from delivery when a handler attached to that interrupt executes (either as a result of an interrupt delivery or of an ordinary call on a procedure of the corresponding protected object). 13
2. Any interrupts that cannot be blocked, and the effect of attaching handlers to such interrupts, if this is permitted. 14
3. Which run-time stack an interrupt handler uses when it executes as a result of an interrupt delivery; if this is configurable, what is the mechanism to do so; how to specify how much space to reserve on that stack. 15
4. Any implementation- or hardware-specific activity that happens before a user-defined interrupt handler gets control (for example, reading device registers, acknowledging devices). 16/5
5. Any timing or other limitations imposed on the execution of interrupt handlers. 17
6. The state (blocked/unblocked) of the nonreserved interrupts when the program starts; if some interrupts are unblocked, what is the mechanism a program can use to protect itself before it can attach the corresponding handlers. 18
7. Whether the interrupted task is allowed to resume execution before the interrupt handler returns. 19
8. The treatment of interrupt occurrences that are generated while the interrupt is blocked; that is, whether one or more occurrences are held for later delivery, or all are lost. 20/5
9. Whether predefined or implementation-defined exceptions are raised as a result of the occurrence of any interrupt, and the mapping between the machine interrupts (or traps) and the predefined exceptions. 21
10. 22
  - On a multi-processor, the rules governing the delivery of an interrupt to a particular processor.

#### *Implementation Permissions*

If the underlying system or hardware does not allow interrupts to be blocked, then no blocking is required as part of the execution of subprograms of a protected object for which one of its subprograms is an interrupt handler. 23/2

- 24 In a multi-processor with more than one interrupt subsystem, it is implementation defined whether (and how) interrupt sources from separate subsystems share the same `Interrupt_Id` type (see C.3.2). In particular, the meaning of a blocked or pending interrupt may then be applicable to one processor only.
- 25 Implementations are allowed to impose timing or other limitations on the execution of interrupt handlers.
- 26/3 Other forms of handlers are allowed to be supported, in which case the rules of this subclause should be adhered to.
- 27 The active priority of the execution of an interrupt handler is allowed to vary from one occurrence of the same interrupt to another.

*Implementation Advice*

- 28/2 If the `Ceiling_Locking` policy is not in effect, the implementation should provide means for the application to specify which interrupts are to be blocked during protected actions, if the underlying system allows for finer-grained control of interrupt blocking.

29/5 NOTE 1 The default treatment for an interrupt can be to keep the interrupt pending or to deliver it to an implementation-defined handler. Examples of actions that an implementation-defined handler can perform include aborting the partition, ignoring (that is, discarding occurrences of) the interrupt, or queuing one or more occurrences of the interrupt for possible later delivery when a user-defined handler is attached to that interrupt.

30 NOTE 2 It is a bounded error to call `Task_Identification.Current_Task` (see C.7.1) from an interrupt handler.

31 NOTE 3 The rule that an exception propagated from an interrupt handler has no effect is modeled after the rule about exceptions propagated out of task bodies.

### C.3.1 Protected Procedure Handlers

*Paragraphs 1 through 6 were moved to Annex J, “Obsolescent Features”.*

*Static Semantics*

- 6.1/3 For a parameterless protected procedure, the following language-defined representation aspects may be specified:

6.2/3 `Interrupt_Handler`

The type of aspect `Interrupt_Handler` is Boolean. If directly specified, the `aspect_definition` shall be a static expression. This aspect is never inherited; if not directly specified, the aspect is False.

6.3/3 `Attach_Handler`

The aspect `Attach_Handler` is an expression, which shall be of type `Interrupts.Interrupt_Id`. This aspect is never inherited.

*Legality Rules*

- 7/3 If either the `Attach_Handler` or `Interrupt_Handler` aspect are specified for a protected procedure, the corresponding `protected_type_declaration` or `single_protected_declaration` shall be a library-level declaration and shall not be declared within a generic body. In addition to the places where Legality Rules normally apply (see 12.3), this rule also applies in the private part of an instance of a generic unit.

8/3 *This paragraph was deleted.*

*Dynamic Semantics*

- If the `Interrupt_Handler` aspect of a protected procedure is `True`, then the procedure may be attached dynamically, as a handler, to interrupts (see C.3.2). Such procedures are allowed to be attached to multiple interrupts. 9/3
- The expression specified for the `Attach_Handler` aspect of a protected procedure  $P$  is evaluated as part of the creation of the protected object that contains  $P$ . The value of the expression identifies an interrupt. As part of the initialization of that object,  $P$  (the *handler* procedure) is attached to the identified interrupt. A check is made that the corresponding interrupt is not reserved. `Program_Error` is raised if the check fails, and the existing treatment for the interrupt is not affected. 10/3
- If the `Ceiling_Locking` policy (see D.3) is in effect, then upon the initialization of a protected object that contains a protected procedure for which either the `Attach_Handler` aspect is specified or the `Interrupt_Handler` aspect is `True`, a check is made that the initial ceiling priority of the object is in the range of `System.Interrupt_Priority`. If the check fails, `Program_Error` is raised. 11/3
- When a protected object is finalized, for any of its procedures that are attached to interrupts, the handler is detached. If the handler was attached by a procedure in the `Interrupts` package or if no user handler was previously attached to the interrupt, the default treatment is restored. If the `Attach_Handler` aspect was specified and the most recently attached handler for the same interrupt is the same as the one that was attached at the time the protected object was initialized, the previous handler is restored. 12/3
- When a handler is attached to an interrupt, the interrupt is blocked (subject to the `Implementation Permission` in C.3) during the execution of every protected action on the protected object containing the handler. 13
- If restriction `No_Dynamic_Attachment` is in effect, then a check is made that the interrupt identified by an `Attach_Handler` aspect does not appear in any previously elaborated `Attach_Handler` aspect; `Program_Error` is raised if this check fails. 13.1/5

*Erroneous Execution*

- If the `Ceiling_Locking` policy (see D.3) is in effect and an interrupt is delivered to a handler, and the interrupt hardware priority is higher than the ceiling priority of the corresponding protected object, the execution of the program is erroneous. 14
- If the handlers for a given interrupt attached via aspect `Attach_Handler` are not attached and detached in a stack-like (LIFO) order, program execution is erroneous. In particular, when a protected object is finalized, the execution is erroneous if any of the procedures of the protected object are attached to interrupts via aspect `Attach_Handler` and the most recently attached handler for the same interrupt is not the same as the one that was attached at the time the protected object was initialized. 14.1/3

*Metrics*

- The following metric shall be documented by the implementation: 15
- The worst-case overhead for an interrupt handler that is a parameterless protected procedure, in clock cycles. This is the execution time not directly attributable to the handler procedure or the interrupted execution. It is estimated as  $C - (A+B)$ , where  $A$  is how long it takes to complete a given sequence of instructions without any interrupt,  $B$  is how long it takes to complete a normal call to a given protected procedure, and  $C$  is how long it takes to complete the same sequence of instructions when it is interrupted by one execution of the same procedure called via an interrupt. 16/2

*Implementation Permissions*

- 17/3 When the aspects `Attach_Handler` or `Interrupt_Handler` are specified for a protected procedure, the implementation is allowed to impose implementation-defined restrictions on the corresponding `protected_type_declaration` and `protected_body`.
- 18 An implementation may use a different mechanism for invoking a protected procedure in response to a hardware interrupt than is used for a call to that protected procedure from a task.
- 19/3 Notwithstanding what this subclause says elsewhere, the `Attach_Handler` and `Interrupt_Handler` aspects are allowed to be used for other, implementation defined, forms of interrupt handlers.

*Implementation Advice*

- 20 Whenever possible, the implementation should allow interrupt handlers to be called directly by the hardware.
- 21 Whenever practical, the implementation should detect violations of any implementation-defined restrictions before run time.
- 22/5 NOTE 1 The `Attach_Handler` aspect can provide static attachment of handlers to interrupts if the implementation supports preelaboration of protected objects. (See C.4.)
- 23/5 NOTE 2 For a protected object that has a (protected) procedure attached to an interrupt, the correct ceiling priority is at least as high as the highest processor priority at which that interrupt will ever be delivered.
- 24 NOTE 3 Protected procedures can also be attached dynamically to interrupts via operations declared in the predefined package `Interrupts`.
- 25 NOTE 4 An example of a possible implementation-defined restriction is disallowing the use of the standard storage pools within the body of a protected procedure that is an interrupt handler.

## C.3.2 The Package `Interrupts`

*Static Semantics*

1 The following language-defined packages exist:

```
2/5  with System;
    with System.Multiprocessors;
    package Ada.Interrupts
    with Nonblocking, Global => in out synchronized is
    type Interrupt_Id is implementation-defined;
    type Parameterless_Handler is
    access protected procedure
    with Nonblocking => False;
3/1  This paragraph was deleted.
4    function Is_Reserved (Interrupt : Interrupt_Id)
    return Boolean;
5    function Is_Attached (Interrupt : Interrupt_Id)
    return Boolean;
6    function Current_Handler (Interrupt : Interrupt_Id)
    return Parameterless_Handler;
7    procedure Attach_Handler
    (New_Handler : in Parameterless_Handler;
    Interrupt : in Interrupt_Id);
8    procedure Exchange_Handler
    (Old_Handler : out Parameterless_Handler;
    New_Handler : in Parameterless_Handler;
    Interrupt : in Interrupt_Id);
```

```

procedure Detach_Handler                                9
  (Interrupt : in Interrupt_Id);

function Reference (Interrupt : Interrupt_Id)           10
  return System.Address;

function Get_CPU (Interrupt : Interrupt_Id)           10.1/3
  return System.Multiprocessors.CPU_Range;

private   11
  ... -- not specified by the language
end Ada.Interrupts;

package Ada.Interrupts.Names                          12/5
  with Nonblocking, Global => null is
  implementation-defined : constant Interrupt_Id :=
    implementation-defined;
  .
  .
  implementation-defined : constant Interrupt_Id :=
    implementation-defined;
end Ada.Interrupts.Names;

```

*Dynamic Semantics*

- The `Interrupt_Id` type is an implementation-defined discrete type used to identify interrupts. 13
- The `Is_Reserved` function returns `True` if and only if the specified interrupt is reserved. 14
- The `Is_Attached` function returns `True` if and only if a user-specified interrupt handler is attached to the interrupt. 15
- The `Current_Handler` function returns a value that represents the attached handler of the interrupt. If no user-defined handler is attached to the interrupt, `Current_Handler` returns `null`. 16/1
- The `Attach_Handler` procedure attaches the specified handler to the interrupt, overriding any existing treatment (including a user handler) in effect for that interrupt. If `New_Handler` is `null`, the default treatment is restored. If `New_Handler` designates a protected procedure for which the aspect `Interrupt_Handler` is `False`, `Program_Error` is raised. In this case, the operation does not modify the existing interrupt treatment. 17/3
- The `Exchange_Handler` procedure operates in the same manner as `Attach_Handler` with the addition that the value returned in `Old_Handler` designates the previous treatment for the specified interrupt. If the previous treatment is not a user-defined handler, `null` is returned. 18/1
- The `Detach_Handler` procedure restores the default treatment for the specified interrupt. 19
- For all operations defined in this package that take a parameter of type `Interrupt_Id`, with the exception of `Is_Reserved` and `Reference`, a check is made that the specified interrupt is not reserved. `Program_Error` is raised if this check fails. 20
- If, by using the `Attach_Handler`, `Detach_Handler`, or `Exchange_Handler` procedures, an attempt is made to detach a handler that was attached statically (using the aspect `Attach_Handler`), the handler is not detached and `Program_Error` is raised. 21/3
- The `Reference` function returns a value of type `System.Address` that can be used to attach a task entry via an address clause (see J.7.1) to the interrupt specified by `Interrupt`. This function raises `Program_Error` if attaching task entries to interrupts (or to this particular interrupt) is not supported. 22/2
- The function `Get_CPU` returns the processor on which the handler for `Interrupt` is executed. If the handler can execute on more than one processor the value `System.Multiprocessors.Not_A_Specific_CPU` is returned. 22.1/3

*Implementation Requirements*

- 23 At no time during attachment or exchange of handlers shall the current handler of the corresponding interrupt be undefined.

*Documentation Requirements*

- 24/5 The implementation shall document, when the `Ceiling_Locking` policy (see D.3) is in effect, the default ceiling priority assigned to a protected object that contains a protected procedure that specifies either the `Attach_Handler` or `Interrupt_Handler` aspects, but does not specify the `Interrupt_Priority` aspect. This default can be different for different interrupts.

*Implementation Advice*

- 25 If implementation-defined forms of interrupt handler procedures are supported, such as protected procedures with parameters, then for each such form of a handler, a type analogous to `Parameterless_Handler` should be specified in a child package of `Interrupts`, with the same operations as in the predefined package `Interrupts`.
- 26 NOTE The package `Interrupts.Names` contains implementation-defined names (and constant values) for the interrupts that are supported by the implementation.

*Examples*

- 27 *Example of interrupt handlers:*

```
28/5 Device_Priority : constant
      array (Ada.Interrupts.Interrupt_Id range 1..5) of
        System.Interrupt_Priority := ( ... );
protected type Device_Interface
  (Int_Id : Ada.Interrupts.Interrupt_Id)
  with Interrupt_Priority => Device_Priority(Int_Id) is
  procedure Handler
    with Attach_Handler => Int_Id;
  ...
end Device_Interface;
...
Device_1_Driver : Device_Interface(1);
...
Device_5_Driver : Device_Interface(5);
...
```

## C.4 Prelaboration Requirements

- 1/5 This subclause specifies additional implementation and documentation requirements for the `Prelaborate` aspect (see 10.2.1).

*Implementation Requirements*

- 2 The implementation shall not incur any run-time overhead for the elaboration checks of subprograms and `protected_bodies` declared in preelaborated library units.
- 3 The implementation shall not execute any memory write operations after load time for the elaboration of constant objects declared immediately within the declarative region of a preelaborated library package, so long as the subtype and initial expression (or default initial expressions if initialized by default) of the `object_declaration` satisfy the following restrictions. The meaning of *load time* is implementation defined.
- 4
- Any `subtype_mark` denotes a statically constrained subtype, with statically constrained subcomponents, if any;

- no `subtype_mark` denotes a controlled type, a private type, a private extension, a generic formal private type, a generic formal derived type, or a descendant of such a type; 4.1/2
- any `constraint` is a static constraint; 5
- any `allocator` is for an access-to-constant type; 6
- any uses of predefined operators appear only within static expressions; 7
- any `primaries` that are names, other than `attribute_references` for the Access or Address attributes, appear only within static expressions; 8
- any name that is not part of a static expression is an expanded name or `direct_name` that statically names some entity; 9/5
- any `discrete_choice` of an `array_aggregate` is static; 10
- no language-defined check associated with the elaboration of the `object_declaration` can fail. 11

#### *Documentation Requirements*

The implementation shall document any circumstances under which the elaboration of a preelaborated package causes code to be executed at run time. 12

The implementation shall document whether the method used for initialization of preelaborated variables allows a partition to be restarted without reloading. 13

#### *Implementation Advice*

It is recommended that preelaborated packages be implemented in such a way that there should be little or no code executed at run time for the elaboration of entities not already covered by the Implementation Requirements. 14

## C.5 Aspect `Discard_Names`

Specifying the aspect `Discard_Names` can be used to request a reduction in storage used for the names of entities with runtime name text. 1/4

#### *Static Semantics*

An entity with *runtime name text* is a nonderived enumeration first subtype, a tagged first subtype, or an exception. 1.1/4

For an entity with runtime name text, the following language-defined representation aspect may be specified: 1.2/4

`Discard_Names` 1.3/4

The type of aspect `Discard_Names` is Boolean. If directly specified, the `aspect_definition` shall be a static expression. If not specified (including by inheritance), the aspect is False.

#### *Syntax*

The form of a `pragma Discard_Names` is as follows: 2

**pragma** `Discard_Names`[(`[On => ] local_name`)]; 3

A `pragma Discard_Names` is allowed only immediately within a `declarative_part`, immediately within a `package_specification`, or as a configuration `pragma`. 4

*Legality Rules*

- 5/4 The `local_name` (if present) shall denote an entity with runtime name text. The pragma specifies that the aspect `Discard_Names` for the type or exception has the value `True`. Without a `local_name`, the pragma specifies that all entities with runtime name text declared after the pragma, within the same declarative region have the value `True` for aspect `Discard_Names`. Alternatively, the pragma can be used as a configuration pragma. If the configuration pragma `Discard_Names` applies to a compilation unit, all entities with runtime name text declared in the compilation unit have the value `True` for the aspect `Discard_Names`.

*Static Semantics*

- 6 If a `local_name` is given, then a pragma `Discard_Names` is a representation pragma.
- 7/4 If the aspect `Discard_Names` is `True` for an enumeration type, then the semantics of the `Wide_Wide_Image` and `Wide_Wide_Value` attributes are implementation defined for that type; the semantics of `Image`, `Wide_Image`, `Value`, and `Wide_Value` are still defined in terms of `Wide_Wide_Image` and `Wide_Wide_Value`. In addition, the semantics of `Text_IO.Enumeration_IO` are implementation defined. If the aspect `Discard_Names` is `True` for a tagged type, then the semantics of the `Tags.-Wide_Wide_Expanded_Name` function are implementation defined for that type; the semantics of `Tags.-Expanded_Name` and `Tags.Wide_Expanded_Name` are still defined in terms of `Tags.Wide_Wide_Expanded_Name`. If the aspect `Discard_Names` is `True` for an exception, then the semantics of the `Exceptions.Wide_Wide_Exception_Name` function are implementation defined for that exception; the semantics of `Exceptions.Exception_Name` and `Exceptions.Wide_Exception_Name` are still defined in terms of `Exceptions.Wide_Wide_Exception_Name`.

*Implementation Advice*

- 8/4 If the aspect `Discard_Names` is `True` for an entity, then the implementation should reduce the amount of storage used for storing names associated with that entity.

## C.6 Shared Variable Control

- 1/3 This subclause defines representation aspects that control the use of shared variables.

*Paragraphs 2 through 6 were moved to Annex J, “Obsolescent Features”.*

*Static Semantics*

- 6.1/5 For an `object_declaration`, a `component_declaration`, a `full_type_declaration`, or a `formal_complete_type_declaration`, the following representation aspects may be specified:
- 6.2/3 `Atomic`        The type of aspect `Atomic` is Boolean.
- 6.3/3 `Independent`    The type of aspect `Independent` is Boolean.
- 6.4/3 `Volatile`        The type of aspect `Volatile` is Boolean.
- 6.5/5 `Full_Access_Only`  
                    The type of aspect `Full_Access_Only` is Boolean.
- 6.6/5 For a `full_type_declaration` of an array type, an `object_declaration` for an object of an anonymous array type, or the `formal_complete_type_declaration` of a formal array type, the following representation aspects may be specified:
- 6.7/3 `Atomic_Components`  
                    The type of aspect `Atomic_Components` is Boolean.



|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                       |        |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------|--------|
| Volatile_Components                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | The type of aspect Volatile_Components is Boolean.    | 6.8/3  |
| For a full_type_declaration of a composite type, an object_declaration for an object of an anonymous composite type, or the formal_complete_type_declaration of a formal composite type, the following representation aspect may be specified:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                       | 6.9/5  |
| Independent_Components                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | The type of aspect Independent_Components is Boolean. | 6.10/3 |
| If any of these aspects are directly specified, the aspect_definition shall be a static expression. If not specified for a type (including by inheritance), the Atomic, Atomic_Components, and Full_Access_Only aspects are False. If any of these aspects are specified True for a type, then the corresponding aspect is True for all objects of the type. If the Atomic aspect is specified True, then the aspects Volatile, Independent, and Volatile_Component (if defined) are True; if the Atomic_Components aspect is specified True, then the aspects Volatile, Volatile_Components, and Independent_Components are True. If the Volatile aspect is specified True, then the Volatile_Components aspect (if defined) is True, and vice versa. When not determined by one of the other aspects, or for an object by its type, the Volatile, Volatile_Components, Independent, and Independent_Components aspects are False. |                                                       | 6.11/5 |
| An <i>atomic</i> type is one for which the aspect Atomic is True. An <i>atomic</i> object (including a component) is one for which the aspect Atomic is True, or a component of an array for which the aspect Atomic_Components is True for the associated type, or any object of an atomic type, other than objects obtained by evaluating a slice.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                       | 7/3    |
| A <i>volatile</i> type is one for which the aspect Volatile is True. A <i>volatile</i> object (including a component) is one for which the aspect Volatile is True, or a component of an array for which the aspect Volatile_Components is True for the associated type, or any object of a volatile type. In addition, every atomic type or object is also defined to be volatile. Finally, if an object is volatile, then so are all of its subcomponents (the same does not apply to atomic).                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                       | 8/3    |
| When True, the aspects Independent and Independent_Components <i>specify as independently addressable</i> the named object or component(s), or in the case of a type, all objects or components of that type. All atomic objects and aliased objects are considered to be specified as independently addressable.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                       | 8.1/4  |
| The Full_Access_Only aspect shall not be specified unless the associated type or object is volatile (or atomic). A <i>full access</i> type is any atomic type, or a volatile type for which the aspect Full_Access_Only is True. A <i>full access</i> object (including a component) is any atomic object, or a volatile object for which the aspect Full_Access_Only is True for the object or its type. A Full_Access_Only aspect is illegal if any subcomponent of the object or type is a full access object or is of a generic formal type.                                                                                                                                                                                                                                                                                                                                                                                    |                                                       | 8.2/5  |
| <i>Paragraph 9 was moved to Annex J, “Obsolescent Features”.</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                       |        |
| <i>Legality Rules</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                       |        |
| If aspect Independent_Components is specified for a full_type_declaration, the declaration shall be that of an array or record type.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                       | 9.1/3  |
| It is illegal to specify either of the aspects Atomic or Atomic_Components to have the value True for an object or type if the implementation cannot support the indivisible and independent reads and updates required by the aspect (see below).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                       | 10/4   |
| It is illegal to specify the Size attribute of an atomic object, the Component_Size attribute for an array type with atomic components, or the layout attributes of an atomic component, in a way that prevents the implementation from performing the required indivisible and independent reads and updates.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                       | 11/4   |

- 12/5 If an atomic object is passed as a parameter, then the formal parameter shall either have an atomic type or allow pass by copy. If an atomic object is used as an actual for a generic formal object of mode **in out**, then the type of the generic formal object shall be atomic. If the prefix of an `attribute_reference` for an Access attribute denotes an atomic object (including a component), then the designated type of the resulting access type shall be atomic. Corresponding rules apply to volatile objects and to full access objects.
- 12.1/5 If a nonatomic subcomponent of a full access object is passed as an actual parameter in a call then the formal parameter shall allow pass by copy (and, at run time, the parameter shall be passed by copy). A nonatomic subcomponent of a full access object shall not be used as an actual for a generic formal of mode **in out**. The prefix of an `attribute_reference` for an Access attribute shall not denote a nonatomic subcomponent of a full access object.
- 12.2/5 If the `Atomic`, `Atomic_Components`, `Volatile`, `Volatile_Components`, `Independent`, `Independent_Components`, or `Full_Access_Only` aspect is True for a generic formal type, then that aspect shall be True for the actual type. If an atomic type is used as an actual for a generic formal derived type, then the ancestor of the formal type shall be atomic. A corresponding rule applies to volatile types and similarly to full access types.
- 12.3/5 If a type with volatile components is used as an actual for a generic formal array type, then the components of the formal type shall be volatile. Furthermore, if the actual type has atomic components and the formal array type has aliased components, then the components of the formal array type shall also be atomic. A corresponding rule applies when the actual type has volatile full access components.
- 13/3 If an aspect `Volatile`, `Volatile_Components`, `Atomic`, or `Atomic_Components` is directly specified to have the value True for a stand-alone constant object, then the aspect `Import` shall also be specified as True for it.
- 13.1/3 It is illegal to specify the aspect `Independent` or `Independent_Components` as True for a component, object or type if the implementation cannot provide the independent addressability required by the aspect (see 9.10).
- 13.2/3 It is illegal to specify a representation aspect for a component, object or type for which the aspect `Independent` or `Independent_Components` is True, in a way that prevents the implementation from providing the independent addressability required by the aspect.

*Paragraph 14 was moved to Annex J, “Obsolescent Features”.*

#### *Dynamic Semantics*

- 15 For an atomic object (including an atomic component) all reads and updates of the object as a whole are indivisible.
- 16/3 All tasks of the program (on all processors) that read or update volatile variables see the same order of updates to the variables. A use of an atomic variable or other mechanism may be necessary to avoid erroneous execution and to ensure that access to nonatomic volatile variables is sequential (see 9.10).
- 17 Two actions are sequential (see 9.10) if each is the read or update of the same atomic object.
- 18 If a type is atomic or volatile and it is not a by-copy type, then the type is defined to be a by-reference type. If any subcomponent of a type is atomic or volatile, then the type is defined to be a by-reference type.
- 19 If an actual parameter is atomic or volatile, and the corresponding formal parameter is not, then the parameter is passed by copy.

All reads of or writes to any nonatomic subcomponent of a full access object are performed by reading and/or writing all of the nearest enclosing full access object. 19.1/5

*Implementation Requirements*

The external effect of a program (see 1.1.3) is defined to include each read and update of a volatile or atomic object. The implementation shall not generate any memory reads or updates of atomic or volatile objects other than those specified by the program. However, there may be target-dependent cases where reading or writing a volatile but nonatomic object (typically a component) necessarily involves reading and/or writing neighboring storage, and that neighboring storage can overlap a volatile object. 20/5

*This paragraph was deleted.* 21/4

*Implementation Permissions*

Within the body of an instance of a generic unit that has a formal type  $T$  that is not atomic and an actual type that is atomic, if an object  $O$  of type  $T$  is declared and explicitly specified as atomic, the implementation may introduce an additional copy on passing  $O$  to a subprogram with a parameter of type  $T$  that is normally passed by reference. A corresponding permission applies to volatile parameter passing. 21.1/5

*Implementation Advice*

A load or store of a volatile object whose size is a multiple of System.Storage\_Unit and whose alignment is nonzero, should be implemented by accessing exactly the bits of the object and no others, except in the case of a volatile but nonatomic subcomponent of an atomic object. 22/5

A load or store of an atomic object should, where possible, be implemented by a single load or store instruction. 23/2

NOTE 1 An imported volatile or atomic constant behaves as a constant (i.e. read-only) with respect to other parts of the Ada program, but can still be modified by an “external source”. 24

NOTE 2 Specifying the Pack aspect cannot override the effect of specifying an Atomic or Atomic\_Components aspect. 25/4

NOTE 3 When mapping an Ada object to a memory-mapped hardware register, the Ada object can be declared atomic to ensure that the compiler will read and write exactly the bits of the register as specified in the source code and no others. 26/5

## C.6.1 The Package System.Atomic\_Operations

The language-defined package System.Atomic\_Operations is the parent of a set of child units that provide facilities for manipulating objects of atomic types and for supporting lock-free synchronization. The subprograms of this subsystem are Intrinsic subprograms (see 6.3.1) in order to provide convenient access to machine operations that can provide these capabilities if they are available in the target environment. 1/5

*Static Semantics*

The library package System.Atomic\_Operations has the following declaration: 2/5

```
package System.Atomic_Operations
  with Pure, Nonblocking is
end System.Atomic_Operations;
```

3/5

System.Atomic\_Operations serves as the parent of other language-defined library units that manipulate atomic objects; its declaration is empty. 4/5

A call to a subprogram is said to be *lock-free* if the subprogram is guaranteed to return from the call while keeping the processor of the logical thread of control busy for the duration of the call. 5/5

6/5 In each child package, a function `Is_Lock_Free(...)` is provided to check whether the operations of the child package can all be provided lock-free for a given object. `Is_Lock_Free` returns `True` if operations defined in the child package are lock-free when applied to the object denoted by `Item`, and `Is_Lock_Free` returns `False` otherwise.

## C.6.2 The Package `System.Atomic_Operations.Exchange`

1/5 The language-defined generic package `System.Atomic_Operations.Exchange` provides the following operations:

- 2/5 • To atomically compare the value of two atomic objects, and update the first atomic object with a desired value if both objects were found to be equal, or otherwise update the second object with the value of the first object.
- 3/5 • To atomically update the value of an atomic object, and then return the value that the atomic object had just prior to the update.

### *Static Semantics*

4/5 The generic library package `System.Atomic_Operations.Exchange` has the following declaration:

```
5/5  generic
      type Atomic_Type is private with Atomic;
  package System_Atomic_Operations.Exchange
      with Pure, Nonblocking is
6/5      function Atomic_Exchange (Item : aliased in out Atomic_Type;
                                Value : Atomic_Type) return Atomic_Type
          with Convention => Intrinsic;
7/5      function Atomic_Compare_And_Exchange
          (Item      : aliased in out Atomic_Type;
           Prior     : aliased in out Atomic_Type;
           Desired   : Atomic_Type) return Boolean
          with Convention => Intrinsic;
8/5      function Is_Lock_Free (Item : aliased Atomic_Type) return Boolean
          with Convention => Intrinsic;
9/5  end System.Atomic_Operations.Exchange;
```

10/5 `Atomic_Exchange` atomically assigns the value of `Value` to `Item`, and returns the previous value of `Item`.

11/5 `Atomic_Compare_And_Exchange` first evaluates the value of `Prior`. `Atomic_Compare_And_Exchange` then performs the following steps as part of a single indivisible operation:

- 12/5 • evaluates the value of `Item`;
- 13/5 • compares the value of `Item` with the value of `Prior`;
- 14/5 • if equal, assigns `Item` the value of `Desired`;
- 15/5 • otherwise, makes no change to the value of `Item`.

16/5 After these steps, if the value of `Item` and `Prior` did not match, `Prior` is assigned the original value of `Item`, and the function returns `False`. Otherwise, `Prior` is unaffected and the function returns `True`.

### *Examples*

17/5 *Example of a spin lock using `Atomic_Exchange`:*

```
18/5  type Atomic_Boolean is new Boolean with Atomic;
  package Exchange is new
      Atomic_Operations.Exchange (Atomic_Type => Atomic_Boolean);
19/5  Lock : aliased Atomic_Boolean := False;
```

```

...
begin -- Some critical section, trying to get the lock:
  -- Obtain the lock
  while Exchange.Atomic_Exchange (Item => Lock, Value => True) loop
    null;
  end loop;
  ... -- Do stuff
  Lock := False; -- Release the lock
end;
```

### C.6.3 The Package System.Atomic\_Operations.Test\_and\_Set

The language-defined package System.Atomic\_Operations.Test\_And\_Set provides an operation to atomically set and clear an atomic flag object.

#### Static Semantics

The library package System.Atomic\_Operations.Test\_And\_Set has the following declaration:

```

package System.Atomic_Operations.Test_And_Set
with Pure, Nonblocking is
  type Test_And_Set_Flag is mod implementation-defined
  with Atomic, Default_Value => 0, Size => implementation-defined;

  function Atomic_Test_And_Set
  (Item : aliased in out Test_And_Set_Flag) return Boolean
  with Convention => Intrinsic;

  procedure Atomic_Clear
  (Item : aliased in out Test_And_Set_Flag)
  with Convention => Intrinsic;

  function Is_Lock_Free
  (Item : aliased Test_And_Set_Flag) return Boolean
  with Convention => Intrinsic;

end System.Atomic_Operations.Test_And_Set;
```

Test\_And\_Set\_Flag represents the state of an atomic flag object. An atomic flag object can either be considered to be set or cleared.

Atomic\_Test\_And\_Set performs an atomic test-and-set operation on Item. Item is set to some implementation-defined nonzero value. The function returns True if the previous contents were nonzero, and otherwise returns False.

Atomic\_Clear performs an atomic clear operation on Item. After the operation, Item contains 0. This call should be used in conjunction with Atomic\_Test\_And\_Set.

### C.6.4 The Package System.Atomic\_Operations.Integer\_Arithmetic

The language-defined generic package System.Atomic\_Operations.Integer\_Arithmetic provides operations to perform arithmetic atomically on objects of integer types.

#### Static Semantics

The generic library package System.Atomic\_Operations.Integer\_Arithmetic has the following declaration:

```

generic
  type Atomic_Type is range <> with Atomic;
package System.Atomic_Operations.Integer_Arithmetic
with Pure, Nonblocking is
```

```

4/5     procedure Atomic_Add (Item : aliased in out Atomic_Type;
                               Value : Atomic_Type)
           with Convention => Intrinsic;
5/5     procedure Atomic_Subtract (Item : aliased in out Atomic_Type;
                                   Value : Atomic_Type)
           with Convention => Intrinsic;
6/5     function Atomic_Fetch_And_Add
           (Item : aliased in out Atomic_Type;
            Value : Atomic_Type) return Atomic_Type
           with Convention => Intrinsic;
7/5     function Atomic_Fetch_And_Subtract
           (Item : aliased in out Atomic_Type;
            Value : Atomic_Type) return Atomic_Type
           with Convention => Intrinsic;
8/5     function Is_Lock_Free (Item : aliased Atomic_Type) return Boolean
           with Convention => Intrinsic;
9/5     end System.Atomic_Operations.Integer_Arithmetic;

```

The operations of this package are defined as follows:

```

11/5    procedure Atomic_Add (Item : aliased in out Atomic_Type;
                              Value : Atomic_Type)
           with Convention => Intrinsic;
12/5    Atomically performs: Item := Item + Value;
13/5    procedure Atomic_Subtract (Item : aliased in out Atomic_Type;
                                   Value : Atomic_Type)
           with Convention => Intrinsic;
14/5    Atomically performs: Item := Item - Value;
15/5    function Atomic_Fetch_And_Add
           (Item : aliased in out Atomic_Type;
            Value : Atomic_Type) return Atomic_Type
           with Convention => Intrinsic;
16/5    Atomically performs: Tmp := Item; Item := Item + Value; return Tmp;
17/5    function Atomic_Fetch_And_Subtract
           (Item : aliased in out Atomic_Type;
            Value : Atomic_Type) return Atomic_Type
           with Convention => Intrinsic;
18/5    Atomically performs: Tmp := Item; Item := Item - Value; return Tmp;

```

### C.6.5 The Package System.Atomic\_Operations.Modular\_Arithmetic

1/5 The language-defined generic package System.Atomic\_Operations.Modular\_Arithmetic provides operations to perform arithmetic atomically on objects of modular types.

#### *Static Semantics*

2/5 The generic library package System.Atomic\_Operations.Modular\_Arithmetic has the following declaration:

```

3/5     generic
           type Atomic_Type is mod <> with Atomic;
           package System.Atomic_Operations.Modular_Arithmetic
           with Pure, Nonblocking is

```

```

procedure Atomic_Add (Item : aliased in out Atomic_Type;
                      Value : Atomic_Type)
  with Convention => Intrinsic;
4/5

procedure Atomic_Subtract (Item : aliased in out Atomic_Type;
                           Value : Atomic_Type)
  with Convention => Intrinsic;
5/5

function Atomic_Fetch_And_Add
  (Item : aliased in out Atomic_Type;
   Value : Atomic_Type) return Atomic_Type
  with Convention => Intrinsic;
6/5

function Atomic_Fetch_And_Subtract
  (Item : aliased in out Atomic_Type;
   Value : Atomic_Type) return Atomic_Type
  with Convention => Intrinsic;
7/5

function Is_Lock_Free (Item : aliased Atomic_Type) return Boolean
  with Convention => Intrinsic;
8/5

end System.Atomic_Operations.Modular_Arithmetic;
9/5

  The operations of this package are defined as follows:
10/5

procedure Atomic_Add (Item : aliased in out Atomic_Type;
                      Value : Atomic_Type)
  with Convention => Intrinsic;
11/5

  Atomically performs: Item := Item + Value;
12/5

procedure Atomic_Subtract (Item : aliased in out Atomic_Type;
                           Value : Atomic_Type)
  with Convention => Intrinsic;
13/5

  Atomically performs: Item := Item - Value;
14/5

function Atomic_Fetch_And_Add
  (Item : aliased in out Atomic_Type;
   Value : Atomic_Type) return Atomic_Type
  with Convention => Intrinsic;
15/5

  Atomically performs: Tmp := Item; Item := Item + Value; return Tmp;
16/5

function Atomic_Fetch_And_Subtract
  (Item : aliased in out Atomic_Type;
   Value : Atomic_Type) return Atomic_Type
  with Convention => Intrinsic;
17/5

  Atomically performs: Tmp := Item; Item := Item - Value; return Tmp;
18/5

```

## C.7 Task Information

- 1/3 This subclause describes operations and attributes that can be used to obtain the identity of a task. In addition, a package that associates user-defined information with a task is defined. Finally, a package that associates termination procedures with a task or set of tasks is defined.

### C.7.1 The Package `Task_Identification`

#### *Static Semantics*

- 1 The following language-defined library package exists:

```

2/5 package Ada.Task_Identification
    with Preelaborate, Nonblocking, Global => in out synchronized is
    type Task_Id is private
        with Preelaborable Initialization;
    Null_Task_Id : constant Task_Id;
    function "=" (Left, Right : Task_Id) return Boolean;
3/5    function Image (T : Task_Id) return String;
    function Current_Task return Task_Id;
    function Environment_Task return Task_Id;
    procedure Abort_Task (T : in Task_Id)
        with Nonblocking => False;
4/3    function Is_Terminated (T : Task_Id) return Boolean;
    function Is_Callable (T : Task_Id) return Boolean;
    function Activation_Is_Complete (T : Task_Id) return Boolean;
private
    ... -- not specified by the language
end Ada.Task_Identification;
```

#### *Dynamic Semantics*

- 5 A value of the type `Task_Id` identifies an existent task. The constant `Null_Task_Id` does not identify any task. Each object of the type `Task_Id` is default initialized to the value of `Null_Task_Id`.
- 6 The function `"=` returns True if and only if `Left` and `Right` identify the same task or both have the value `Null_Task_Id`.
- 7 The function `Image` returns an implementation-defined string that identifies `T`. If `T` equals `Null_Task_Id`, `Image` returns an empty string.
- 8 The function `Current_Task` returns a value that identifies the calling task.
- 8.1/3 The function `Environment_Task` returns a value that identifies the environment task.
- 9/5 The effect of `Abort_Task` is the same as the `abort_statement` for the task identified by `T`. In addition, if `T` identifies the environment task, the entire partition is aborted, see E.1.
- 10 The functions `Is_Terminated` and `Is_Callable` return the value of the corresponding attribute of the task identified by `T`.
- 10.1/3 The function `Activation_Is_Complete` returns True if the task identified by `T` has completed its activation (whether successfully or not). It returns False otherwise. If `T` identifies the environment task, `Activation_Is_Complete` returns True after the elaboration of the `library_items` of the partition has completed.
- 11 For a prefix `T` that is of a task type (after any implicit dereference), the following attribute is defined:



|                                                                              |                                                                                                                                                                                                                                                                                                                                              |      |
|------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|
| T'Identity                                                                   | Yields a value of the type <code>Task_Id</code> that identifies the task denoted by <code>T</code> .                                                                                                                                                                                                                                         | 12   |
| For a prefix <code>E</code> that denotes an <code>entry_declaration</code> , | the following attribute is defined:                                                                                                                                                                                                                                                                                                          | 13   |
| E'Caller                                                                     | Yields a value of the type <code>Task_Id</code> that identifies the task whose call is now being serviced. Use of this attribute is allowed only inside an <code>accept_statement</code> , or <code>entry_body</code> after the <code>entry_barrier</code> , corresponding to the <code>entry_declaration</code> denoted by <code>E</code> . | 14/3 |
| Program_Error                                                                | is raised if a value of <code>Null_Task_Id</code> is passed as a parameter to <code>Abort_Task</code> , <code>Activation_Is_Complete</code> , <code>Is_Terminated</code> , and <code>Is_Callable</code> .                                                                                                                                    | 15/5 |
| <i>This paragraph was deleted.</i>                                           |                                                                                                                                                                                                                                                                                                                                              | 16/5 |

*Bounded (Run-Time) Errors*

|                                                                                                                                                                                                                                                                                       |      |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|
| It is a bounded error to call the <code>Current_Task</code> function from an <code>entry_body</code> , interrupt handler, or finalization of a task attribute. <code>Program_Error</code> is raised, or an implementation-defined value of the type <code>Task_Id</code> is returned. | 17/3 |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|

*Erroneous Execution*

|                                                                                                                                                                                                                                                               |    |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|
| If a value of <code>Task_Id</code> is passed as a parameter to any of the operations declared in this package (or any language-defined child of this package), and the corresponding task object no longer exists, the execution of the program is erroneous. | 18 |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|

*Documentation Requirements*

|                                                                                                                                                                                                                                                                                 |    |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|
| The implementation shall document the effect of calling <code>Current_Task</code> from an entry body or interrupt handler.                                                                                                                                                      | 19 |
| NOTE 1 This package is intended for use in writing user-defined task scheduling packages and constructing server tasks. <code>Current_Task</code> can be used in conjunction with other operations requiring a task as an argument such as <code>Set_Priority</code> (see D.5). | 20 |
| NOTE 2 The function <code>Current_Task</code> and the attribute <code>Caller</code> can return a <code>Task_Id</code> value that identifies the environment task.                                                                                                               | 21 |

## C.7.2 The Package `Task_Attributes`

*Static Semantics*

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                              |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------|
| The following language-defined generic library package exists:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 1                            |
| <pre>with Ada.Task_Identification; use Ada.Task_Identification; generic   type Attribute is private;   Initial_Value : in Attribute; package Ada.Task_Attributes   with Nonblocking, Global =&gt; in out synchronized is   type Attribute_Handle is access all Attribute;   function Value(T : Task_Id := Current_Task)     return Attribute;   function Reference(T : Task_Id := Current_Task)     return Attribute_Handle;   procedure Set_Value(Val : in Attribute;     T : in Task_Id := Current_Task);   procedure Reinitialize(T : in Task_Id := Current_Task); end Ada.Task_Attributes;</pre> | 2/5<br>3<br>4<br>5<br>6<br>7 |

*Dynamic Semantics*

- 8 When an instance of `Task_Attributes` is elaborated in a given active partition, an object of the actual type corresponding to the formal type `Attribute` is implicitly created for each task (of that partition) that exists and is not yet terminated. This object acts as a user-defined attribute of the task. A task created previously in the partition and not yet terminated has this attribute from that point on. Each task subsequently created in the partition will have this attribute when created. In all these cases, the initial value of the given attribute is `Initial_Value`.
- 9 The `Value` operation returns the value of the corresponding attribute of `T`.
- 10 The `Reference` operation returns an access value that designates the corresponding attribute of `T`.
- 11 The `Set_Value` operation performs any finalization on the old value of the attribute of `T` and assigns `Val` to that attribute (see 5.2 and 7.6).
- 12 The effect of the `Reinitialize` operation is the same as `Set_Value` where the `Val` parameter is replaced with `Initial_Value`.
- 13 For all the operations declared in this package, `Tasking_Error` is raised if the task identified by `T` is terminated. `Program_Error` is raised if the value of `T` is `Null_Task_Id`.
- 13.1/2 After a task has terminated, all of its attributes are finalized, unless they have been finalized earlier. When the master of an instantiation of `Ada.Task_Attributes` is finalized, the corresponding attribute of each task is finalized, unless it has been finalized earlier.

*Bounded (Run-Time) Errors*

- 13.2/1 If the package `Ada.Task_Attributes` is instantiated with a controlled type and the controlled type has user-defined `Adjust` or `Finalize` operations that in turn access task attributes by any of the above operations, then a call of `Set_Value` of the instantiated package constitutes a bounded error. The call may perform as expected or may result in forever blocking the calling task and subsequently some or all tasks of the partition.

*Erroneous Execution*

- 14 It is erroneous to dereference the access value returned by a given call on `Reference` after a subsequent call on `Reinitialize` for the same task attribute, or after the associated task terminates.
- 15 If a value of `Task_Id` is passed as a parameter to any of the operations declared in this package and the corresponding task object no longer exists, the execution of the program is erroneous.
- 15.1/2 An access to a task attribute via a value of type `Attribute_Handle` is erroneous if executed concurrently with another such access or a call of any of the operations declared in package `Task_Attributes`. An access to a task attribute is erroneous if executed concurrently with or after the finalization of the task attribute.

*Implementation Requirements*

- 16/1 For a given attribute of a given task, the implementation shall perform the operations declared in this package atomically with respect to any of these operations of the same attribute of the same task. The granularity of any locking mechanism necessary to achieve such atomicity is implementation defined.
- 17/2 After task attributes are finalized, the implementation shall reclaim any storage associated with the attributes.

*Documentation Requirements*

The implementation shall document the limit on the number of attributes per task, if any, and the limit on the total storage for attribute values per task, if such a limit exists. 18

In addition, if these limits can be configured, the implementation shall document how to configure them. 19

*Metrics*

The implementation shall document the following metrics: A task calling the following subprograms shall execute at a sufficiently high priority as to not be preempted during the measurement period. This period shall start just before issuing the call and end just after the call completes. If the attributes of task T are accessed by the measurement tests, no other task shall access attributes of that task during the measurement period. For all measurements described here, the Attribute type shall be a scalar type whose size is equal to the size of the predefined type Integer. For each measurement, two cases shall be documented: one where the accessed attributes are of the calling task (that is, the default value for the T parameter is used), and the other, where T identifies another, nonterminated, task. 20/2

The following calls (to subprograms in the Task\_Attributes package) shall be measured: 21

- a call to Value, where the return value is Initial\_Value; 22
- a call to Value, where the return value is not equal to Initial\_Value; 23
- a call to Reference, where the return value designates a value equal to Initial\_Value; 24
- a call to Reference, where the return value designates a value not equal to Initial\_Value; 25
- a call to Set\_Value where the Val parameter is not equal to Initial\_Value and the old attribute value is equal to Initial\_Value; 26/2
- a call to Set\_Value where the Val parameter is not equal to Initial\_Value and the old attribute value is not equal to Initial\_Value. 27

*Implementation Permissions*

An implementation can avoid actually creating the object corresponding to a task attribute until its value is set to something other than that of Initial\_Value, or until Reference is called for the task attribute. Similarly, when the value of the attribute is to be reinitialized to that of Initial\_Value, the object may instead be finalized and its storage reclaimed, to be recreated when needed later. While the object does not exist, the function Value may simply return Initial\_Value, rather than implicitly creating the object. 28/5

An implementation is allowed to place restrictions on the maximum number of attributes a task may have, the maximum size of each attribute, and the total storage size allocated for all the attributes of a task. 29

*Implementation Advice*

Some implementations are targeted to domains in which memory use at run time has to be completely deterministic. For such implementations, it is recommended that the storage for task attributes will be pre-allocated statically and not from the heap. This can be accomplished by either placing restrictions on the number and the size of the attributes of a task, or by using the pre-allocated storage for the first N attribute objects, and the heap for the others. In the latter case, N should be documented. 30/5

Finalization of task attributes and reclamation of associated storage should be performed as soon as possible after task termination. 30.1/2

NOTE 1 An attribute always exists (after instantiation), and has the initial value. An implementation can avoid using memory to store the attribute value until the first operation that changes the attribute value. The same holds true after Reinitialize. 31/5

32/5 NOTE 2 The result of the Reference function is always safe to use in the task body whose attribute is being accessed. However, when the result is being used by another task, the programmer will want to make sure that the task whose attribute is being accessed is not yet terminated. Failing to do so can make the program execution erroneous.

## C.7.3 The Package Task\_Termination

### Static Semantics

1/2 The following language-defined library package exists:

```

2/5 with Ada.Task_Identification;
with Ada.Exceptions;
package Ada.Task_Termination
  with Preelaborate, Nonblocking, Global => in out synchronized is
3/2   type Cause_Of_Termination is (Normal, Abnormal, Unhandled_Exception);
4/2   type Termination_Handler is access protected procedure
      (Cause : in Cause_Of_Termination;
       T      : in Ada.Task_Identification.Task_Id;
       X      : in Ada.Exceptions.Exception_Occurrence);
5/2   procedure Set_Dependents_Fallback_Handler
      (Handler: in Termination_Handler);
      function Current_Task_Fallback_Handler return Termination_Handler;
6/2   procedure Set_Specific_Handler
      (T      : in Ada.Task_Identification.Task_Id;
       Handler : in Termination_Handler);
      function Specific_Handler (T : Ada.Task_Identification.Task_Id)
      return Termination_Handler;
7/2 end Ada.Task_Termination;
```

### Dynamic Semantics

8/3 The type `Termination_Handler` identifies a protected procedure to be executed by the implementation when a task terminates. Such a protected procedure is called a *handler*. In all cases `T` identifies the task that is terminating. If the task terminates due to completing the last statement of its body, or as a result of waiting on a terminate alternative, and the finalization of the task completes normally, then `Cause` is set to `Normal` and `X` is set to `Null_Occurrence`. If the task terminates because it is being aborted, then `Cause` is set to `Abnormal`; `X` is set to `Null_Occurrence` if the finalization of the task completes normally. If the task terminates because of an exception raised by the execution of its `task_body`, then `Cause` is set to `Unhandled_Exception`; `X` is set to the associated exception occurrence if the finalization of the task completes normally. Independent of how the task completes, if finalization of the task propagates an exception, then `Cause` is either `Unhandled_Exception` or `Abnormal`, and `X` is an exception occurrence that identifies the `Program_Error` exception.

9/2 Each task has two termination handlers, a *fall-back handler* and a *specific handler*. The specific handler applies only to the task itself, while the fall-back handler applies only to the dependent tasks of the task. A handler is said to be *set* if it is associated with a nonnull value of type `Termination_Handler`, and *cleared* otherwise. When a task is created, its specific handler and fall-back handler are cleared.

10/3 The procedure `Set_Dependents_Fallback_Handler` changes the fall-back handler for the calling task: if `Handler` is `null`, that fall-back handler is cleared; otherwise, it is set to be `Handler.all`. If a fall-back handler had previously been set it is replaced.

11/3 The function `Current_Task_Fallback_Handler` returns the fall-back handler that is currently set for the calling task, if one is set; otherwise, it returns `null`.

The procedure `Set_Specific_Handler` changes the specific handler for the task identified by `T`: if `Handler` is **null**, that specific handler is cleared; otherwise, it is set to be `Handler.all`. If a specific handler had previously been set it is replaced. 12/3

The function `Specific_Handler` returns the specific handler that is currently set for the task identified by `T`, if one is set; otherwise, it returns **null**. 13/3

As part of the finalization of a `task_body`, after performing the actions specified in 7.6 for finalization of a master, the specific handler for the task, if one is set, is executed. If the specific handler is cleared, a search for a fall-back handler proceeds by recursively following the master relationship for the task. If a task is found whose fall-back handler is set, that handler is executed; otherwise, no handler is executed. 14/2

For `Set_Specific_Handler` or `Specific_Handler`, `Tasking_Error` is raised if the task identified by `T` has already terminated. `Program_Error` is raised if the value of `T` is `Ada.Task_Identification.Null_Task_Id`. 15/2

An exception propagated from a handler that is invoked as part of the termination of a task has no effect. 16/2

*Erroneous Execution*

For a call of `Set_Specific_Handler` or `Specific_Handler`, if the task identified by `T` no longer exists, the execution of the program is erroneous. 17/2



# Annex D

## (normative)

### Real-Time Systems

This Annex specifies additional characteristics of Ada implementations intended for real-time systems software. To conform to this Annex, an implementation shall also conform to Annex C, “Systems Programming”. 1/5

#### *Metrics*

The metrics are documentation requirements; an implementation shall document the values of the language-defined metrics for at least one configuration of hardware or an underlying system supported by the implementation, and shall document the details of that configuration. 2

The metrics do not necessarily yield a simple number. For some, a range is more suitable, for others a formula dependent on some parameter is appropriate, and for others, it may be more suitable to break the metric into several cases. Unless specified otherwise, the metrics in this annex are expressed in processor clock cycles. For metrics that require documentation of an upper bound, if there is no upper bound, the implementation shall report that the metric is unbounded. 3

NOTE 1 The specification of the metrics makes a distinction between upper bounds and simple execution times. Where something is just specified as “the execution time of” a piece of code, this leaves one the freedom to choose a nonpathological case. This kind of metric is of the form “there exists a program such that the value of the metric is V”. Conversely, the meaning of upper bounds is “there is no program such that the value of the metric is greater than V”. This kind of metric can only be partially tested, by finding the value of V for one or more test programs. 4

NOTE 2 The metrics do not cover the whole language; they are limited to features that are specified in Annex C, “Systems Programming” and in this Annex. The metrics are intended to provide guidance to potential users as to whether a particular implementation of such a feature is going to be adequate for a particular real-time application. As such, the metrics are aimed at known implementation choices that can result in significant performance differences. 5

NOTE 3 The purpose of the metrics is not necessarily to provide fine-grained quantitative results or to serve as a comparison between different implementations on the same or different platforms. Instead, their goal is rather qualitative; to define a standard set of approximate values that can be measured and used to estimate the general suitability of an implementation, or to evaluate the comparative utility of certain features of an implementation for a particular real-time application. 6

## D.1 Task Priorities

This subclause specifies the priority model for real-time systems. In addition, the methods for specifying priorities are defined. 1/3

*Paragraphs 2 through 6 were moved to Annex J, “Obsolescent Features”.*

#### *Static Semantics*

For a task type (including the anonymous type of a `single_task_declaration`), protected type (including the anonymous type of a `single_protected_declaration`), or subprogram, the following language-defined representation aspects may be specified: 6.1/3

Priority            The aspect Priority is an expression, which shall be of type Integer. 6.2/3

Interrupt\_Priority            The aspect Interrupt\_Priority is an expression, which shall be of type Integer. 6.3/3

*Legality Rules*

7/3 *This paragraph was deleted.*

8/3 If the Priority aspect is specified for a subprogram, the expression shall be static, and its value shall be in the range of System.Priority.

8.1/3 At most one of the Priority and Interrupt\_Priority aspects may be specified for a given entity.

8.2/3 Neither of the Priority or Interrupt\_Priority aspects shall be specified for a synchronized interface type.

*Static Semantics*

9 The following declarations exist in package System:

```
10  subtype Any_Priority is Integer range implementation-defined;
11  subtype Priority is Any_Priority
12     range Any_Priority'First .. implementation-defined;
13  subtype Interrupt_Priority is Any_Priority
14     range Priority'Last+1 .. Any_Priority'Last;
```

```
15  Default_Priority : constant Priority := (Priority'First + Priority'Last)/2;
```

12 The full range of priority values supported by an implementation is specified by the subtype Any\_Priority. The subrange of priority values that are high enough to require the blocking of one or more interrupts is specified by the subtype Interrupt\_Priority. The subrange of priority values below System.Interrupt\_Priority'First is specified by the subtype System.Priority.

13/3 *This paragraph was deleted.*

*Dynamic Semantics*

14/3 The Priority aspect has no effect if it is specified for a subprogram other than the main subprogram; the Priority value is not associated with any task.

15/5 A *task priority* is an integer value that indicates a degree of urgency and is the basis for resolving competing demands of tasks for resources. Unless otherwise specified, whenever tasks compete for processors or other implementation-defined resources, the resources are allocated to the task with the highest priority value. The *base priority* of a task is the priority with which it was created, or to which it was later set by Dynamic\_Priorities.Set\_Priority (see D.5). At all times, a task also has an *active priority*, which generally is its base priority unless it inherits a priority from other sources. *Priority inheritance* is the process by which the priority of a task or other entity (for example, a protected object; see D.3) is used in the evaluation of another task's active priority.

16/3 The effect of specifying a Priority or Interrupt\_Priority aspect for a protected type or single\_protected\_declaration is discussed in D.3.

17/4 The expression specified for the Priority or Interrupt\_Priority aspect of a task type is evaluated each time an object of the task type is created (see 9.1). For the Priority aspect, the value of the expression is converted to the subtype Priority; for the Interrupt\_Priority aspect, this value is converted to the subtype Any\_Priority. The priority value is then associated with the task object.

18/3 Likewise, the priority value is associated with the environment task if the aspect is specified for the main subprogram.

19/3 The initial value of a task's base priority is specified by default or by means of a Priority or Interrupt\_Priority aspect. After a task is created, its base priority can be changed only by a call to Dynamic\_Priorities.Set\_Priority (see D.5). The initial base priority of a task in the absence of an aspect is the base priority of the task that creates it at the time of creation (see 9.1). If the aspect Priority is not



specified for the main subprogram, the initial base priority of the environment task is `System.Default_Priority`. The task's active priority is used when the task competes for processors. Similarly, the task's active priority is used to determine the task's position in any queue when `Priority_Queueing` is specified (see D.4).

At any time, the active priority of a task is the maximum of all the priorities the task is inheriting at that instant. For a task that is not held (see D.11), its base priority is a source of priority inheritance unless otherwise specified for a particular task dispatching policy. Other sources of priority inheritance are specified under the following conditions:

- During activation, a task being activated inherits the active priority that its activator (see 9.2) had at the time the activation was initiated. 21/1
- During rendezvous, the task accepting the entry call inherits the priority of the entry call (see 9.5.3 and D.4). 22/1
- While starting a protected action on a protected object when the `FIFO_Spinning` admission policy is in effect, a task inherits the ceiling priority of the protected object (see 9.5, D.3, and D.4.1). 22/1/5
- While a task executes a protected action on a protected object, the task inherits the ceiling priority of the protected object (see 9.5 and D.3). 23/5

In all of these cases, the priority ceases to be inherited as soon as the condition calling for the inheritance no longer exists. 24

#### *Implementation Requirements*

The range of `System.Interrupt_Priority` shall include at least one value. 25

The range of `System.Priority` shall include at least 30 values. 26

NOTE 1 The priority expression can include references to discriminants of the enclosing type. 27

NOTE 2 It is a consequence of the active priority rules that at the point when a task stops inheriting a priority from another source, its active priority is re-evaluated. This is in addition to other instances described in this Annex for such re-evaluation. 28

NOTE 3 An implementation can provide a nonstandard mode in which tasks inherit priorities under conditions other than those specified above. 29/5

## D.2 Priority Scheduling

This subclause describes the rules that determine which task is selected for execution when more than one task is ready (see 9). 1/3

### D.2.1 The Task Dispatching Model

The task dispatching model specifies task scheduling, based on conceptual priority-ordered ready queues. 1/2

#### *Static Semantics*

The following language-defined library package exists: 1.1/2

```

package Ada.Dispatching
  with Preelaborate, Nonblocking, Global => in out synchronized is
  procedure Yield
    with Nonblocking => False;

```

```
1.4/3     Dispatching_Policy_Error : exception;
         end Ada.Dispatching;
```

1.5/2 Dispatching serves as the parent of other language-defined library units concerned with task dispatching.

1.6/5 For a noninstance subprogram (including a generic formal subprogram), a generic subprogram, or an entry, the following language-defined aspect may be specified with an `aspect_specification` (see 13.1.1):

1.7/5 Yield

The type of aspect Yield is Boolean.

1.8/5 If directly specified, the `aspect_definition` shall be a static expression. If not specified (including by inheritance), the aspect is False.

1.9/5 If a Yield aspect is specified True for a primitive subprogram *S* of a type *T*, then the aspect is inherited by the corresponding primitive subprogram of each descendant of *T*.

#### Legality Rules

1.10/5 If the Yield aspect is specified for a dispatching subprogram that inherits the aspect, the specified value shall be confirming.

1.11/5 If the Nonblocking aspect (see 9.5) of the associated callable entity is statically True, the Yield aspect shall not be specified as True. For a callable entity that is declared within a generic body, this rule is checked assuming that any nonstatic Nonblocking attributes in the expression of the Nonblocking aspect of the entity are statically True.

1.12/5 In addition to the places where Legality Rules normally apply (see 12.3), these rules also apply in the private part of an instance of a generic unit.

#### Dynamic Semantics

2/5 A task can become a *running task* only if it is ready (see Clause 9) and the execution resources required by that task are available. Processors are allocated to tasks based on each task's active priority.

3 It is implementation defined whether, on a multiprocessor, a task that is waiting for access to a protected object keeps its processor busy.

4/5 *Task dispatching* is the process by which a logical thread of control associated with a ready task is selected for execution on a processor. This selection is done during the execution of such a logical thread of control, at certain points called *task dispatching points*. Such a logical thread of control reaches a task dispatching point whenever it becomes blocked, and when its associated task terminates. Other task dispatching points are defined throughout this Annex for specific policies. Below we talk in terms of tasks, but in the context of a parallel construct, a single task can be represented by multiple logical threads of control, each of which can appear separately on a ready queue.

5/2 *Task dispatching policies* are specified in terms of conceptual *ready queues* and task states. A ready queue is an ordered list of ready tasks. The first position in a queue is called the *head of the queue*, and the last position is called the *tail of the queue*. A task is *ready* if it is in a ready queue, or if it is running. Each processor has one ready queue for each priority value. At any instant, each ready queue of a processor contains exactly the set of tasks of that priority that are ready for execution on that processor, but are not running on any processor; that is, those tasks that are ready, are not running on any processor, and can be executed using that processor and other available resources. A task can be on the ready queues of more than one processor.

6/2 Each processor also has one *running task*, which is the task currently being executed by that processor. Whenever a task running on a processor reaches a task dispatching point it goes back to one or more ready

queues; a task (possibly the same task) is then selected to run on that processor. The task selected is the one at the head of the highest priority nonempty ready queue; this task is then removed from all ready queues to which it belongs.

A call of `Yield` and a `delay_statement` are task dispatching points for all language-defined policies.

If the `Yield` aspect has the value `True`, then a call to procedure `Yield` is included within the body of the associated callable entity, and invoked immediately prior to returning from the body if and only if no other task dispatching points were encountered during the execution of the body.

#### *Implementation Permissions*

An implementation is allowed to define additional resources as execution resources, and to define the corresponding allocation policies for them. Such resources may have an implementation-defined effect on task dispatching.

An implementation may place implementation-defined restrictions on tasks whose active priority is in the `Interrupt_Priority` range.

Unless otherwise specified for a task dispatching policy, an implementation may add additional points at which task dispatching may occur, in an implementation-defined manner.

NOTE 1 Clause 9 specifies under which circumstances a task becomes ready. The ready state is affected by the rules for task activation and termination, delay statements, and entry calls. When a task is not ready, it is said to be blocked.

NOTE 2 An example of a possible implementation-defined execution resource is a page of physical memory, which must be loaded with a particular page of virtual memory before a task can continue execution.

NOTE 3 The ready queues are purely conceptual; there is no requirement that such lists physically exist in an implementation.

NOTE 4 While a task is running, it is not on any ready queue. Any time the task that is running on a processor is added to a ready queue, a new running task is selected for that processor.

NOTE 5 In a multiprocessor system, a task can be on the ready queues of more than one processor. At the extreme, if several processors share the same set of ready tasks, the contents of their ready queues is identical, and so they can be viewed as sharing one ready queue, and can be implemented that way. Thus, the dispatching model covers multiprocessors where dispatching is implemented using a single ready queue, as well as those with separate dispatching domains.

NOTE 6 The priority of a task is determined by rules specified in this subclause, and under D.1, “Task Priorities”, D.3, “Priority Ceiling Locking”, and D.5, “Dynamic Priorities”.

NOTE 7 The setting of a task's base priority as a result of a call to `Set_Priority` does not always take effect immediately when `Set_Priority` is called. The effect of setting the task's base priority is deferred while the affected task performs a protected action.

## D.2.2 Task Dispatching Pragmas

This subclause allows a single task dispatching policy to be defined for all priorities, or the range of priorities to be split into subranges that are assigned individual dispatching policies.

#### *Syntax*

The form of a `pragma Task_Dispatching_Policy` is as follows:

```
pragma Task_Dispatching_Policy(policy_identifier);
```

The form of a `pragma Priority_Specific_Dispatching` is as follows:

```
pragma Priority_Specific_Dispatching (  
  policy_identifier, first_priority_expression, last_priority_expression);
```

*Name Resolution Rules*

- 3.2/2 The expected type for *first\_priority\_expression* and *last\_priority\_expression* is Integer.

*Legality Rules*

- 3/2 The *policy\_identifier* used in a pragma `Task_Dispatching_Policy` shall be the name of a task dispatching policy.
- 3.1/2 The *policy\_identifier* used in a pragma `Priority_Specific_Dispatching` shall be the name of a task dispatching policy.
- 3.2/2 Both *first\_priority\_expression* and *last\_priority\_expression* shall be static expressions in the range of `System.Any_Priority`; *last\_priority\_expression* shall have a value greater than or equal to *first\_priority\_expression*.

*Static Semantics*

- 3.3/2 Pragma `Task_Dispatching_Policy` specifies the single task dispatching policy.
- 3.4/2 Pragma `Priority_Specific_Dispatching` specifies the task dispatching policy for the specified range of priorities. Tasks with base priorities within the range of priorities specified in a `Priority_Specific_Dispatching` pragma have their active priorities determined according to the specified dispatching policy. Tasks with active priorities within the range of priorities specified in a `Priority_Specific_Dispatching` pragma are dispatched according to the specified dispatching policy.
- 3.5/3 If a partition contains one or more `Priority_Specific_Dispatching` pragmas, the dispatching policy for priorities not covered by any `Priority_Specific_Dispatching` pragmas is `FIFO_Within_Priorities`.

*Post-Compilation Rules*

- 4/2 A `Task_Dispatching_Policy` pragma is a configuration pragma. A `Priority_Specific_Dispatching` pragma is a configuration pragma.
- 4.1/2 The priority ranges specified in more than one `Priority_Specific_Dispatching` pragma within the same partition shall not be overlapping.
- 4.2/2 If a partition contains one or more `Priority_Specific_Dispatching` pragmas it shall not contain a `Task_Dispatching_Policy` pragma.
- 5/2 *This paragraph was deleted.*

*Dynamic Semantics*

- 6/2 A *task dispatching policy* specifies the details of task dispatching that are not covered by the basic task dispatching model. These rules govern when tasks are inserted into and deleted from the ready queues. A single task dispatching policy is specified by a `Task_Dispatching_Policy` pragma. Pragma `Priority_Specific_Dispatching` assigns distinct dispatching policies to subranges of `System.Any_Priority`.
- 6.1/2 If neither pragma applies to any of the program units comprising a partition, the task dispatching policy for that partition is unspecified.
- 6.2/3 If a partition contains one or more `Priority_Specific_Dispatching` pragmas, a task dispatching point occurs for the currently running task of a processor whenever there is a nonempty ready queue for that processor with a higher priority than the priority of the running task.
- 6.3/2 A task that has its base priority changed may move from one dispatching policy to another. It is immediately subject to the new dispatching policy.

Paragraphs 7 through 13 were moved to D.2.3.

*Implementation Requirements*

An implementation shall allow, for a single partition, both the locking policy (see D.3) to be specified as Ceiling\_Locking and also one or more Priority\_Specific\_Dispatching pragmas to be given. 13.1/2

*Documentation Requirements*

Paragraphs 14 through 16 were moved to D.2.3.

*Implementation Permissions*

Implementations are allowed to define other task dispatching policies, but are not required to support specifying more than one task dispatching policy per partition. 17/5

An implementation is not required to support pragma Priority\_Specific\_Dispatching if it is infeasible to support it in the target environment. 18/5

Paragraphs 19 through 21 were deleted.

## D.2.3 Preemptive Dispatching

This subclause defines a preemptive task dispatching policy. 1/3

*Static Semantics*

The *policy\_identifier* FIFO\_Within\_Priorities is a task dispatching policy. 2/2

*Dynamic Semantics*

When FIFO\_Within\_Priorities is in effect, modifications to the ready queues occur only as follows: 3/2

- When a blocked task becomes ready, it is added at the tail of the ready queue for its active priority. 4/2
- When the active priority of a ready task that is not running changes, or the setting of its base priority takes effect, the task is removed from the ready queue for its old active priority and is added at the tail of the ready queue for its new active priority, except in the case where the active priority is lowered due to the loss of inherited priority, in which case the task is added at the head of the ready queue for its new active priority. 5/2
- When the setting of the base priority of a running task takes effect, the task is added to the tail of the ready queue for its active priority. 6/2
- When a task executes a *delay\_statement* that does not result in blocking, it is added to the tail of the ready queue for its active priority. 7/2

Each of the events specified above is a task dispatching point (see D.2.1). 8/2

A task dispatching point occurs for the currently running task of a processor whenever there is a nonempty ready queue for that processor with a higher priority than the priority of the running task. The currently running task is said to be *preempted* and it is added at the head of the ready queue for its active priority. 9/2

*Implementation Requirements*

An implementation shall allow, for a single partition, both the task dispatching policy to be specified as FIFO\_Within\_Priorities and also the locking policy (see D.3) to be specified as Ceiling\_Locking. 10/2

*Documentation Requirements*

- 11/2 *Priority inversion* is the duration for which a task remains at the head of the highest priority nonempty ready queue while the processor executes a lower priority task. The implementation shall document:
- 12/2
- The maximum priority inversion a user task can experience due to activity of the implementation (on behalf of lower priority tasks), and
  - whether execution of a task can be preempted by the implementation processing of delay expirations for lower priority tasks, and if so, for how long.
- 13/2
- 14/2 NOTE 1 If the active priority of a running task is lowered due to loss of inherited priority (as it is on completion of a protected operation) and there is a ready task of the same active priority that is not running, the running task continues to run (provided that there is no higher priority task).
- 15/2 NOTE 2 Setting the base priority of a ready task causes the task to move to the tail of the queue for its active priority, regardless of whether the active priority of the task actually changes.

**D.2.4 Non-Preemptive Dispatching**

- 1/3 This subclause defines a non-preemptive task dispatching policy.

*Static Semantics*

- 2/2 The *policy\_identifier* `Non_Preemptive_FIFO_Within_Priorities` is a task dispatching policy.
- 2.1/3 The following language-defined library package exists:
- 2.2/5
- ```

package Ada.Dispatching.Non_Preemptive
  with Preelaborate, Nonblocking, Global => in out synchronized is
  procedure Yield_To_Higher;
  procedure Yield_To_Same_Or_Higher renames Yield;
end Ada.Dispatching.Non_Preemptive;

```
- 2.3/3 A call of `Yield_To_Higher` is a task dispatching point for this policy. If the task at the head of the highest priority ready queue has a higher active priority than the calling task, then the calling task is preempted.

*Legality Rules*

- 3/2 `Non_Preemptive_FIFO_Within_Priorities` shall not be specified as the *policy\_identifier* of `pragma Priority_Specific_Dispatching` (see D.2.2).

*Dynamic Semantics*

- 4/2 When `Non_Preemptive_FIFO_Within_Priorities` is in effect, modifications to the ready queues occur only as follows:
- 5/2
- When a blocked task becomes ready, it is added at the tail of the ready queue for its active priority.
  - When the active priority of a ready task that is not running changes, or the setting of its base priority takes effect, the task is removed from the ready queue for its old active priority and is added at the tail of the ready queue for its new active priority.
  - When the setting of the base priority of a running task takes effect, the task is added to the tail of the ready queue for its active priority.
  - When a task executes a `delay_statement` that does not result in blocking, it is added to the tail of the ready queue for its active priority.
- 6/2
- 7/2
- 8/2
- 9/3 For this policy, blocking or termination of a task, a `delay_statement`, a call to `Yield_To_Higher`, and a call to `Yield_To_Same_Or_Higher` or `Yield` are the only task dispatching points (see D.2.1).

*Implementation Requirements*

An implementation shall allow, for a single partition, both the task dispatching policy to be specified as `Non_Preemptive_FIFO_Within_Priorities` and also the locking policy (see D.3) to be specified as `Ceiling_Locking`. 10/2

*Implementation Permissions*

Since implementations are allowed to round all ceiling priorities in subrange `System.Priority` to `System.Priority'Last` (see D.3), an implementation may allow a task of a partition using the `Non_Preemptive_FIFO_Within_Priorities` policy to execute within a protected object without raising its active priority provided the associated protected unit does not contain any subprograms with aspects `Interrupt_Handler` or `Attach_Handler` specified, nor does the unit have aspect `Interrupt_Priority` specified. When the locking policy (see D.3) is `Ceiling_Locking`, an implementation taking advantage of this permission shall ensure that a call to `Yield_to_Higher` that occurs within a protected action uses the ceiling priority of the protected object (rather than the active priority of the task) when determining whether to preempt the task. 11/3

## D.2.5 Round Robin Dispatching

This subclause defines the task dispatching policy `Round_Robin_Within_Priorities` and the package `Round_Robin`. 1/3

*Static Semantics*

The *policy\_identifier* `Round_Robin_Within_Priorities` is a task dispatching policy. 2/2

The following language-defined library package exists: 3/2

```
with System;
with Ada.Real_Time;
package Ada.Dispatching.Round_Robin
with Nonblocking, Global => in out synchronized is
  Default_Quantum : constant Ada.Real_Time.Time_Span :=
    implementation-defined;
  procedure Set_Quantum (Pri      : in System.Priority;
                        Quantum  : in Ada.Real_Time.Time_Span);
  procedure Set_Quantum (Low, High : in System.Priority;
                        Quantum   : in Ada.Real_Time.Time_Span);
  function Actual_Quantum (Pri : System.Priority)
    return Ada.Real_Time.Time_Span;
  function Is_Round_Robin (Pri : System.Priority) return Boolean;
end Ada.Dispatching.Round_Robin; 4/5
```

When task dispatching policy `Round_Robin_Within_Priorities` is the single policy in effect for a partition, each task with priority in the range of `System.Interrupt_Priority` is dispatched according to policy `FIFO_Within_Priorities`. 5/2

*Dynamic Semantics*

The procedures `Set_Quantum` set the required `Quantum` value for a single priority level `Pri` or a range of priority levels `Low .. High`. If no quantum is set for a Round Robin priority level, `Default_Quantum` is used. 6/2

The function `Actual_Quantum` returns the actual quantum used by the implementation for the priority level `Pri`. 7/2

The function `Is_Round_Robin` returns `True` if priority `Pri` is covered by task dispatching policy `Round_Robin_Within_Priorities`; otherwise, it returns `False`. 8/3

- 9/2 A call of `Actual_Quantum` or `Set_Quantum` raises exception `Dispatching.Dispatching_Policy_Error` if a predefined policy other than `Round_Robin_Within_Priorities` applies to the specified priority or any of the priorities in the specified range.
- 10/2 For `Round_Robin_Within_Priorities`, the dispatching rules for `FIFO_Within_Priorities` apply with the following additional rules:
- 11/2 • When a task is added or moved to the tail of the ready queue for its base priority, it has an execution time budget equal to the quantum for that priority level. This will also occur when a blocked task becomes executable again.
  - 12/2 • When a task is preempted (by a higher priority task) and is added to the head of the ready queue for its priority level, it retains its remaining budget.
  - 13/2 • While a task is executing, its budget is decreased by the amount of execution time it uses. The accuracy of this accounting is the same as that for execution time clocks (see D.14).
  - 14/2 • When a task has exhausted its budget and is without an inherited priority (and is not executing within a protected operation), it is moved to the tail of the ready queue for its priority level. This is a task dispatching point.

*Implementation Requirements*

- 15/2 An implementation shall allow, for a single partition, both the task dispatching policy to be specified as `Round_Robin_Within_Priorities` and also the locking policy (see D.3) to be specified as `Ceiling_Locking`.

*Documentation Requirements*

- 16/2 An implementation shall document the quantum values supported.
- 17/2 An implementation shall document the accuracy with which it detects the exhaustion of the budget of a task.
- 18/5 | NOTE 1 Due to implementation constraints, the quantum value returned by `Actual_Quantum` can differ from that set with `Set_Quantum`.
- 19/2 | NOTE 2 A task that executes continuously with an inherited priority will not be subject to round robin dispatching.

## D.2.6 Earliest Deadline First Dispatching

- 1/5 | The deadline of a task is an indication of the urgency of the task; it represents a point on an ideal physical time line. The deadline can affect how resources are allocated to the task.
- 2/5 | This subclause presents `Dispatching.EDF`, a package for representing the deadline of a task and a dispatching policy that defines Earliest Deadline First (EDF) dispatching. The `Relative_Deadline` aspect is provided to assign an initial deadline to a task. A configuration pragma `Generate_Deadlines` is provided to specify that a task's deadline is recomputed whenever it is made ready.

*Paragraphs 3 through 6 were moved to Annex J, “Obsolescent Features”.*

*Static Semantics*

- 7/5 | The `policy_identifier` `EDF_Within_Priorities` is a task dispatching policy.



The following language-defined library package exists:

```

with Ada.Real_Time;
with Ada.Task_Identification;
package Ada.Dispatching.EDF
with Nonblocking, Global => in out synchronized is
  subtype Deadline is Ada.Real_Time.Time;
  subtype Relative_Deadline is Ada.Real_Time.Time_Span;
  Default_Deadline : constant Deadline :=
    Ada.Real_Time.Time_Last;
  Default_Relative_Deadline : constant Relative_Deadline :=
    Ada.Real_Time.Time_Span_Last;
  procedure Set_Deadline
    (D : in Deadline;
     T : in Ada.Task_Identification.Task_Id :=
      Ada.Task_Identification.Current_Task);
  function Get_Deadline
    (T : Ada.Task_Identification.Task_Id :=
     Ada.Task_Identification.Current_Task) return Deadline;
  procedure Set_Relative_Deadline
    (D : in Relative_Deadline;
     T : in Ada.Task_Identification.Task_Id :=
      Ada.Task_Identification.Current_Task);
  function Get_Relative_Deadline
    (T : Ada.Task_Identification.Task_Id :=
     Ada.Task_Identification.Current_Task)
    return Relative_Deadline;
  procedure Delay_Until_And_Set_Deadline
    (Delay_Until_Time : in Ada.Real_Time.Time;
     Deadline_Offset : in Ada.Real_Time.Time_Span)
    with Nonblocking => False;
  function Get_Last_Release_Time
    (T : Ada.Task_Identification.Task_Id :=
     Ada.Task_Identification.Current_Task)
    return Ada.Real_Time.Time;
end Ada.Dispatching.EDF;

```

8/2

9/5

For a subprogram, a task type (including the anonymous type of a `single_task_declaration`), or a protected type (including the anonymous type of a `single_protected_declaration`), the following language-defined representation aspect may be specified:

9.1/5

`Relative_Deadline`

The aspect `Relative_Deadline` is an expression, which shall be of type `Real_Time.Time_Span`.

9.2/3

The form of pragma `Generate_Deadlines` is as follows:

```
pragma Generate_Deadlines;
```

9.3/5

9.4/5

The `Generate_Deadlines` pragma is a configuration pragma.

9.5/5

#### *Legality Rules*

The `Relative_Deadline` aspect shall not be specified on a task or protected interface type. If the `Relative_Deadline` aspect is specified for a subprogram, the `aspect_definition` shall be a static expression.

9.6/5

#### *Post-Compilation Rules*

If the `EDF_Within_Priorities` policy is specified for a partition, then the `Ceiling_Locking` policy (see D.3) shall also be specified for the partition.

10/5

If the `EDF_Within_Priorities` policy appears in a `Priority_Specific_Dispatching` pragma (see D.2.2) in a partition, then the `Ceiling_Locking` policy (see D.3) shall also be specified for the partition.

11/5

- 12/3 The `Relative_Deadline` aspect has no effect if it is specified for a subprogram other than the main subprogram.
- 12.1/5 If pragma `Generate_Deadlines` is in effect, the deadline of a task is recomputed each time it becomes ready. The new deadline is the value of `Real_Time.Clock` at the time the task is added to a ready queue plus the value returned by `Get_Relative_Deadline`.
- 13/5 The initial absolute deadline for a task with a specified `Relative_Deadline` is the result of adding the value returned by a call of `Real_Time.Clock` to the value of the `expression` specified as the `Relative_Deadline` aspect, where this entire computation, including the call of `Real_Time.Clock`, is performed between task creation and the start of its activation. If the aspect `Relative_Deadline` is not specified, then the initial absolute deadline of a task is the value of `Default_Deadline` (`Ada.Real_Time.Time_Last`). The environment task is also given an initial deadline by this rule, using the value of the `Relative_Deadline` aspect of the main subprogram (if any).
- 13.1/5 The effect of specifying a `Relative_Deadline` aspect for a protected type or `single_protected_declaration` is discussed in D.3.
- 14/5 A task has both an *active* and a *base* absolute deadline. These are the same except when the task is inheriting a relative deadline during activation or a rendezvous (see below) or within a protected action (see D.3). The procedure `Set_Deadline` changes the (base) absolute deadline of the task to `D`. The function `Get_Deadline` returns the (base) absolute deadline of the task.
- 14.1/5 The procedure `Set_Relative_Deadline` changes the relative deadline of the task to `D`. The function `Get_Relative_Deadline` returns the relative deadline of the task.
- 14.2/5 The function `Get_Last_Release_Time` returns the time, as provided by `Real_Time.Clock`, when the task was last made ready (that is, was added to a ready queue).
- 15/5 The procedure `Delay_Until_And_Set_Deadline` delays the calling task until time `Delay_Until_Time`. When the task becomes ready again it will have deadline `Delay_Until_Time + Deadline_Offset`.
- 16/5 On a system with a single processor, the setting of the deadline of a task to the new value occurs immediately at the first point that is outside the execution of a protected action. If the task is currently on a ready queue it is removed and re-entered onto the ready queue determined by the rules defined below.
- 17/5 When `EDF_Within_Priorities` is specified for a priority, the ready queue for that priority is ordered by deadline. The task at the head of a queue is the one with the earliest deadline.
- 18/5 A task dispatching point occurs for the currently running task *T* to which policy `EDF_Within_Priorities` applies:
- 19/5 • when a change to the base (absolute) deadline of *T* occurs;
  - 20/5 • *This paragraph was deleted.*
  - 21/5 • there is a nonempty ready queue for that processor with a higher priority than the active priority of the running task;
  - 21.1/5 • there is a ready task with the same priority as *T* but with an earlier absolute deadline.
- 22/5 In these cases, the currently running task is said to be preempted and is returned to the ready queue for its active priority, at a position determined by its active (absolute) deadline.

*Paragraphs 23 through 27 were deleted.*

- 
- 
- 

23/5  
24/5  
25/5  
26/5  
27/5

When the setting of the base priority of a ready task takes effect and the new priority is specified as EDF\_Within\_Priorities, the task is added to the ready queue, at a position determined by its active deadline.

28/5

For all the operations defined in Dispatching.EDF, Tasking\_Error is raised if the task identified by T has terminated. Program\_Error is raised if the value of T is Null\_Task\_Id.

29/2

If two tasks with priority designated as EDF\_Within\_Priorities rendezvous then the deadline for the execution of the accept statement is the earlier of the deadlines of the two tasks.

29.1/5

During activation, a task being activated inherits the deadline that its activator (see 9.2) had at the time the activation was initiated.

29.2/5

#### *Bounded (Run-Time) Errors*

*Paragraph 30 was deleted.*

30/5

#### *Erroneous Execution*

If a value of Task\_Id is passed as a parameter to any of the subprograms of this package and the corresponding task object no longer exists, the execution of the program is erroneous.

31/2

#### *Documentation Requirements*

On a multiprocessor, the implementation shall document any conditions that cause the completion of the setting of the deadline of a task to be delayed later than what is specified for a single processor.

32/2

NOTE If two distinct priorities are specified to have policy EDF\_Within\_Priorities, then tasks from the higher priority always run before tasks of the lower priority, regardless of deadlines.

33/5

*This paragraph was deleted.*

34/5

## D.3 Priority Ceiling Locking

This subclause specifies the interactions between priority task scheduling and protected object ceilings. This interaction is based on the concept of the *ceiling priority* of a protected object.

1/3

#### *Syntax*

The form of a pragma Locking\_Policy is as follows:

2

**pragma** Locking\_Policy(*policy\_identifier*);

3

#### *Legality Rules*

The *policy\_identifier* shall either be Ceiling\_Locking or an implementation-defined identifier.

4

5 A `Locking_Policy` pragma is a configuration pragma.

#### Dynamic Semantics

6/2 A locking policy specifies the details of protected object locking. All protected objects have a priority. The locking policy specifies the meaning of the priority of a protected object, and the relationships between these priorities and task priorities. In addition, the policy specifies the state of a task when it executes a protected action, and how its active priority is affected by the locking. The *locking policy* is specified by a `Locking_Policy` pragma. For implementation-defined locking policies, the meaning of the priority of a protected object is implementation defined. If no `Locking_Policy` pragma applies to any of the program units comprising a partition, the locking policy for that partition, as well as the meaning of the priority of a protected object, are implementation defined.

6.1/3 The expression specified for the `Priority` or `Interrupt_Priority` aspect (see D.1) is evaluated as part of the creation of the corresponding protected object and converted to the subtype `System.Any_Priority` or `System.Interrupt_Priority`, respectively. The value of the expression is the initial priority of the corresponding protected object. If no `Priority` or `Interrupt_Priority` aspect is specified for a protected object, the initial priority is specified by the locking policy.

7 There is one predefined locking policy, `Ceiling_Locking`; this policy is defined as follows:

8/3 • Every protected object has a *ceiling priority*, which is determined by either a `Priority` or `Interrupt_Priority` aspect as defined in D.1, or by assignment to the `Priority` attribute as described in D.5.2. The ceiling priority of a protected object (or ceiling, for short) is an upper bound on the active priority a task can have when it calls protected operations of that protected object.

9/2 • The initial ceiling priority of a protected object is equal to the initial priority for that object.

10/4 • If an `Interrupt_Handler` or `Attach_Handler` aspect (see C.3.1) is specified for a protected subprogram of a protected type that does not have either the `Priority` or `Interrupt_Priority` aspect specified, the initial priority of protected objects of that type is implementation defined, but in the range of the subtype `System.Interrupt_Priority`.

11/3 • If neither aspect `Priority` nor `Interrupt_Priority` is specified for a protected type, and no protected subprogram of the type has aspect `Interrupt_Handler` or `Attach_Handler` specified, then the initial priority of the corresponding protected object is `System.Priority'Last`.

12 • While a task executes a protected action, it inherits the ceiling priority of the corresponding protected object.

13 • When a task calls a protected operation, a check is made that its active priority is not higher than the ceiling of the corresponding protected object; `Program_Error` is raised if this check fails.

13.1/5 If the task dispatching policy specified for the ceiling priority of a protected object is `EDF_Within_Priorities`, the following additional rules apply:

13.2/5 • Every protected object has a *relative deadline*, which is determined by a `Relative_Deadline` aspect as defined in D.2.6, or by assignment to the `Relative_Deadline` attribute as described in D.5.2. The relative deadline of a protected object represents a lower bound on the relative deadline a task may have when it calls a protected operation of that protected object.

13.3/5 • If aspect `Relative_Deadline` is not specified for a protected type then the initial relative deadline of the corresponding protected object is `Ada.Real_Time.Time_Span_Zero`.

13.4/5 • While a task executes a protected action on a protected object *P*, it inherits the relative deadline of *P*. In this case, let *DF* be 'now' ('now' is obtained via a call on `Ada.Real_Time.Clock` at the

start of the action) plus the deadline floor of  $P$ . If the active deadline of the task is later than  $DF$ , its active deadline is reduced to  $DF$ ; the active deadline is unchanged otherwise.

- When a task calls a protected operation, a check is made that its active deadline minus its last release time is not less than the relative deadline of the corresponding protected object; `Program_Error` is raised if this check fails.

#### *Bounded (Run-Time) Errors*

Following any change of priority, it is a bounded error for the active priority of any task with a call queued on an entry of a protected object to be higher than the ceiling priority of the protected object. In this case one of the following applies:

- at any time prior to executing the entry body, `Program_Error` is raised in the calling task;
- when the entry is open, the entry body is executed at the ceiling priority of the protected object;
- when the entry is open, the entry body is executed at the ceiling priority of the protected object and then `Program_Error` is raised in the calling task; or
- when the entry is open, the entry body is executed at the ceiling priority of the protected object that was in effect when the entry call was queued.

#### *Implementation Permissions*

The implementation is allowed to round all ceilings in a certain subrange of `System.Priority` or `System.Interrupt_Priority` up to the top of that subrange, uniformly.

Implementations are allowed to define other locking policies, but are not required to support specifying more than one locking policy per partition.

Since implementations are allowed to place restrictions on code that runs at an interrupt-level active priority (see C.3.1 and D.2.1), the implementation may implement a language feature in terms of a protected object with an implementation-defined ceiling, but the ceiling shall be no less than `Priority'Last`.

#### *Implementation Advice*

The implementation should use names that end with “`_Locking`” for implementation-defined locking policies.

NOTE 1 While a task executes in a protected action, it can be preempted only by tasks whose active priorities are higher than the ceiling priority of the protected object.

NOTE 2 If a protected object has a ceiling priority in the range of `Interrupt_Priority`, certain interrupts are blocked while protected actions of that object execute. In the extreme, if the ceiling is `Interrupt_Priority'Last`, all blockable interrupts are blocked during that time.

NOTE 3 As described in C.3.1, whenever an interrupt is handled by one of the protected procedures of a protected object, a check is made that its ceiling priority is in the `Interrupt_Priority` range.

NOTE 4 When specifying the ceiling of a protected object, a correct value is one that is at least as high as the highest active priority at which tasks can be executing when they call protected operations of that object. In determining this value the following factors, which can affect active priority, are relevant: the effect of `Set_Priority`, nested protected operations, entry calls, task activation, and other implementation-defined factors.

NOTE 5 Attaching a protected procedure whose ceiling is below the interrupt hardware priority to an interrupt causes the execution of the program to be erroneous (see C.3.1).

NOTE 6 On a single processor implementation, the ceiling priority rules guarantee that there is no possibility of deadlock involving only protected subprograms (excluding the case where a protected operation calls another protected operation on the same protected object).

## D.4 Entry Queuing Policies

1/5 | This subclause specifies a mechanism for a user to choose an entry *queuing policy*. It also defines three such policies. Other policies are implementation defined.

### Syntax

2 | The form of a `pragma Queuing_Policy` is as follows:

3 | **pragma** `Queuing_Policy`(*policy\_identifier*);

### Legality Rules

4/5 | The *policy\_identifier* shall be either `FIFO_Queueing`, `Ordered_FIFO_Queueing`, `Priority_Queueing` or an implementation-defined identifier.

### Post-Compilation Rules

5 | A `Queuing_Policy` pragma is a configuration pragma.

### Dynamic Semantics

6 | A *queuing policy* governs the order in which tasks are queued for entry service, and the order in which different entry queues are considered for service. The queuing policy is specified by a `Queuing_Policy` pragma.

7/5 | Three queuing policies, `FIFO_Queueing`, `Ordered_FIFO_Queueing`, and `Priority_Queueing`, are language defined. If no `Queuing_Policy` pragma applies to any of the program units comprising the partition, the queuing policy for that partition is `FIFO_Queueing`. The rules for the `FIFO_Queueing` policy are specified in 9.5.3 and 9.7.1.

7.1/5 | The `Ordered_FIFO_Queueing` policy is defined as follows:

- 7.2/5 | • Calls are selected on a given entry queue in order of arrival.
- 7.3/5 | • When more than one condition of an `entry_barrier` of a protected object becomes True, and more than one of the respective queues is nonempty, the call that arrived first is selected.
- 7.4/5 | • If the expiration time of two or more open `delay_alternatives` is the same and no other `accept_alternatives` are open, the `sequence_of_statements` of the `delay_alternative` that is first in textual order in the `selective_accept` is executed.
- 7.5/5 | • When more than one alternative of a `selective_accept` is open and has queued calls, the alternative whose queue has the call that arrived first is selected.

8 | The `Priority_Queueing` policy is defined as follows:

- 9 | • The calls to an entry (including a member of an entry family) are queued in an order consistent with the priorities of the calls. The *priority of an entry call* is initialized from the active priority of the calling task at the time the call is made, but can change later. Within the same priority, the order is consistent with the calling (or requeuing, or priority setting) time (that is, a FIFO order).
- 10/1 | • After a call is first queued, changes to the active priority of a task do not affect the priority of the call, unless the base priority of the task is set while the task is blocked on an entry call.
- 11 | • When the base priority of a task is set (see D.5), if the task is blocked on an entry call, and the call is queued, the priority of the call is updated to the new active priority of the calling task. This causes the call to be removed from and then reinserted in the queue at the new active priority.

- When more than one condition of an `entry_barrier` of a protected object becomes True, and more than one of the respective queues is nonempty, the call with the highest priority is selected. If more than one such call has the same priority, the call that is queued on the entry whose declaration is first in textual order in the `protected_definition` is selected. For members of the same entry family, the one with the lower family index is selected. 12
- If the expiration time of two or more open `delay_alternatives` is the same and no other `accept_alternatives` are open, the `sequence_of_statements` of the `delay_alternative` that is first in textual order in the `selective_accept` is executed. 13
- When more than one alternative of a `selective_accept` is open and has queued calls, an alternative whose queue has the highest-priority call at its head is selected. If two or more open alternatives have equal-priority queued calls, then a call on the entry in the `accept_alternative` that is first in textual order in the `selective_accept` is selected. 14

#### *Implementation Permissions*

Implementations are allowed to define other queuing policies, but are not required to support specifying more than one queuing policy per partition. 15/5

Implementations are allowed to defer the reordering of entry queues following a change of base priority of a task blocked on the entry call if it is not practical to reorder the queue immediately. 15.1/2

#### *Implementation Advice*

The implementation should use names that end with “\_Queuing” for implementation-defined queuing policies. 16

#### *Static Semantics*

For a task type (including the anonymous type of a `single_task_declaration`), protected type (including the anonymous type of a `single_protected_declaration`), or an `entry_declaration`, the following language-defined representation aspect may be specified: 17/5

`Max_Entry_Queue_Length` 18/5

The type of aspect `Max_Entry_Queue_Length` is Integer.

If directly specified, the aspect `definition` shall be a static expression no less than -1. If not specified, the aspect has value -1 (representing no additional restriction on queue length). 19/5

#### *Legality Rules*

If the `Max_Entry_Queue_Length` aspect for a type has a nonnegative value, the `Max_Entry_Queue_Length` aspect for every individual entry of that type shall not be greater than the value of the aspect for the type. The `Max_Entry_Queue_Length` aspect of a type is nonoverridable (see 13.1.1). 20/5

#### *Post-Compilation Rules*

If a restriction `Max_Entry_Queue_Length` applies to a partition, any value specified for the `Max_Entry_Queue_Length` aspect specified for the declaration of a type or entry in the partition shall not be greater than the value of the restriction. 21/5

#### *Dynamic Semantics*

If a nonconfirming value is specified for `Max_Entry_Queue_Length` for a type, and an entry call or requeue would cause the queue for any entry of the type to become longer than the specified value, then `Program_Error` is raised at the point of the call or requeue. 22/5

23/5 If a nonconfirming value is specified for `Max_Entry_Queue_Length` for an entry, and an entry call or requeue would cause the queue for an entry to become longer than the specified value, then `Program_Error` is raised at the point of the call or requeue.

## D.4.1 Admission Policies

1/5 This subclause specifies a mechanism for a user to choose an admission policy. It also defines one such policy. Other policies are implementation defined.

### *Syntax*

2/5 The form of a `pragma Admission_Policy` is as follows:

3/5 **pragma** `Admission_Policy` (*policy\_identifier*);

### *Legality Rules*

4/5 The *policy\_identifier* shall be either `FIFO_Spinning` or an implementation-defined identifier.

### *Post-Compilation Rules*

5/5 An `Admission_Policy` pragma is a configuration pragma.

### *Dynamic Semantics*

6/5 An admission policy governs the order in which competing tasks are evaluated for acquiring the execution resource associated with a protected object. The admission policy is specified by an `Admission_Policy` pragma.

7/5 One admission policy, `FIFO_Spinning`, is language defined. If `FIFO_Spinning` is in effect, and starting a protected action on a protected object involves busy-waiting, then calls are selected for acquiring the execution resource of the protected object in the order in which the busy-wait was initiated; otherwise the `FIFO_Spinning` policy has no effect. If no `Admission_Policy` pragma applies to any of the program units in the partition, the admission policy for that partition is implementation defined.

### *Implementation Permissions*

8/5 Implementations are allowed to define other admission policies, but are not required to support specifying more than one admission policy per partition.

## D.5 Dynamic Priorities

1/3 This subclause describes how the priority of an entity can be modified or queried at run time.

### D.5.1 Dynamic Priorities for Tasks

1/3 This subclause describes how the base priority of a task can be modified or queried at run time.

#### *Static Semantics*

2 The following language-defined library package exists:

3/5 

```
with System;
with Ada.Task_Identification; -- See C.7.1
package Ada.Dynamic_Priorities
with Preelaborate, Nonblocking, Global => in out synchronized is
```



```

procedure Set_Priority(Priority : in System.Any_Priority;           4
                      T : in Ada.Task_Identification.Task_Id :=
                      Ada.Task_Identification.Current_Task);
function Get_Priority (T : Ada.Task_Identification.Task_Id :=     5
                      Ada.Task_Identification.Current_Task)
                      return System.Any_Priority;
end Ada.Dynamic_Priorities;                                       6

```

*Dynamic Semantics*

The procedure `Set_Priority` sets the base priority of the specified task to the specified `Priority` value. `Set_Priority` has no effect if the task is terminated. 7

The function `Get_Priority` returns `T`'s current base priority. `Tasking_Error` is raised if the task is terminated. 8

`Program_Error` is raised by `Set_Priority` and `Get_Priority` if `T` is equal to `Null_Task_Id`. 9

On a system with a single processor, the setting of the base priority of a task `T` to the new value occurs immediately at the first point when `T` is outside the execution of a protected action. 10/2

*Paragraph 11 was deleted.*

*Erroneous Execution*

If any subprogram in this package is called with a parameter `T` that specifies a task object that no longer exists, the execution of the program is erroneous. 12

*Documentation Requirements*

On a multiprocessor, the implementation shall document any conditions that cause the completion of the setting of the priority of a task to be delayed later than what is specified for a single processor. 12.1/2

*Metrics*

The implementation shall document the following metric: 13

- The execution time of a call to `Set_Priority`, for the nonpreempting case, in processor clock cycles. This is measured for a call that modifies the priority of a ready task that is not running (which cannot be the calling one), where the new base priority of the affected task is lower than the active priority of the calling task, and the affected task is not on any entry queue and is not executing a protected operation. 14

NOTE 1 Setting a task's base priority affects task dispatching. First, it can change the task's active priority. Second, under the `FIFO_Within_Priorities` policy it always causes the task to move to the tail of the ready queue corresponding to its active priority, even if the new base priority is unchanged. 15/2

NOTE 2 Under the priority queuing policy, setting a task's base priority has an effect on a queued entry call if the task is blocked waiting for the call. That is, setting the base priority of a task causes the priority of a queued entry call from that task to be updated and the call to be removed and then reinserted in the entry queue at the new priority (see D.4), unless the call originated from the `triggering_statement` of an `asynchronous_select`. 16

NOTE 3 The effect of two or more `Set_Priority` calls executed in parallel on the same task is defined as executing these calls in some serial order. 17

NOTE 4 The rule for when `Tasking_Error` is raised for `Set_Priority` or `Get_Priority` is different from the rule for when `Tasking_Error` is raised on an entry call (see 9.5.3). In particular, the priority of a completed or an abnormal task can be queried so long as the task is not yet terminated, and the priority of a task can be set in any task state (including for terminated tasks). 18/5

NOTE 5 Changing the priorities of a set of tasks can be performed by a series of calls to `Set_Priority` for each task separately. This can be done reliably within a protected operation that has high enough ceiling priority to guarantee that the operation completes without being preempted by any of the affected tasks. 19/5

## D.5.2 Dynamic Priorities for Protected Objects

1/3 This subclause specifies how the priority of a protected object can be modified or queried at run time.

### *Static Semantics*

2/5 The following attributes are defined for a prefix *P* that denotes a protected object:

3/2 **P'Priority** Denotes a non-aliased component of the protected object *P*. This component is of type `System.Any_Priority` and its value is the priority of *P*. **P'Priority** denotes a variable if and only if *P* denotes a variable. A reference to this attribute shall appear only within the body of *P*.

3.1/5 **P'Relative\_Deadline** Denotes a non-aliased component of the protected object *P*. This component is of type `Ada.Real_Time.Time_Span` and its value is the relative deadline of *P*. **P'Relative\_Deadline** denotes a variable if and only if *P* denotes a variable. A reference to this attribute shall appear only within the body of *P*.

4/5 The initial value of the attribute **Priority** is determined by the initial value of the priority of the protected object (see D.3), and can be changed by an assignment. The initial value of the attribute **Relative\_Deadline** is determined by the initial value of the relative deadline of the protected object (see D.3), and can be changed by an assignment.

### *Dynamic Semantics*

5/3 If the locking policy **Ceiling\_Locking** (see D.3) is in effect, then the ceiling priority of a protected object *P* is set to the value of **P'Priority** at the end of each protected action of *P*.

6/3 If the locking policy **Ceiling\_Locking** is in effect, then for a protected object *P* with either an **Attach\_Handler** or **Interrupt\_Handler** aspect specified for one of its procedures, a check is made that the value to be assigned to **P'Priority** is in the range `System.Interrupt_Priority`. If the check fails, **Program\_Error** is raised.

### *Metrics*

7/2 The implementation shall document the following metric:

- 8/2 • The difference in execution time of calls to the following procedures in protected object *P*:

```
9/2  protected P is
      procedure Do_Not_Set_Ceiling (Pr : System.Any_Priority);
      procedure Set_Ceiling (Pr : System.Any_Priority);
    end P;

10/2 protected body P is
      procedure Do_Not_Set_Ceiling (Pr : System.Any_Priority) is
      begin
        null;
      end;
      procedure Set_Ceiling (Pr : System.Any_Priority) is
      begin
        P'Priority := Pr;
      end;
    end P;
```

11/2 **NOTE** Since **P'Priority** is a normal variable, the value following an assignment to the attribute immediately reflects the new value even though its impact on the ceiling priority of *P* is postponed until completion of the protected action in which it is executed.

## D.6 Preemptive Abort

This subclause specifies requirements on the immediacy with which an aborted construct is completed. 1/3

### *Dynamic Semantics*

On a system with a single processor, an aborted construct is completed immediately at the first point that is outside the execution of an abort-deferred operation. 2

### *Documentation Requirements*

On a multiprocessor, the implementation shall document any conditions that cause the completion of an aborted construct to be delayed later than what is specified for a single processor. 3

### *Metrics*

The implementation shall document the following metrics: 4

- The execution time, in processor clock cycles, that it takes for an `abort_statement` to cause the completion of the aborted task. This is measured in a situation where a task T2 preempts task T1 and aborts T1. T1 does not have any finalization code. T2 shall verify that T1 has terminated, by means of the Terminated attribute. 5
- On a multiprocessor, an upper bound in seconds, on the time that the completion of an aborted task can be delayed beyond the point that it is required for a single processor. 6
- An upper bound on the execution time of an `asynchronous_select`, in processor clock cycles. This is measured between a point immediately before a task T1 executes a protected operation Pr.Set that makes the condition of an `entry_barrier` Pr.Wait True, and the point where task T2 resumes execution immediately after an entry call to Pr.Wait in an `asynchronous_select`. T1 preempts T2 while T2 is executing the abortable part, and then blocks itself so that T2 can execute. The execution time of T1 is measured separately, and subtracted. 7/2
- An upper bound on the execution time of an `asynchronous_select`, in the case that no asynchronous transfer of control takes place. This is measured between a point immediately before a task executes the `asynchronous_select` with a nonnull abortable part, and the point where the task continues execution immediately after it. The execution time of the abortable part is subtracted. 8

### *Implementation Advice*

Even though the `abort_statement` is included in the list of potentially blocking operations (see 9.5.1), it is recommended that this statement be implemented in a way that never requires the task executing the `abort_statement` to block. 9

On a multi-processor, the delay associated with aborting a task on another processor should be bounded; the implementation should use periodic polling, if necessary, to achieve this. 10

NOTE 1 Abortion does not change the active or base priority of the aborted task. 11

NOTE 2 Abortion cannot be more immediate than is allowed by the rules for deferral of abortion during finalization and in protected actions. 12

## D.7 Tasking Restrictions

This subclause defines restrictions that can be used with a pragma Restrictions (see 13.12) to facilitate the construction of highly efficient tasking run-time systems. 1/3

1.1/5 A scalar expression within a protected unit is said to be *pure-barrier-eligible* if it is one of the following:

- 1.2/5 • a static expression;
- 1.3/5 • a name that statically names (see 4.9) a scalar subcomponent of the immediately enclosing protected unit;
- 1.4/5 • a Count `attribute_reference` whose `prefix` statically denotes an entry declaration of the immediately enclosing unit;
- 1.5/5 • a call to a predefined relational operator or boolean logical operator (**and**, **or**, **xor**, **not**), where each operand is pure-barrier-eligible;
- 1.6/5 • a membership test whose `tested_simple_expression` is pure-barrier-eligible, and whose `membership_choice_list` meets the requirements for a static membership test (see 4.9);
- 1.7/5 • a short-circuit control form both of whose operands are pure-barrier-eligible;
- 1.8/5 • a `conditional_expression` all of whose `conditions`, `selecting_expressions`, and `dependent_expressions` are pure-barrier-eligible; or
- 1.9/5 • a pure-barrier-eligible expression enclosed in parentheses.

2 The following `restriction_identifiers` are language defined:

3/3 `No_Task_Hierarchy`

No task depends on a master other than the library-level master.

4/3 `No_Nested_Finalization`

Objects of a type that needs finalization (see 7.6) are declared only at library level. If an access type does not have library-level accessibility, then there are no allocators of the type where the type determined by the `subtype_mark` of the `subtype_indication` or `qualified_expression` needs finalization.

5/3 `No_Abort_Statements`

There are no `abort_statements`, and there is no use of a name denoting `Task_Identification.Abort_Task`.

6 `No_Terminate_Alternatives`

There are no `selective_accepts` with `terminate_alternatives`.

7 `No_Task_Allocators`

There are no allocators for task types or types containing task subcomponents.

7.1/3 In the case of an initialized allocator of an access type whose designated type is class-wide and limited, a check is made that the specific type of the allocated object has no task subcomponents. `Program_Error` is raised if this check fails.

8 `No_Implicit_Heap_Allocations`

There are no operations that implicitly require heap storage allocation to be performed by the implementation. The operations that implicitly require heap storage allocation are implementation defined.

9/2 `No_Dynamic_Priorities`

There are no semantic dependences on the package `Dynamic_Priorities`, and no occurrences of the attribute `Priority`.

10/3 `No_Dynamic_Attachment`

There is no use of a name denoting any of the operations defined in package `Interrupts` (`Is_Reserved`, `Is_Attached`, `Current_Handler`, `Attach_Handler`, `Exchange_Handler`, `Detach_Handler`, and `Reference`).

No_Dynamic_CPU_Assignment	No task has the CPU aspect specified to be a non-static expression. Each task (including the environment task) that has the CPU aspect specified as <code>Not_A_Specific_CPU</code> will be assigned to a particular implementation-defined CPU. The same is true for the environment task when the CPU aspect is not specified. Any other task without a CPU aspect will activate and execute on the same processor as its activating task.	10.1/4
No_Local_Protected_Objects	Protected objects are declared only at library level.	10.2/3
No_Local_Timing_Events	Timing_Events are declared only at library level.	10.3/3
No_Protected_Type_Allocators	There are no allocators for protected types or types containing protected type subcomponents.  In the case of an initialized allocator of an access type whose designated type is class-wide and limited, a check is made that the specific type of the allocated object has no protected subcomponents. Program_Error is raised if this check fails.	10.4/2  10.5/3
No_Relative_Delay	There are no delay_relative_statements, and there is no use of a name that denotes the Timing_Events.Set_Handler subprogram that has a Time_Span parameter.	10.6/3
No_Requeue_Statements	There are no requeue_statements.	10.7/3
No_Select_Statements	There are no select_statements.	10.8/3
No_Specific_Termination_Handlers	There is no use of a name denoting the Set_Specific_Handler and Specific_Handler subprograms in Task_Termination.	10.9/3
No_Tasks_Unassigned_To_CPU	The CPU aspect is specified for the environment task. No CPU aspect is specified to be statically equal to <code>Not_A_Specific_CPU</code> . If aspect CPU is specified (dynamically) to the value <code>Not_A_Specific_CPU</code> , then Program_Error is raised. If <code>Set_CPU</code> or <code>Delay_Until_And_Set_CPU</code> are called with the CPU parameter equal to <code>Not_A_Specific_CPU</code> , then Program_Error is raised.	10.10/4
Pure_Barriers	The Boolean expression in each protected entry barrier is pure-barrier-eligible.	10.11/5
Simple_Barriers	The Boolean expression in each entry barrier is either a static expression or a name that statically names (see 4.9) a subcomponent of the enclosing protected object.	10.12/5
The following <i>restriction_parameter_identifiers</i> are language defined:		11
Max_Select_Alternatives	Specifies the maximum number of alternatives in a selective_accept.	12
Max_Task_Entries	Specifies the maximum number of entries per task. The bounds of every entry family of a task unit shall be static, or shall be defined by a discriminant of a subtype whose corresponding bound is static. A value of zero indicates that no rendezvous are possible.	13

- 14 `Max_Protected_Entries`  
Specifies the maximum number of entries per protected type. The bounds of every entry family of a protected unit shall be static, or shall be defined by a discriminant of a subtype whose corresponding bound is static.

*Dynamic Semantics*

- 15/2 The following `restriction_identifier` is language defined:
- 15.1/2 `No_Task_Termination`  
All tasks are nonterminating. It is implementation-defined what happens if a task attempts to terminate. If there is a fall-back handler (see C.7.3) set for the partition it should be called when the first task attempts to terminate.

- 16 The following `restriction_parameter_identifiers` are language defined:

- 17/1 `Max_Storage_At_Blocking`  
Specifies the maximum portion (in storage elements) of a task's `Storage_Size` that can be retained by a blocked task. If an implementation chooses to detect a violation of this restriction, `Storage_Error` should be raised; otherwise, the behavior is implementation defined.

- 18/1 `Max_Asynchronous_Select_Nesting`  
Specifies the maximum dynamic nesting level of `asynchronous_selects`. A value of zero prevents the use of any `asynchronous_select` and, if a program contains an `asynchronous_select`, it is illegal. If an implementation chooses to detect a violation of this restriction for values other than zero, `Storage_Error` should be raised; otherwise, the behavior is implementation defined.

- 19/1 `Max_Tasks`  
Specifies the maximum number of task creations that may be executed over the lifetime of a partition, not counting the creation of the environment task. A value of zero prevents any task creation and, if a program contains a task creation, it is illegal. If an implementation chooses to detect a violation of this restriction, `Storage_Error` should be raised; otherwise, the behavior is implementation defined.

- 19.1/2 `Max_Entry_Queue_Length`  
`Max_Entry_Queue_Length` defines the maximum number of calls that are queued on an entry. Violation of this restriction results in the raising of `Program_Error` at the point of the call or requeue.

- 19.2/3 `No_Standard_Allocators_After_Elaboration`  
Specifies that an `allocator` using a standard storage pool (see 13.11) shall not occur within a parameterless library subprogram, nor within the `handled_sequence_of_statements` of a task body. For the purposes of this rule, an `allocator` of a type derived from a formal access type does not use a standard storage pool.

- 19.3/3  
At run time, `Storage_Error` is raised if an `allocator` using a standard storage pool is evaluated after the elaboration of the `library_items` of the partition has completed.

- 20 It is implementation defined whether the use of pragma Restrictions results in a reduction in executable program size, storage requirements, or execution time. If possible, the implementation should provide quantitative descriptions of such effects for each restriction.

*Implementation Advice*

- 21 When feasible, the implementation should take advantage of the specified restrictions to produce a more efficient implementation.

- 22 NOTE The above `Storage_Checks` can be suppressed with pragma Suppress.

## D.8 Monotonic Time

This subclause specifies a high-resolution, monotonic clock package.

1/3

### Static Semantics

The following language-defined library package exists:

2

```

package Ada.Real_Time
  with Nonblocking, Global => in out synchronized is
    type Time is private;
    Time_First : constant Time;
    Time_Last : constant Time;
    Time_Unit : constant := implementation-defined-real-number;

    type Time_Span is private;
    Time_Span_First : constant Time_Span;
    Time_Span_Last : constant Time_Span;
    Time_Span_Zero : constant Time_Span;
    Time_Span_Unit : constant Time_Span;

    Tick : constant Time_Span;
    function Clock return Time;

    function "+" (Left : Time; Right : Time_Span) return Time;
    function "+" (Left : Time_Span; Right : Time) return Time;
    function "-" (Left : Time; Right : Time_Span) return Time;
    function "-" (Left : Time; Right : Time) return Time_Span;

    function "<" (Left, Right : Time) return Boolean;
    function "<=" (Left, Right : Time) return Boolean;
    function ">" (Left, Right : Time) return Boolean;
    function ">=" (Left, Right : Time) return Boolean;

    function "+" (Left, Right : Time_Span) return Time_Span;
    function "-" (Left, Right : Time_Span) return Time_Span;
    function "-" (Right : Time_Span) return Time_Span;
    function "*" (Left : Time_Span; Right : Integer) return Time_Span;
    function "*" (Left : Integer; Right : Time_Span) return Time_Span;
    function "/" (Left, Right : Time_Span) return Integer;
    function "/" (Left : Time_Span; Right : Integer) return Time_Span;

    function "abs" (Right : Time_Span) return Time_Span;

    This paragraph was deleted.

    function "<" (Left, Right : Time_Span) return Boolean;
    function "<=" (Left, Right : Time_Span) return Boolean;
    function ">" (Left, Right : Time_Span) return Boolean;
    function ">=" (Left, Right : Time_Span) return Boolean;

    function To_Duration (TS : Time_Span) return Duration;
    function To_Time_Span (D : Duration) return Time_Span;

    function Nanoseconds (NS : Integer) return Time_Span;
    function Microseconds (US : Integer) return Time_Span;
    function Milliseconds (MS : Integer) return Time_Span;
    function Seconds (S : Integer) return Time_Span;
    function Minutes (M : Integer) return Time_Span;

    type Seconds_Count is range implementation-defined;

    procedure Split(T : in Time; SC : out Seconds_Count; TS : out Time_Span);
    function Time_Of(SC : Seconds_Count; TS : Time_Span) return Time;

private
  ... -- not specified by the language
end Ada.Real_Time;

```

In this Annex, *real time* is defined to be the physical time as observed in the external environment. The type Time is a *time type* as defined by 9.6; values of this type may be used in a `delay_until_statement`.

18

Values of this type represent segments of an ideal time line. The set of values of the type `Time` corresponds one-to-one with an implementation-defined range of mathematical integers.

- 19 The `Time` value `I` represents the half-open real time interval that starts with `E+I*Time_Unit` and is limited by `E+(I+1)*Time_Unit`, where `Time_Unit` is an implementation-defined real number and `E` is an unspecified origin point, the *epoch*, that is the same for all values of the type `Time`. It is not specified by the language whether the time values are synchronized with any standard time reference. For example, `E` can correspond to the time of system initialization or it can correspond to the epoch of some time standard.
- 20 Values of the type `Time_Span` represent length of real time duration. The set of values of this type corresponds one-to-one with an implementation-defined range of mathematical integers. The `Time_Span` value corresponding to the integer `I` represents the real-time duration `I*Time_Unit`.
- 21 `Time_First` and `Time_Last` are the smallest and largest values of the `Time` type, respectively. Similarly, `Time_Span_First` and `Time_Span_Last` are the smallest and largest values of the `Time_Span` type, respectively.
- 22 A value of type `Seconds_Count` represents an elapsed time, measured in seconds, since the epoch.

#### *Dynamic Semantics*

- 23 `Time_Unit` is the smallest amount of real time representable by the `Time` type; it is expressed in seconds. `Time_Span_Unit` is the difference between two successive values of the `Time` type. It is also the smallest positive value of type `Time_Span`. `Time_Unit` and `Time_Span_Unit` represent the same real time duration. A *clock tick* is a real time interval during which the clock value (as observed by calling the `Clock` function) remains constant. `Tick` is the average length of such intervals.
- 24/2 The function `To_Duration` converts the value `TS` to a value of type `Duration`. Similarly, the function `To_Time_Span` converts the value `D` to a value of type `Time_Span`. For `To_Duration`, the result is rounded to the nearest value of type `Duration` (away from zero if exactly halfway between two values). If the result is outside the range of `Duration`, `Constraint_Error` is raised. For `To_Time_Span`, the value of `D` is first rounded to the nearest integral multiple of `Time_Unit`, away from zero if exactly halfway between two multiples. If the rounded value is outside the range of `Time_Span`, `Constraint_Error` is raised. Otherwise, the value is converted to the type `Time_Span`.
- 25 `To_Duration(Time_Span_Zero)` returns `0.0`, and `To_Time_Span(0.0)` returns `Time_Span_Zero`.
- 26/2 The functions `Nanoseconds`, `Microseconds`, `Milliseconds`, `Seconds`, and `Minutes` convert the input parameter to a value of the type `Time_Span`. `NS`, `US`, `MS`, `S`, and `M` are interpreted as a number of nanoseconds, microseconds, milliseconds, seconds, and minutes respectively. The input parameter is first converted to seconds and rounded to the nearest integral multiple of `Time_Unit`, away from zero if exactly halfway between two multiples. If the rounded value is outside the range of `Time_Span`, `Constraint_Error` is raised. Otherwise, the rounded value is converted to the type `Time_Span`.
- 27 The effects of the operators on `Time` and `Time_Span` are as for the operators defined for integer types.
- 28 The function `Clock` returns the amount of time since the epoch.
- 29 The effects of the `Split` and `Time_Of` operations are defined as follows, treating values of type `Time`, `Time_Span`, and `Seconds_Count` as mathematical integers. The effect of `Split(T,SC,TS)` is to set `SC` and `TS` to values such that  $T*Time\_Unit = SC*1.0 + TS*Time\_Unit$ , and  $0.0 \leq TS*Time\_Unit < 1.0$ . The value returned by `Time_Of(SC,TS)` is the value `T` such that  $T*Time\_Unit = SC*1.0 + TS*Time\_Unit$ .



*Implementation Requirements*

The range of Time values shall be sufficient to uniquely represent the range of real times from program start-up to 50 years later. Tick shall be no greater than 1 millisecond. Time\_Unit shall be less than or equal to 20 microseconds. 30

The value of Time\_Span\_First in seconds shall be no greater than -3600, and the value of Time\_Span\_Last in seconds shall be no less than 3600. 31/5

A *clock jump* is the difference between two successive distinct values of the clock (as observed by calling the Clock function). There shall be no backward clock jumps. 32

*Documentation Requirements*

The implementation shall document the values of Time\_First, Time\_Last, Time\_Span\_First, Time\_Span\_Last, Time\_Span\_Unit, and Tick. 33

The implementation shall document the properties of the underlying time base used for the clock and for type Time, such as the range of values supported and any relevant aspects of the underlying hardware or operating system facilities used. 34

The implementation shall document whether or not there is any synchronization with external time references, and if such synchronization exists, the sources of synchronization information, the frequency of synchronization, and the synchronization method applied. 35

The implementation shall document any aspects of the external environment that can interfere with the clock behavior as defined in this subclause. 36/5

*Metrics*

For the purpose of the metrics defined in this subclause, real time is defined to be the International Atomic Time (TAI). 37/3

The implementation shall document the following metrics: 38

- An upper bound on the real-time duration of a clock tick. This is a value D such that if t1 and t2 are any real times such that t1 < t2 and Clock<sub>t1</sub> = Clock<sub>t2</sub> then t2 - t1 ≤ D. 39
- An upper bound on the size of a clock jump. 40
- An upper bound on the *drift rate* of Clock with respect to real time. This is a real number D such that 41
 
$$E*(1-D) \leq (\text{Clock}_{t+E} - \text{Clock}_t) \leq E*(1+D)$$
 provided that: Clock<sub>t</sub> + E\*(1+D) ≤ Time\_Last. 42
- where Clock<sub>t</sub> is the value of Clock at time t, and E is a real time duration not less than 24 hours. The value of E used for this metric shall be reported. 43
- An upper bound on the execution time of a call to the Clock function, in processor clock cycles. 44
- Upper bounds on the execution times of the operators of the types Time and Time\_Span, in processor clock cycles. 45

*Implementation Permissions*

Implementations targeted to machines with word size smaller than 32 bits may omit support for the full range and granularity of the Time and Time\_Span types. 46/5

*Implementation Advice*

- 47 When appropriate, implementations should provide configuration mechanisms to change the value of Tick.
- 48 It is recommended that Calendar.Clock and Real\_Time.Clock be implemented as transformations of the same time base.
- 49 It is recommended that the “best” time base which exists in the underlying system be available to the application through Clock. “Best” may mean highest accuracy or largest range.
- 50/3 NOTE 1 The rules in this subclause do not imply that the implementation can protect the user from operator or installation errors that can result in the clock being set incorrectly.
- 51 NOTE 2 Time\_Unit is the granularity of the Time type. In contrast, Tick represents the granularity of Real\_Time.Clock. There is no requirement that these be the same.

**D.9 Delay Accuracy**

- 1/3 This subclause specifies performance requirements for the `delay_statement`. The rules apply both to `delay_relative_statement` and to `delay_until_statement`. Similarly, they apply equally to a simple `delay_statement` and to one which appears in a `delay_alternative`.

*Dynamic Semantics*

- 2 The effect of the `delay_statement` for Real\_Time.Time is defined in terms of Real\_Time.Clock:
- 3
- If  $C_1$  is a value of Clock read before a task executes a `delay_relative_statement` with duration  $D$ , and  $C_2$  is a value of Clock read after the task resumes execution following that `delay_statement`, then  $C_2 - C_1 \geq D$ .
  - If  $C$  is a value of Clock read after a task resumes execution following a `delay_until_statement` with Real\_Time.Time value  $T$ , then  $C \geq T$ .
- 5 A simple `delay_statement` with a negative or zero value for the expiration time does not cause the calling task to be blocked; it is nevertheless a potentially blocking operation (see 9.5.1).
- 6/3 When a `delay_statement` appears in a `delay_alternative` of a `timed_entry_call` the selection of the entry call is attempted, regardless of the specified expiration time. When a `delay_statement` appears in a `select_alternative`, and a call is queued on one of the open entries, the selection of that entry call proceeds, regardless of the value of the delay expression.

*Documentation Requirements*

- 7 The implementation shall document the minimum value of the delay expression of a `delay_relative_statement` that causes the task to actually be blocked.
- 8 The implementation shall document the minimum difference between the value of the delay expression of a `delay_until_statement` and the value of Real\_Time.Clock, that causes the task to actually be blocked.

*Metrics*

- 9 The implementation shall document the following metrics:
- 10
- An upper bound on the execution time, in processor clock cycles, of a `delay_relative_statement` whose requested value of the delay expression is less than or equal to zero.
  - An upper bound on the execution time, in processor clock cycles, of a `delay_until_statement` whose requested value of the delay expression is less than or equal to the value of Real\_Time.Clock at the time of executing the statement. Similarly, for Calendar.Clock.
- 11

- An upper bound on the *lateness* of a `delay_relative_statement`, for a positive value of the delay expression, in a situation where the task has sufficient priority to preempt the processor as soon as it becomes ready, and can proceed without waiting for any other execution resources. The upper bound is expressed as a function of the value of the delay expression. The lateness is obtained by subtracting the value of the delay expression from the *actual duration*. The actual duration is measured from a point immediately before a task executes the `delay_statement` to a point immediately after the task resumes execution following this statement. 12/5
- An upper bound on the lateness of a `delay_until_statement`, in a situation where the value of the requested expiration time is after the time the task begins executing the statement, the task has sufficient priority to preempt the processor as soon as it becomes ready, and it can proceed without waiting for any other execution resources. The upper bound is expressed as a function of the difference between the requested expiration time and the clock value at the time the statement begins execution. The lateness of a `delay_until_statement` is obtained by subtracting the requested expiration time from the real time that the task resumes execution following this statement. 13/5

## D.10 Synchronous Task Control

This subclause describes a language-defined private semaphore (suspension object), which can be used for *two-stage suspend* operations and as a simple building block for implementing higher-level queues. 1/3

### Static Semantics

The following language-defined package exists: 2

```
package Ada.Synchronous_Task_Control
with Preelaborate, Nonblocking, Global => in out synchronized is
  type Suspension_Object is limited private;
  procedure Set_True(S : in out Suspension_Object);
  procedure Set_False(S : in out Suspension_Object);
  function Current_State(S : Suspension_Object) return Boolean;
  procedure Suspend_Until_True(S : in out Suspension_Object)
    with Nonblocking => False;
private
  ... -- not specified by the language
end Ada.Synchronous_Task_Control; 3/5 4/5
```

The type `Suspension_Object` is a by-reference type. 5

The following language-defined package exists: 5.1/3

```
with Ada.Real_Time;
package Ada.Synchronous_Task_Control.EDF
with Nonblocking, Global => in out synchronized is
  procedure Suspend_Until_True_And_Set_Deadline
    (S : in out Suspension_Object;
     TS : in Ada.Real_Time.Time_Span)
    with Nonblocking => False;
end Ada.Synchronous_Task_Control.EDF; 5.2/5
```

### Dynamic Semantics

An object of the type `Suspension_Object` has two visible states: `True` and `False`. Upon initialization, its value is set to `False`. 6/2

The operations `Set_True` and `Set_False` are atomic with respect to each other and with respect to `Suspend_Until_True`; they set the state to `True` and `False` respectively. 7/2

`Current_State` returns the current state of the object. 8

- 9/2 The procedure `Suspend_Until_True` blocks the calling task until the state of the object `S` is `True`; at that point the task becomes ready and the state of the object becomes `False`.
- 10/5 `Program_Error` is raised upon calling `Suspend_Until_True` if another task is already waiting on that suspension object.
- 10.1/5 The procedure `Suspend_Until_True_And_Set_Deadline` blocks the calling task until the state of the object `S` is `True`; at that point the task becomes ready with a deadline of `Ada.Real_Time.Clock + TS`, and the state of the object becomes `False`. `Program_Error` is raised upon calling `Suspend_Until_True_And_Set_Deadline` if another task is already waiting on that suspension object.

*Bounded (Run-Time) Errors*

- 10.2/5 It is a bounded error for two or more tasks to call `Suspend_Until_True` on the same `Suspension_Object` concurrently. For each task, `Program_Error` can be raised, the task can proceed without suspending, or the task can suspend, potentially indefinitely. The state of the suspension object can end up either `True` or `False`.

*Implementation Requirements*

- 11 The implementation is required to allow the calling of `Set_False` and `Set_True` during any protected action, even one that has its ceiling priority in the `Interrupt_Priority` range.
- 12/3 NOTE More complex schemes, such as setting the deadline relative to when `Set_True` is called, can be programmed using a protected object.

## D.10.1 Synchronous Barriers

- 1/3 This subclause introduces a language-defined package to synchronously release a group of tasks after the number of blocked tasks reaches a specified count value.

*Static Semantics*

- 2/3 The following language-defined library package exists:

```

3/5 package Ada.Synchronous_Barriers
      with Preelaborate, Nonblocking, Global => in out synchronized is
4/3     subtype Barrier_Limit is Positive range 1 .. implementation-defined;
5/3     type Synchronous_Barrier (Release_Threshold : Barrier_Limit) is limited
      private;
6/5     procedure Wait_For_Release (The Barrier : in out Synchronous_Barrier;
                                   Notified    : out Boolean)
      with Nonblocking => False;
7/3     private
      -- not specified by the language
      end Ada.Synchronous_Barriers;
```

- 8/3 Type `Synchronous_Barrier` needs finalization (see 7.6).

*Dynamic Semantics*

- 9/3 Each call to `Wait_For_Release` blocks the calling task until the number of blocked tasks associated with the `Synchronous_Barrier` object is equal to `Release_Threshold`, at which time all blocked tasks are released. `Notified` is set to `True` for one of the released tasks, and set to `False` for all other released tasks.
- 10/3 The mechanism for determining which task sets `Notified` to `True` is implementation defined.

Once all tasks have been released, a `Synchronous_Barrier` object may be reused to block another `Release_Threshold` number of tasks. 11/3

As the first step of the finalization of a `Synchronous_Barrier`, each blocked task is unblocked and `Program_Error` is raised at the place of the call to `Wait_For_Release`. 12/3

It is implementation defined whether an abnormal task which is waiting on a `Synchronous_Barrier` object is aborted immediately or aborted when the tasks waiting on the object are released. 13/3

*This paragraph was deleted.* 14/5

#### *Bounded (Run-Time) Errors*

It is a bounded error to call `Wait_For_Release` on a `Synchronous_Barrier` object after that object is finalized. If the error is detected, `Program_Error` is raised. Otherwise, the call proceeds normally, which may leave a task blocked forever. 15/3

## D.11 Asynchronous Task Control

This subclause introduces a language-defined package to do asynchronous suspend/resume on tasks. It uses a conceptual *held priority* value to represent the task's *held* state. 1/3

#### *Static Semantics*

The following language-defined library package exists: 2

```
with Ada.Task_Identification;
package Ada.Asynchronous_Task_Control
with Preelaborate, Nonblocking, Global => in out synchronized is
  procedure Hold(T : in Ada.Task_Identification.Task_Id);
  procedure Continue(T : in Ada.Task_Identification.Task_Id);
  function Is_Held(T : Ada.Task_Identification.Task_Id)
    return Boolean;
end Ada.Asynchronous_Task_Control; 3/5
```

#### *Dynamic Semantics*

After the `Hold` operation has been applied to a task, the task becomes *held*. For each processor there is a conceptual *idle task*, which is always ready. The base priority of the idle task is below `System.Any_Priority'First`. The *held priority* is a constant of the type `Integer` whose value is below the base priority of the idle task. 4/2

For any priority below `System.Any_Priority'First`, the task dispatching policy is `FIFO_Within_Priorities`. 4.1/2

The `Hold` operation sets the state of `T` to held. For a held task, the active priority is reevaluated as if the base priority of the task were the held priority. 5/2

The `Continue` operation resets the state of `T` to not-held; its active priority is then reevaluated as determined by the task dispatching policy associated with its base priority. 6/2

The `Is_Held` function returns `True` if and only if `T` is in the held state. 7

As part of these operations, a check is made that the task identified by `T` is not terminated. `Tasking_Error` is raised if the check fails. `Program_Error` is raised if the value of `T` is `Null_Task_Id`. 8

#### *Erroneous Execution*

If any operation in this package is called with a parameter `T` that specifies a task object that no longer exists, the execution of the program is erroneous. 9

*Implementation Permissions*

10/5 | An implementation may omit support for `Asynchronous_Task_Control` if it is infeasible to support it in the target environment.

11 | NOTE 1 It is a consequence of the priority rules that held tasks cannot be dispatched on any processor in a partition (unless they are inheriting priorities) since their priorities are defined to be below the priority of any idle task.

12 | NOTE 2 The effect of calling `Get_Priority` and `Set_Priority` on a Held task is the same as on any other task.

13 | NOTE 3 Calling `Hold` on a held task or `Continue` on a non-held task has no effect.

14 | NOTE 4 The rules affecting queuing are derived from the above rules, in addition to the normal priority rules:

- 15 | • When a held task is on the ready queue, its priority is so low as to never reach the top of the queue as long as there are other tasks on that queue.
- 16 | • If a task is executing in a protected action, inside a rendezvous, or is inheriting priorities from other sources (e.g. when activated), it continues to execute until it is no longer executing the corresponding construct.
- 17 | • If a task becomes held while waiting (as a caller) for a rendezvous to complete, the active priority of the accepting task is not affected.
- 18/1 | • If a task becomes held while waiting in a `selective_accept`, and an entry call is issued to one of the open entries, the corresponding `accept_alternative` executes. When the rendezvous completes, the active priority of the accepting task is lowered to the held priority (unless it is still inheriting from other sources), and the task does not execute until another `Continue`.
- 19 | • The same holds if the held task is the only task on a protected entry queue whose barrier becomes open. The corresponding entry body executes.

## D.12 Other Optimizations and Determinism Rules

1/3 | This subclause describes various requirements for improving the response and determinism in a real-time system.

*Implementation Requirements*

2 | If the implementation blocks interrupts (see C.3) not as a result of direct user action (e.g. an execution of a protected action) there shall be an upper bound on the duration of this blocking.

3 | The implementation shall recognize entry-less protected types. The overhead of acquiring the execution resource of an object of such a type (see 9.5.1) shall be minimized. In particular, there should not be any overhead due to evaluating `entry_barrier` conditions.

4 | `Unchecked_Deallocation` shall be supported for terminated tasks that are designated by access types, and shall have the effect of releasing all the storage associated with the task. This includes any run-time system or heap storage that has been implicitly allocated for the task by the implementation.

*Documentation Requirements*

5 | The implementation shall document the upper bound on the duration of interrupt blocking caused by the implementation. If this is different for different interrupts or interrupt priority levels, it should be documented for each case.

*Metrics*

6 | The implementation shall document the following metric:

- 7 | • The overhead associated with obtaining a mutual-exclusive access to an entry-less protected object. This shall be measured in the following way:

For a protected object of the form:

```

protected Lock is
  procedure Set;
  function Read return Boolean;
private
  Flag : Boolean := False;
end Lock;

protected body Lock is
  procedure Set is
  begin
    Flag := True;
  end Set;
  function Read return Boolean
  begin
    return Flag;
  end Read;
end Lock;

```

The execution time, in processor clock cycles, of a call to Set. This shall be measured between the point just before issuing the call, and the point just after the call completes. The function Read shall be called later to verify that Set was indeed called (and not optimized away). The calling task shall have sufficiently high priority as to not be preempted during the measurement period. The protected object shall have sufficiently high ceiling priority to allow the task to call Set.

For a multiprocessor, if supported, the metric shall be reported for the case where no contention (on the execution resource) exists from tasks executing on other processors.

## D.13 The Ravenscar and Jorvik Profiles

This subclause defines the Ravenscar and Jorvik profiles.

*Paragraphs 2 and 3 were moved to 13.12, “Pragma Restrictions and Pragma Profile”.*

### *Legality Rules*

The *profile\_identifier* Ravenscar and *profile\_identifier* Jorvik are usage profiles (see 13.12). For usage profiles Ravenscar and Jorvik, there shall be no *profile\_pragma\_argument\_associations*.

### *Static Semantics*

The usage profile Ravenscar is equivalent to the following set of pragmas:

```

6/4  pragma Task_Dispatching_Policy (FIFO_Within_Priorities);
pragma Locking_Policy (Ceiling_Locking);
pragma Detect_Blocking;
pragma Restrictions (
    No_Abort_Statements,
    No_Dynamic_Attachment,
    No_Dynamic_CPU_Assignment,
    No_Dynamic_Priorities,
    No_Implicit_Heap_Allocations,
    No_Local_Protected_Objects,
    No_Local_Timing_Events,
    No_Protected_Type_Allocators,
    No_Relative_Delay,
    No_Requeue_Statements,
    No_Select_Statements,
    No_Specific_Termination_Handlers,
    No_Task_Allocators,
    No_Task_Hierarchy,
    No_Task_Termination,
    Simple_Barriers,
    Max_Entry_Queue_Length => 1,
    Max_Protected_Entries => 1,
    Max_Task_Entries => 0,
    No_Dependence => Ada.Asynchronous_Task_Control,
    No_Dependence => Ada.Calendar,
    No_Dependence => Ada.Execution_Time.Group_Budgets,
    No_Dependence => Ada.Execution_Time.Timers,
    No_Dependence => Ada.Synchronous_Barriers,
    No_Dependence => Ada.Task_Attributes,
    No_Dependence => System.Multiprocessors.Dispatching_Domains);

```

6.1/5 The usage profile Jorvik is equivalent to the following set of pragmas:

```

6.2/5  pragma Task_Dispatching_Policy (FIFO_Within_Priorities);
pragma Locking_Policy (Ceiling_Locking);
pragma Detect_Blocking;
pragma Restrictions (
    No_Abort_Statements,
    No_Dynamic_Attachment,
    No_Dynamic_CPU_Assignment,
    No_Dynamic_Priorities,
    No_Local_Protected_Objects,
    No_Local_Timing_Events,
    No_Protected_Type_Allocators,
    No_Requeue_Statements,
    No_Select_Statements,
    No_Specific_Termination_Handlers,
    No_Task_Allocators,
    No_Task_Hierarchy,
    No_Task_Termination,
    Pure_Barriers,
    Max_Task_Entries => 0,
    No_Dependence => Ada.Asynchronous_Task_Control,
    No_Dependence => Ada.Execution_Time.Group_Budgets,
    No_Dependence => Ada.Execution_Time.Timers,
    No_Dependence => Ada.Task_Attributes,
    No_Dependence => System.Multiprocessors.Dispatching_Domains);

```

*Paragraph 7 and 8 were deleted.*

#### *Implementation Requirements*

8/4



*Implementation Advice*

On a multiprocessor system, an implementation should support a fully partitioned approach if one of these profiles is specified. Each processor should have separate and disjoint ready queues. 9/5

NOTE 1 For the Ravenscar profile, the effect of the restriction `Max_Entry_Queue_Length => 1` applies only to protected entry queues due to the accompanying restriction `Max_Task_Entries => 0`. The restriction `Max_Entry_Queue_Length` is not applied by the Jorvik profile. 10/5

NOTE 2 When the Ravenscar or Jorvik profile is in effect (via the effect of the `No_Dynamic_CPU_Assignment` restriction), all of the tasks in the partition will execute on a single CPU unless the programmer explicitly uses `aspect CPU` to specify the CPU assignments for tasks. The use of multiple CPUs requires care, as many guarantees of single CPU scheduling no longer apply. 11/5

NOTE 3 It is not recommended to specify the CPU of a task to be `Not_A_Specific_CPU` when the Ravenscar or Jorvik profile is in effect. How a partition executes strongly depends on the assignment of tasks to CPUs. 12/5

NOTE 4 Any unit that meets the requirements of the Ravenscar profile also meets the requirements of the Jorvik profile. 13/5

## D.14 Execution Time

This subclause describes a language-defined package to measure execution time. 1/3

*Static Semantics*

The following language-defined library package exists: 2/2

```

with Ada.Task_Identification;
with Ada.Real_Time; use Ada.Real_Time;
package Ada.Execution_Time
  with Nonblocking, Global => in out synchronized is
  type CPU_Time is private;
  CPU_Time_First : constant CPU_Time;
  CPU_Time_Last : constant CPU_Time;
  CPU_Time_Unit : constant := implementation-defined-real-number;
  CPU_Tick : constant Time_Span;

  function Clock
    (T : Ada.Task_Identification.Task_Id
     := Ada.Task_Identification.Current_Task)
    return CPU_Time;

  function "+" (Left : CPU_Time; Right : Time_Span) return CPU_Time;
  function "+" (Left : Time_Span; Right : CPU_Time) return CPU_Time;
  function "-" (Left : CPU_Time; Right : Time_Span) return CPU_Time;
  function "-" (Left : CPU_Time; Right : CPU_Time) return Time_Span;

  function "<" (Left, Right : CPU_Time) return Boolean;
  function "<=" (Left, Right : CPU_Time) return Boolean;
  function ">" (Left, Right : CPU_Time) return Boolean;
  function ">=" (Left, Right : CPU_Time) return Boolean;

  procedure Split
    (T : in CPU_Time; SC : out Seconds_Count; TS : out Time_Span);

  function Time_Of (SC : Seconds_Count;
                  TS : Time_Span := Time_Span_Zero) return CPU_Time;

  Interrupt_Clocks_Supported : constant Boolean := implementation-defined;
  Separate_Interrupt_Clocks_Supported : constant Boolean :=
    implementation-defined;

  function Clock_For_Interrupts return CPU_Time;

private
  ... -- not specified by the language
end Ada.Execution_Time;

```

- 11/3 The *execution time* or CPU time of a given task is defined as the time spent by the system executing that task, including the time spent executing run-time or system services on its behalf. The mechanism used to measure execution time is implementation defined. The Boolean constant `Interrupt_Clocks_Supported` is set to True if the implementation separately accounts for the execution time of interrupt handlers. If it is set to False it is implementation defined which task, if any, is charged the execution time that is consumed by interrupt handlers. The Boolean constant `Separate_Interrupt_Clocks_Supported` is set to True if the implementation separately accounts for the execution time of individual interrupt handlers (see D.14.3).
- 12/2 The type `CPU_Time` represents the execution time of a task. The set of values of this type corresponds one-to-one with an implementation-defined range of mathematical integers.
- 13/2 The `CPU_Time` value `I` represents the half-open execution-time interval that starts with `I*CPU_Time_Unit` and is limited by `(I+1)*CPU_Time_Unit`, where `CPU_Time_Unit` is an implementation-defined real number. For each task, the execution time value is set to zero at the creation of the task.
- 14/2 `CPU_Time_First` and `CPU_Time_Last` are the smallest and largest values of the `CPU_Time` type, respectively.
- 14.1/3 The execution time value for the function `Clock_For_Interrupts` is initialized to zero.

*Dynamic Semantics*

- 15/2 `CPU_Time_Unit` is the smallest amount of execution time representable by the `CPU_Time` type; it is expressed in seconds. A *CPU clock tick* is an execution time interval during which the clock value (as observed by calling the `Clock` function) remains constant. `CPU_Tick` is the average length of such intervals.
- 16/2 The effects of the operators on `CPU_Time` and `Time_Span` are as for the operators defined for integer types.
- 17/2 The function `Clock` returns the current execution time of the task identified by `T`; `Tasking_Error` is raised if that task has terminated; `Program_Error` is raised if the value of `T` is `Task_Identification.Null_Task_Id`.
- 18/2 The effects of the `Split` and `Time_Of` operations are defined as follows, treating values of type `CPU_Time`, `Time_Span`, and `Seconds_Count` as mathematical integers. The effect of `Split` (`T`, `SC`, `TS`) is to set `SC` and `TS` to values such that  $T * \text{CPU\_Time\_Unit} = SC * 1.0 + TS * \text{CPU\_Time\_Unit}$ , and  $0.0 \leq TS * \text{CPU\_Time\_Unit} < 1.0$ . The value returned by `Time_Of`(`SC`,`TS`) is the execution-time value `T` such that  $T * \text{CPU\_Time\_Unit} = SC * 1.0 + TS * \text{CPU\_Time\_Unit}$ .
- 18.1/3 The function `Clock_For_Interrupts` returns the total cumulative time spent executing within all interrupt handlers. This time is not allocated to any task execution time clock. If `Interrupt_Clocks_Supported` is set to False the function raises `Program_Error`.

*Erroneous Execution*

- 19/2 For a call of `Clock`, if the task identified by `T` no longer exists, the execution of the program is erroneous.

*Implementation Requirements*

- 20/2 The range of `CPU_Time` values shall be sufficient to uniquely represent the range of execution times from the task start-up to 50 years of execution time later. `CPU_Tick` shall be no greater than 1 millisecond.

*Documentation Requirements*

- 21/2 The implementation shall document the values of `CPU_Time_First`, `CPU_Time_Last`, `CPU_Time_Unit`, and `CPU_Tick`.

The implementation shall document the properties of the underlying mechanism used to measure execution times, such as the range of values supported and any relevant aspects of the underlying hardware or operating system facilities used. 22/2

#### Metrics

The implementation shall document the following metrics: 23/2

- An upper bound on the execution-time duration of a clock tick. This is a value  $D$  such that if  $t_1$  and  $t_2$  are any execution times of a given task such that  $t_1 < t_2$  and  $\text{Clock}_{t_1} = \text{Clock}_{t_2}$  then  $t_2 - t_1 \leq D$ . 24/2
- An upper bound on the size of a clock jump. A clock jump is the difference between two successive distinct values of an execution-time clock (as observed by calling the Clock function with the same Task\_Id). 25/2
- An upper bound on the execution time of a call to the Clock function, in processor clock cycles. 26/2
- Upper bounds on the execution times of the operators of the type CPU\_Time, in processor clock cycles. 27/2

#### Implementation Permissions

Implementations targeted to machines with word size smaller than 32 bits may omit support for the full range and granularity of the CPU\_Time type. 28/5

#### Implementation Advice

When appropriate, implementations should provide configuration mechanisms to change the value of CPU\_Tick. 29/2

## D.14.1 Execution Time Timers

This subclause describes a language-defined package that provides a facility for calling a handler when a task has used a defined amount of CPU time. 1/3

#### Static Semantics

The following language-defined library package exists: 2/2

```
with System;
package Ada.Execution_Time.Timers
with Nonblocking, Global => in out synchronized is
  type Timer (T : not null access constant
              Ada.Task_Identification.Task_Id) is
    tagged limited private;
  type Timer_Handler is
    access protected procedure (TM : in out Timer)
    with Nonblocking => False;
  Min_Handler_Ceiling : constant System.Any_Priority :=
    implementation-defined;
  procedure Set_Handler (TM      : in out Timer;
                        In_Time  : in Time_Span;
                        Handler   : in Timer_Handler);
  procedure Set_Handler (TM      : in out Timer;
                        At_Time  : in CPU_Time;
                        Handler   : in Timer_Handler);
  function Current_Handler (TM : Timer) return Timer_Handler;
  procedure Cancel_Handler (TM      : in out Timer;
                            Cancelled : out Boolean);
```

```

8/2      function Time_Remaining (TM : Timer) return Time_Span;
9/2      Timer_Resource_Error : exception;
10/2     private
        ... -- not specified by the language
        end Ada.Execution_Time.Timers;

```

11/2 The type `Timer` represents an execution-time event for a single task and is capable of detecting execution-time overruns. The access discriminant `T` identifies the task concerned. The type `Timer` needs finalization (see 7.6).

12/2 An object of type `Timer` is said to be *set* if it is associated with a nonnull value of type `Timer_Handler` and *cleared* otherwise. All `Timer` objects are initially cleared.

13/2 The type `Timer_Handler` identifies a protected procedure to be executed by the implementation when the timer expires. Such a protected procedure is called a *handler*.

#### *Dynamic Semantics*

14/2 When a `Timer` object is created, or upon the first call of a `Set_Handler` procedure with the timer as parameter, the resources required to operate an execution-time timer based on the associated execution-time clock are allocated and initialized. If this operation would exceed the available resources, `Timer_Resource_Error` is raised.

15/3 The procedures `Set_Handler` associate the handler `Handler` with the timer `TM`: if `Handler` is **null**, the timer is cleared; otherwise, it is set. The first procedure `Set_Handler` loads the timer `TM` with an interval specified by the `Time_Span` parameter. In this mode, the timer `TM` *expires* when the execution time of the task identified by `TM.T.all` has increased by `In_Time`; if `In_Time` is less than or equal to zero, the timer expires immediately. The second procedure `Set_Handler` loads the timer `TM` with the absolute value specified by `At_Time`. In this mode, the timer `TM` expires when the execution time of the task identified by `TM.T.all` reaches `At_Time`; if the value of `At_Time` has already been reached when `Set_Handler` is called, the timer expires immediately.

16/2 A call of a procedure `Set_Handler` for a timer that is already set replaces the handler and the (absolute or relative) execution time; if `Handler` is not **null**, the timer remains set.

17/2 When a timer expires, the associated handler is executed, passing the timer as parameter. The initial action of the execution of the handler is to clear the event.

18/3 The function `Current_Handler` returns the handler associated with the timer `TM` if that timer is set; otherwise, it returns **null**.

19/3 The procedure `Cancel_Handler` clears the timer if it is set. `Cancelled` is assigned `True` if the timer was set prior to it being cleared; otherwise, it is assigned `False`.

20/3 The function `Time_Remaining` returns the execution time interval that remains until the timer `TM` would expire, if that timer is set; otherwise, it returns `Time_Span_Zero`.

21/2 The constant `Min_Handler_Ceiling` is the minimum ceiling priority required for a protected object with a handler to ensure that no ceiling violation will occur when that handler is invoked.

22/2 As part of the finalization of an object of type `Timer`, the timer is cleared.

23/2 For all the subprograms defined in this package, `Tasking_Error` is raised if the task identified by `TM.T.all` has terminated, and `Program_Error` is raised if the value of `TM.T.all` is `Task_Identification.Null_Task_Id`.

24/2 An exception propagated from a handler invoked as part of the expiration of a timer has no effect.

*Erroneous Execution*

For a call of any of the subprograms defined in this package, if the task identified by TM.T.all no longer exists, the execution of the program is erroneous. 25/2

*Implementation Requirements*

For a given Timer object, the implementation shall perform the operations declared in this package atomically with respect to any of these operations on the same Timer object. The replacement of a handler by a call of Set\_Handler shall be performed atomically with respect to the execution of the handler. 26/2

When an object of type Timer is finalized, the system resources used by the timer shall be deallocated. 27/2

*Implementation Permissions*

Implementations may limit the number of timers that can be defined for each task. If this limit is exceeded, then Timer\_Resource\_Error is raised. 28/3

NOTE A Timer\_Handler can be associated with several Timer objects. 29/2

## D.14.2 Group Execution Time Budgets

This subclause describes a language-defined package to assign execution time budgets to groups of tasks. 1/3

*Static Semantics*

The following language-defined library package exists: 2/2

```

with System;
with System.Multiprocessors;
package Ada.Execution_Time.Group_Budgets
with Nonblocking, Global => in out synchronized is
  type Group_Budget (CPU : System.Multiprocessors.CPU :=
    System.Multiprocessors.CPU'First)
    is tagged limited private;
  type Group_Budget_Handler is access
    protected procedure (GB : in out Group_Budget)
    with Nonblocking => False;
  type Task_Array is array (Positive range <>) of
    Ada.Task_Identification.Task_Id;
  Min_Handler_Ceiling : constant System.Any_Priority :=
    implementation-defined;
  procedure Add_Task (GB : in out Group_Budget;
    T : in Ada.Task_Identification.Task_Id);
  procedure Remove_Task (GB : in out Group_Budget;
    T : in Ada.Task_Identification.Task_Id);
  function Is_Member (GB : Group_Budget;
    T : Ada.Task_Identification.Task_Id) return Boolean;
  function Is_A_Group_Member
    (T : Ada.Task_Identification.Task_Id) return Boolean;
  function Members (GB : Group_Budget) return Task_Array;
  procedure Replenish (GB : in out Group_Budget; To : in Time_Span);
  procedure Add (GB : in out Group_Budget; Interval : in Time_Span);
  function Budget_Has_Expired (GB : Group_Budget) return Boolean;
  function Budget_Remaining (GB : Group_Budget) return Time_Span;
  procedure Set_Handler (GB : in out Group_Budget;
    Handler : in Group_Budget_Handler);
  function Current_Handler (GB : Group_Budget)
    return Group_Budget_Handler;
  procedure Cancel_Handler (GB : in out Group_Budget;
    Cancelled : out Boolean);

```

```

11/2     Group_Budget_Error : exception;
12/2     private
        -- not specified by the language
        end Ada.Execution_Time.Group_Budgets;

```

13/2 The type `Group_Budget` represents an execution time budget to be used by a group of tasks. The type `Group_Budget` needs finalization (see 7.6). A task can belong to at most one group. Tasks of any priority can be added to a group.

14/2 An object of type `Group_Budget` has an associated nonnegative value of type `Time_Span` known as its *budget*, which is initially `Time_Span_Zero`. The type `Group_Budget_Handler` identifies a protected procedure to be executed by the implementation when the budget is *exhausted*, that is, reaches zero. Such a protected procedure is called a *handler*.

15/2 An object of type `Group_Budget` also includes a handler, which is a value of type `Group_Budget_Handler`. The handler of the object is said to be *set* if it is not null and *cleared* otherwise. The handler of all `Group_Budget` objects is initially cleared.

#### *Dynamic Semantics*

16/2 The procedure `Add_Task` adds the task identified by `T` to the group `GB`; if that task is already a member of some other group, `Group_Budget_Error` is raised.

17/2 The procedure `Remove_Task` removes the task identified by `T` from the group `GB`; if that task is not a member of the group `GB`, `Group_Budget_Error` is raised. After successful execution of this procedure, the task is no longer a member of any group.

18/3 The function `Is_Member` returns `True` if the task identified by `T` is a member of the group `GB`; otherwise, it returns `False`.

19/3 The function `Is_A_Group_Member` returns `True` if the task identified by `T` is a member of some group; otherwise, it returns `False`.

20/2 The function `Members` returns an array of values of type `Task_Identification.Task_Id` identifying the members of the group `GB`. The order of the components of the array is unspecified.

21/3 The procedure `Replenish` loads the group budget `GB` with `To` as the `Time_Span` value. The exception `Group_Budget_Error` is raised if the `Time_Span` value `To` is nonpositive. Any execution on CPU of any member of the group of tasks results in the budget counting down, unless exhausted. When the budget becomes exhausted (reaches `Time_Span_Zero`), the associated handler is executed if the handler of group budget `GB` is set. Nevertheless, the tasks continue to execute.

22/2 The procedure `Add` modifies the budget of the group `GB`. A positive value for `Interval` increases the budget. A negative value for `Interval` reduces the budget, but never below `Time_Span_Zero`. A zero value for `Interval` has no effect. A call of procedure `Add` that results in the value of the budget going to `Time_Span_Zero` causes the associated handler to be executed if the handler of the group budget `GB` is set.

23/3 The function `Budget_Has_Expired` returns `True` if the budget of group `GB` is exhausted (equal to `Time_Span_Zero`); otherwise, it returns `False`.

24/2 The function `Budget_Remaining` returns the remaining budget for the group `GB`. If the budget is exhausted it returns `Time_Span_Zero`. This is the minimum value for a budget.

25/3 The procedure `Set_Handler` associates the handler `Handler` with the `Group_Budget` `GB`: if `Handler` is `null`, the handler of `Group_Budget` is cleared; otherwise, it is set.

- A call of `Set_Handler` for a `Group_Budget` that already has a handler set replaces the handler; if `Handler` is not **null**, the handler for `Group_Budget` remains set. 26/2
- The function `Current_Handler` returns the handler associated with the group budget `GB` if the handler for that group budget is set; otherwise, it returns **null**. 27/3
- The procedure `Cancel_Handler` clears the handler for the group budget if it is set. `Cancelled` is assigned **True** if the handler for the group budget was set prior to it being cleared; otherwise, it is assigned **False**. 28/3
- The constant `Min_Handler_Ceiling` is the minimum ceiling priority required for a protected object with a handler to ensure that no ceiling violation will occur when that handler is invoked. 29/2
- The precision of the accounting of task execution time to a `Group_Budget` is the same as that defined for execution-time clocks from the parent package. 30/2
- As part of the finalization of an object of type `Group_Budget` all member tasks are removed from the group identified by that object. 31/2
- If a task is a member of a `Group_Budget` when it terminates, then as part of the finalization of the task it is removed from the group. 32/3
- For all the operations defined in this package, `Tasking_Error` is raised if the task identified by `T` has terminated, and `Program_Error` is raised if the value of `T` is `Task_Identification.Null_Task_Id`. 33/2
- An exception propagated from a handler invoked when the budget of a group of tasks becomes exhausted has no effect. 34/2

*Erroneous Execution*

- For a call of any of the subprograms defined in this package, if the task identified by `T` no longer exists, the execution of the program is erroneous. 35/2

*Implementation Requirements*

- For a given `Group_Budget` object, the implementation shall perform the operations declared in this package atomically with respect to any of these operations on the same `Group_Budget` object. The replacement of a handler, by a call of `Set_Handler`, shall be performed atomically with respect to the execution of the handler. 36/2
- NOTE 1 Clearing or setting of the handler of a group budget does not change the current value of the budget. Exhaustion or loading of a budget does not change whether the handler of the group budget is set or cleared. 37/2
- NOTE 2 A `Group_Budget_Handler` can be associated with several `Group_Budget` objects. 38/2

## D.14.3 Execution Time of Interrupt Handlers

1/3 This subclause describes a language-defined package to measure the execution time of interrupt handlers.

### *Static Semantics*

2/3 The following language-defined library package exists:

```
3/5   with Ada.Interrupts;
      package Ada.Execution_Time.Interrupts
      with Nonblocking, Global => in out synchronized is
          function Clock (Interrupt : Ada.Interrupts.Interrupt_Id)
              return CPU_Time;
          function Supported (Interrupt : Ada.Interrupts.Interrupt_Id)
              return Boolean;
      end Ada.Execution_Time.Interrupts;
```

4/3 The execution time or CPU time of a given interrupt *Interrupt* is defined as the time spent by the system executing interrupt handlers identified by *Interrupt*, including the time spent executing run-time or system services on its behalf. The mechanism used to measure execution time is implementation defined. Time spent executing interrupt handlers is distinct from time spent executing any task.

5/3 For each interrupt, the execution time value is initially set to zero.

### *Dynamic Semantics*

6/3 The function *Clock* returns the current cumulative execution time of the interrupt identified by *Interrupt*. If *Separate\_Interrupt\_Clocks\_Supported* is set to *False* the function raises *Program\_Error*.

7/3 The function *Supported* returns *True* if the implementation is monitoring the execution time of the interrupt identified by *Interrupt*; otherwise, it returns *False*. For any *Interrupt\_Id Interrupt* for which *Supported(Interrupt)* returns *False*, the function *Clock(Interrupt)* will return a value equal to *Ada.Execution\_Time.Time\_Of(0)*.

## D.15 Timing Events

1/5 This subclause describes a language-defined package to allow user-defined protected procedures to be executed at a specified time without the use of a task or a delay statement.

### *Static Semantics*

2/2 The following language-defined library package exists:

```
3/5   package Ada.Real_Time.Timing_Events
      with Nonblocking, Global => in out synchronized is
4/5   type Timing_Event is tagged limited private;
      type Timing_Event_Handler
          is access protected procedure (Event : in out Timing_Event)
          with Nonblocking => False;
5/2   procedure Set_Handler (Event   : in out Timing_Event;
                           At_Time : in Time;
                           Handler  : in Timing_Event_Handler);
      procedure Set_Handler (Event   : in out Timing_Event;
                           In_Time  : in Time_Span;
                           Handler  : in Timing_Event_Handler);
      function Current_Handler (Event : Timing_Event)
          return Timing_Event_Handler;
      procedure Cancel_Handler (Event   : in out Timing_Event;
                               Cancelled : out Boolean);
```



```

    function Time_Of_Event (Event : Timing_Event) return Time;           6/2
private                                                                 7/2
    ... -- not specified by the language
end Ada.Real_Time.Timing_Events;

```

The type `Timing_Event` represents a time in the future when an event is to occur. The type `Timing_Event` needs finalization (see 7.6). 8/2

An object of type `Timing_Event` is said to be *set* if it is associated with a nonnull value of type `Timing_Event_Handler` and *cleared* otherwise. All `Timing_Event` objects are initially cleared. 9/2

The type `Timing_Event_Handler` identifies a protected procedure to be executed by the implementation when the timing event occurs. Such a protected procedure is called a *handler*. 10/2

#### *Dynamic Semantics*

The procedures `Set_Handler` associate the handler `Handler` with the event `Event`: if `Handler` is **null**, the event is cleared; otherwise, it is set. The first procedure `Set_Handler` sets the execution time for the event to be `At_Time`. The second procedure `Set_Handler` sets the execution time for the event to be `Real_Time.Clock + In_Time`. 11/3

A call of a procedure `Set_Handler` for an event that is already set replaces the handler and the time of execution; if `Handler` is not **null**, the event remains set. 12/2

As soon as possible after the time set for the event, the handler is executed, passing the event as parameter. The handler is only executed if the timing event is in the set state at the time of execution. The initial action of the execution of the handler is to clear the event. 13/2

If the `Ceiling_Locking` policy (see D.3) is in effect when a procedure `Set_Handler` is called, a check is made that the ceiling priority of `Handler.all` is `Interrupt_Priority'Last`. If the check fails, `Program_Error` is raised. 14/2

If a procedure `Set_Handler` is called with zero or negative `In_Time` or with `At_Time` indicating a time in the past, then the handler is executed as soon as possible after the completion of the call of `Set_Handler`. 15/3

The function `Current_Handler` returns the handler associated with the event `Event` if that event is set; otherwise, it returns **null**. 16/3

The procedure `Cancel_Handler` clears the event if it is set. `Cancelled` is assigned `True` if the event was set prior to it being cleared; otherwise, it is assigned `False`. 17/3

The function `Time_Of_Event` returns the time of the event if the event is set; otherwise, it returns `Real_Time.Time_First`. 18/3

As part of the finalization of an object of type `Timing_Event`, the `Timing_Event` is cleared. 19/2

If several timing events are set for the same time, they are executed in FIFO order of being set. 20/2

An exception propagated from a handler invoked by a timing event has no effect. 21/2

#### *Implementation Requirements*

For a given `Timing_Event` object, the implementation shall perform the operations declared in this package atomically with respect to any of these operations on the same `Timing_Event` object. The replacement of a handler by a call of `Set_Handler` shall be performed atomically with respect to the execution of the handler. 22/2

*Metrics*

- 23/2 The implementation shall document the following metric:
- 24/3
- An upper bound on the lateness of the execution of a handler. That is, the maximum time between the time specified for the event and when a handler is actually invoked assuming no other handler or task is executing during this interval.

*Implementation Advice*

- 25/2 The protected handler procedure should be executed directly by the real-time clock interrupt mechanism.
- 26/2 NOTE 1 Since a call of `Set_Handler` is not a potentially blocking operation, it can be called from within a handler.
- 27/2 NOTE 2 A `Timing_Event_Handler` can be associated with several `Timing_Event` objects.

## D.16 Multiprocessor Implementation

- 1/3 This subclause allows implementations on multiprocessor platforms to be configured.

*Static Semantics*

- 2/3 The following language-defined library package exists:

```

3/5 package System.Multiprocessors
    with Preelaborate, Nonblocking, Global => in out synchronized is
4/3     type CPU_Range is range 0 .. implementation-defined;
        Not_A_Specific_CPU : constant CPU_Range := 0;
        subtype CPU is CPU_Range range 1 .. CPU_Range'Last;
5/3     function Number_Of_CPUs return CPU;
    end System.Multiprocessors;
```

- 6/3 A call of `Number_Of_CPUs` returns the number of processors available to the program. Within a given partition, each call on `Number_Of_CPUs` will return the same value.

- 7/5 For a task type (including the anonymous type of a `single_task_declaration`), protected type (including the anonymous type of a `single_protected_declaration`), or subprogram, the following language-defined representation aspect may be specified:

- 8/3 CPU           The aspect CPU is an expression, which shall be of type `System.Multiprocessors.CPU_Range`.

*Legality Rules*

- 9/3 If the CPU aspect is specified for a subprogram, the expression shall be static.
- 10/5 The CPU aspect shall not be specified on a task or protected interface type.

*Dynamic Semantics*

- 11/5 The expression specified for the CPU aspect of a task or protected type is evaluated each time an object of the corresponding type is created (see 9.1 and 9.4). The CPU value is then associated with the object.
- 12/3 The CPU aspect has no effect if it is specified for a subprogram other than the main subprogram; the CPU value is not associated with any task.
- 13/3 The CPU value is associated with the environment task if the CPU aspect is specified for the main subprogram. If the CPU aspect is not specified for the main subprogram it is implementation defined on which processor the environment task executes.

For a task, the CPU value determines the processor on which the task will activate and execute; the task is said to be assigned to that processor. If the CPU value is `Not_A_Specific_CPU`, then the task is not assigned to a processor. A task without a CPU aspect specified will activate and execute on the same processor as its activating task if the activating task is assigned a processor. If the CPU value is not in the range of `System.Multiprocessors.CPU_Range` or is greater than `Number_Of_CPUs` the task is defined to have failed, and it becomes a completed task (see 9.2). 14/5

For a protected type, the CPU value determines the processor on which calling tasks will execute; the protected object is said to be assigned to that processor. If the CPU value is `Not_A_Specific_CPU`, then the protected object is not assigned to a processor. A call to a protected object that is assigned to a processor from a task that is not assigned a processor or is assigned a different processor raises `Program_Error`. 15/5

*Implementation Advice*

Starting a protected action on a protected object statically assigned to a processor should be implemented without busy-waiting. 16/5

## D.16.1 Multiprocessor Dispatching Domains

This subclause allows implementations on multiprocessor platforms to be partitioned into distinct dispatching domains during program startup. 1/3

*Static Semantics*

The following language-defined library package exists: 2/3

```

with Ada.Real_Time;
with Ada.Task_Identification;
package System.Multiprocessors.Dispatching_Domains
with Nonblocking, Global => in out synchronized is
  Dispatching_Domain_Error : exception;
  type Dispatching_Domain (<>) is limited private;
  System_Dispatching_Domain : constant Dispatching_Domain;
  function Create (First : CPU; Last : CPU_Range) return
Dispatching_Domain;
  function Get_First_CPU (Domain : Dispatching_Domain) return CPU;
  function Get_Last_CPU (Domain : Dispatching_Domain) return CPU_Range;
  type CPU_Set is array(CPU range <>) of Boolean;
  function Create (Set : CPU_Set) return Dispatching_Domain;
  function Get_CPU_Set (Domain : Dispatching_Domain) return CPU_Set;
  function Get_Dispatching_Domain
(T : Ada.Task_Identification.Task_Id :=
Ada.Task_Identification.Current_Task)
return Dispatching_Domain;
  procedure Assign_Task
(Domain : in out Dispatching_Domain;
CPU : in CPU_Range := Not_A_Specific_CPU;
T : in Ada.Task_Identification.Task_Id :=
Ada.Task_Identification.Current_Task);
  procedure Set_CPU
(CPU : in CPU_Range;
T : in Ada.Task_Identification.Task_Id :=
Ada.Task_Identification.Current_Task);

```

3/5
4/3
5/3
6/3
7/4
8/3
9/4
9.1/4
9.2/4
9.3/4
10/3
11/3
12/3

```

13/3     function Get_CPU
          (T      : Ada.Task_Identification.Task_Id :=
           Ada.Task_Identification.Current_Task)
          return CPU_Range;
14/3     procedure Delay_Until_And_Set_CPU
          (Delay_Until_Time : in Ada.Real_Time.Time; CPU : in CPU_Range);
15/3     private
          ... -- not specified by the language
          end System.Multiprocessors.Dispatching_Domains;

```

16/4 A *dispatching domain* represents a set of processors on which a task may execute. Each processor is contained within exactly one dispatching domain. An object of type `Dispatching_Domain` identifies a dispatching domain. `System.Dispatching_Domain` identifies a domain that contains the processor or processors on which the environment task executes. At program start-up all processors are contained within this domain.

17/3 For a task type (including the anonymous type of a `single_task_declaration`), the following language-defined representation aspect may be specified:

```

18/3 Dispatching_Domain
      The value of aspect Dispatching_Domain is an expression, which shall be of type
      Dispatching_Domains.Dispatching_Domain. This aspect is the domain to which the task (or
      all objects of the task type) are assigned.

```

#### *Legality Rules*

19/3 The `Dispatching_Domain` aspect shall not be specified for a task interface.

#### *Dynamic Semantics*

20/4 The expression specified for the `Dispatching_Domain` aspect of a task type is evaluated each time an object of the task type is created (see 9.1). If the identified dispatching domain is empty, then `Dispatching_Domain_Error` is raised; otherwise the newly created task is assigned to the domain identified by the value of the expression.

21/3 If a task is not explicitly assigned to any domain, it is assigned to that of the activating task. A task always executes on some CPU in its domain.

22/4 If both the dispatching domain and CPU are specified for a task, and the CPU value is not contained within the set of processors for the domain (and is not `Not_A_Specific_CPU`), the activation of the task is defined to have failed, and it becomes a completed task (see 9.2).

23/4 The function `Create` with `First` and `Last` parameters creates and returns a dispatching domain containing all the processors in the range `First .. Last`. The function `Create` with a `Set` parameter creates and returns a dispatching domain containing the processors for which `Set(I)` is `True`. These processors are removed from `System.Dispatching_Domain`. A call of `Create` will raise `Dispatching_Domain_Error` if any designated processor is not currently in `System.Dispatching_Domain`, or if the system cannot support a distinct domain over the processors identified, or if a processor has a task assigned to it, or if the allocation would leave `System.Dispatching_Domain` empty. A call of `Create` will raise `Dispatching_Domain_Error` if the calling task is not the environment task, or if `Create` is called after the call to the main subprogram.

24/4 The function `Get_First_CPU` returns the first CPU in `Domain`, or `CPU'First` if `Domain` is empty; `Get_Last_CPU` returns the last CPU in `Domain`, or `CPU_Range'First` if `Domain` is empty. The function `Get_CPU_Set(D)` returns an array whose low bound is `Get_First_CPU(D)`, whose high bound is `Get_Last_CPU(D)`, with `True` values in the `Set` corresponding to the CPUs that are in the given `Domain`.

25/4 The function `Get_Dispatching_Domain` returns the dispatching domain on which the task is assigned.

A call of the procedure `Assign_Task` assigns task T to the CPU within the dispatching domain `Domain`. Task T can now execute only on CPU, unless CPU designates `Not_A_Specific_CPU` in which case it can execute on any processor within `Domain`. The exception `Dispatching_Domain_Error` is propagated if `Domain` is empty, T is already assigned to a dispatching domain other than `System_Dispatching_Domain`, or if CPU is not one of the processors of `Domain` (and is not `Not_A_Specific_CPU`). A call of `Assign_Task` is a task dispatching point for task T unless T is inside of a protected action, in which case the effect on task T is delayed until its next task dispatching point. If T is the `Current_Task` the effect is immediate if T is not inside a protected action, otherwise the effect is as soon as practical. Assigning a task already assigned to `System_Dispatching_Domain` to that domain has no effect.

26/4

A call of procedure `Set_CPU` assigns task T to the CPU. Task T can now execute only on CPU, unless CPU designates `Not_A_Specific_CPU`, in which case it can execute on any processor within its dispatching domain. The exception `Dispatching_Domain_Error` is propagated if CPU is not one of the processors of the dispatching domain on which T is assigned (and is not `Not_A_Specific_CPU`). A call of `Set_CPU` is a task dispatching point for task T unless T is inside of a protected action, in which case the effect on task T is delayed until its next task dispatching point. If T is the `Current_Task` the effect is immediate if T is not inside a protected action, otherwise the effect is as soon as practical.

27/4

The function `Get_CPU` returns the processor assigned to task T, or `Not_A_Specific_CPU` if the task is not assigned to a processor.

28/3

A call of `Delay_Until_And_Set_CPU` delays the calling task for the designated time and then assigns the task to the specified processor when the delay expires. The exception `Dispatching_Domain_Error` is propagated if P is not one of the processors of the calling task's dispatching domain (and is not `Not_A_Specific_CPU`).

29/4

#### *Implementation Requirements*

The implementation shall perform the operations `Assign_Task`, `Set_CPU`, `Get_CPU` and `Delay_Until_And_Set_CPU` atomically with respect to any of these operations on the same dispatching\_domain, processor or task.

30/3

Any task that belongs to the system dispatching domain can execute on any CPU within that domain, unless the assignment of the task has been specified.

30.1/4

#### *Implementation Advice*

Each dispatching domain should have separate and disjoint ready queues.

31/3

#### *Documentation Requirements*

The implementation shall document the processor(s) on which the clock interrupt is handled and hence where delay queue and ready queue manipulations occur. For any `Interrupt_Id` whose handler can execute on more than one processor the implementation shall also document this set of processors.

32/3

#### *Implementation Permissions*

An implementation may limit the number of dispatching domains that can be created and raise `Dispatching_Domain_Error` if an attempt is made to exceed this number.

33/3

The implementation may defer the effect of a `Set_CPU` or an `Assign_Task` operation until the specified task leaves an ongoing parallel construct.

34/5



# Annex E

## (normative)

### Distributed Systems

This Annex defines facilities for supporting the implementation of distributed systems using multiple partitions working cooperatively as part of a single Ada program. 1

#### *Post-Compilation Rules*

A *distributed system* is an interconnection of one or more *processing nodes* (a system resource that has both computational and storage capabilities), and zero or more *storage nodes* (a system resource that has only storage capabilities, with the storage addressable by one or more processing nodes). 2

A *distributed program* comprises one or more partitions that execute independently (except when they communicate) in a distributed system. 3

The process of mapping the partitions of a program to the nodes in a distributed system is called *configuring the partitions of the program*. 4

#### *Implementation Requirements*

The implementation shall provide means for explicitly assigning library units to a partition and for the configuring and execution of a program consisting of multiple partitions on a distributed system; the means are implementation defined. 5

#### *Implementation Permissions*

An implementation may require that the set of processing nodes of a distributed system be homogeneous. 6

NOTE 1 The partitions comprising a program can be executed on differently configured distributed systems or on a nondistributed system without requiring recompilation. A distributed program can be partitioned differently from the same set of library units without recompilation. The resulting execution is semantically equivalent. 7/5

NOTE 2 A distributed program retains the same type safety as the equivalent single partition program. 8

## E.1 Partitions

The partitions of a distributed program are classified as either active or passive. 1

#### *Post-Compilation Rules*

An *active partition* is a partition as defined in 10.2. A *passive partition* is a partition that has no thread of control of its own, whose library units are all preelaborated, and whose data and subprograms are accessible to one or more active partitions. 2

A passive partition shall include only `library_items` that either are declared pure or are shared passive (see 10.2.1 and E.2.1). 3

An active partition shall be configured on a processing node. A passive partition shall be configured either on a storage node or on a processing node. 4

The configuration of the partitions of a program onto a distributed system shall be consistent with the possibility for data references or calls between the partitions implied by their semantic dependences. Any reference to data or call of a subprogram across partitions is called a *remote access*. 5

*Dynamic Semantics*

- 6 A `library_item` is elaborated as part of the elaboration of each partition that includes it. If a normal library unit (see E.2) has state, then a separate copy of the state exists in each active partition that elaborates it. The state evolves independently in each such partition.
- 7 An active partition *terminates* when its environment task terminates. A partition becomes *inaccessible* if it terminates or if it is *aborted*. An active partition is aborted when its environment task is aborted. In addition, if a partition fails during its elaboration, it becomes inaccessible to other partitions. Other implementation-defined events can also result in a partition becoming inaccessible.
- 8/1 For a prefix `D` that denotes a library-level declaration, excepting a declaration of or within a declared-pure library unit, the following attribute is defined:
- 9 `D'Partition_Id`  
 Denotes a value of the type *universal\_integer* that identifies the partition in which `D` was elaborated. If `D` denotes the declaration of a remote call interface library unit (see E.2.3) the given partition is the one where the body of `D` was elaborated.

*Bounded (Run-Time) Errors*

- 10/2 It is a bounded error for there to be cyclic elaboration dependences between the active partitions of a single distributed program. The possible effects, in each of the partitions involved, are deadlock during elaboration, or the raising of `Communication_Error` or `Program_Error`.

*Implementation Permissions*

- 11 An implementation may allow multiple active or passive partitions to be configured on a single processing node, and multiple passive partitions to be configured on a single storage node. In these cases, the scheduling policies, treatment of priorities, and management of shared resources between these partitions are implementation defined.
- 12 An implementation may allow separate copies of an active partition to be configured on different processing nodes, and to provide appropriate interactions between the copies to present a consistent state of the partition to other active partitions.
- 13/5 In an implementation, the partitions of a distributed program may be loaded and elaborated at different times; they may be loaded and elaborated one at a time over an extended period of time. An implementation may provide facilities to abort and reload a partition during the execution of a distributed program.
- 14 An implementation may allow the state of some of the partitions of a distributed program to persist while other partitions of the program terminate and are later reinvoked.
- 15/5 NOTE 1 Library units are grouped into partitions after compile time, but before run time. At compile time, only the relevant library unit properties are identified using categorization aspects.
- 16 NOTE 2 The value returned by the `Partition_Id` attribute can be used as a parameter to implementation-provided subprograms in order to query information about the partition.



## E.2 Categorization of Library Units

Library units can be categorized according to the role they play in a distributed program. Certain restrictions are associated with each category to ensure that the semantics of a distributed program remain close to the semantics for a nondistributed program. 1

A *categorization aspect* restricts the declarations, child units, or semantic dependences of the library unit to which it applies. A *categorized library unit* is a library unit that has a categorization aspect that is True. 2/3

The aspects `Shared_Passive`, `Remote_Types`, and `Remote_Call_Interface` are categorization aspects. In addition, for the purposes of this Annex, the aspect `Pure` (see 10.2.1) is considered a categorization aspect. 3/3

A library package or generic library package is called a *shared passive* library unit if the `Shared_Passive` aspect of the unit is True. A library package or generic library package is called a *remote types* library unit if the `Remote_Types` aspect of the unit is True. A library unit is called a *remote call interface* if the `Remote_Call_Interface` aspect of the unit is True. A *normal library unit* is one for which no categorization aspect is True. 4/3

The various categories of library units and the associated restrictions are described in this and the following subclauses. The categories are related hierarchically in that the library units of one category can depend semantically only on library units of that category or an earlier one in the hierarchy, except that the body of a remote types or remote call interface library unit is unrestricted, the declaration of a remote types or remote call interface library unit may depend on preelaborated normal library units that are mentioned only in private with clauses, and all categories can depend on limited views. 5/3

The overall hierarchy (including declared pure) is as follows, with a lower-numbered category being “earlier in the hierarchy” in the sense of the previous paragraph: 6/3

1. Declared Pure 6.1/3
2. Shared Passive 6.2/3
3. Remote Types 6.3/3
4. Remote Call Interface 6.4/3
5. Normal (no restrictions) 6.5/3

*Paragraphs 7 through 11 were deleted.*

Declared pure and shared passive library units are preelaborated. The declaration of a remote types or remote call interface library unit is required to be preelaborable. 12

*Paragraph 13 and 14 were deleted.*

### *Implementation Permissions*

14/5

### E.2.1 Shared Passive Library Units

A shared passive library unit is used for managing global data shared between active partitions. The restrictions on shared passive library units prevent the data or tasks of one active partition from being accessible to another active partition through references implicit in objects declared in the shared passive library unit. 1

*Syntax*

2/5

3/5

*Paragraphs 2 and 3 were moved to Annex J, “Obsolescent Features”.*

*Legality Rules*

4/5

When the library unit aspect (see 13.1.1) `Shared_Passive` of a library unit is `True`, the library unit is a *shared passive library unit*. The following restrictions apply to such a library unit:

5

- it shall be preelaborable (see 10.2.1);

6/3

- it shall depend semantically only upon declared pure or shared passive `library_items`;

7/5

- it shall not contain a library-level declaration:

7.1/5

- of an access type that designates a class-wide type;

7.2/5

- of a type with a part that is of a task type;

7.3/5

- of a type with a part that is of a protected type with `entry_declarations`; or

7.4/5

- that contains a name that denotes a type declared within a declared-pure package, if that type has a part that is of an access type; for the purposes of this rule, the parts considered include those of the full views of any private types or private extensions.

8

Notwithstanding the definition of accessibility given in 3.10.2, the declaration of a library unit P1 is not accessible from within the declarative region of a shared passive library unit P2, unless the shared passive library unit P2 depends semantically on P1.

*Static Semantics*

9

A shared passive library unit is preelaborated.

*Post-Compilation Rules*

10

A shared passive library unit shall be assigned to at most one partition within a given program.

11

Notwithstanding the rule given in 10.2, a compilation unit in a given partition does not *need* (in the sense of 10.2) the shared passive library units on which it depends semantically to be included in that same partition; they will typically reside in separate passive partitions.

**E.2.2 Remote Types Library Units**

1

A remote types library unit supports the definition of types intended for use in communication between active partitions.

*Syntax*

2/5

3/5

*Paragraphs 2 and 3 were moved to Annex J, “Obsolescent Features”.*

*Legality Rules*

4/5

When the library unit aspect (see 13.1.1) `Remote_Types` of a library unit is `True`, the library unit is a *remote types library unit*. The following restrictions apply to such a library unit:

• it shall be preelaborable;	5
• it shall depend semantically only on declared pure <code>library_items</code> , shared passive library units, other remote types library units, or preelaborated normal library units that are mentioned only in private with clauses;	6/3
• it shall not contain the declaration of any variable within the visible part of the library unit;	7
• the full view of each type declared in the visible part of the library unit that has any available stream attributes shall support external streaming (see 13.13.2).	8/2
A named access type declared in the visible part of a remote types or remote call interface library unit is called a <i>remote access type</i> . Such a type shall be:	9/3
• an access-to-subprogram type, or	9.1/1
• a general access type that designates a class-wide limited private type, a class-wide limited interface type, or a class-wide private extension all of whose ancestors are either private extensions, limited interface types, or limited private types.	9.2/3
A type that is derived from a remote access type is also a remote access type.	9.3/1
A remote access-to-subprogram type shall not be nonblocking (see 9.5).	9.4/5
The following restrictions apply to the use of a remote access-to-subprogram type:	10
• A value of a remote access-to-subprogram type shall be converted only to or from another (subtype-conformant) remote access-to-subprogram type;	11/2
• The prefix of an Access <code>attribute_reference</code> that yields a value of a remote access-to-subprogram type shall statically denote a (subtype-conformant) remote subprogram.	12
The following restrictions apply to the use of a remote access-to-class-wide type:	13
• The primitive subprograms of the corresponding specific type shall only have access parameters if they are controlling formal parameters. The primitive functions of the corresponding specific type shall only have an access result if it is a controlling access result. Each noncontrolling formal parameter and noncontrolling result type shall support external streaming (see 13.13.2);	14/3
• The corresponding specific type shall not have a primitive procedure with the Synchronization aspect specified unless the <code>synchronization_kind</code> is <code>Optional</code> (see 9.5);	14.1/3
• A value of a remote access-to-class-wide type shall be explicitly converted only to another remote access-to-class-wide type;	15
• A value of a remote access-to-class-wide type shall be dereferenced (or implicitly converted to an anonymous access type) only as part of a dispatching call to a primitive operation of the designated type where the value designates a controlling operand of the call (see E.4, “Remote Subprogram Calls”);	16/4
• A controlling access result value for a primitive function with any controlling operands of the corresponding specific type shall either be explicitly converted to a remote access-to-class-wide type or be part of a dispatching call where the value designates a controlling operand of the call;	16.1/3
• The <code>Storage_Pool</code> attribute is not defined for a remote access-to-class-wide type; the expected type for an <code>allocator</code> shall not be a remote access-to-class-wide type. A remote access-to-class-wide type shall not be an actual parameter for a generic formal access type. The <code>Storage_Size</code> attribute of a remote access-to-class-wide type yields 0. The <code>Storage_Pool</code> and <code>Storage_Size</code> aspects shall not be specified for a remote access-to-class-wide type.	17/4

*Erroneous Execution*

17.1/4 Execution is erroneous if some operation (other than the initialization or finalization of the object) modifies the value of a constant object declared in the visible part of a remote types package.

18/5 NOTE 1 A remote types library unit is not necessarily pure, and the types it defines can include levels of indirection implemented by using access types. User-specified Read and Write attributes (see 13.13.2) provide for sending values of such a type between active partitions, with Write marshalling the representation, and Read unmarshalling any levels of indirection.

19/3 NOTE 2 The value of a remote access-to-class-wide limited interface can designate an object of a nonlimited type derived from the interface.

20/5 NOTE 3 A remote access type can designate a class-wide synchronized, protected, or task interface type.

**E.2.3 Remote Call Interface Library Units**

1 A remote call interface library unit can be used as an interface for remote procedure calls (RPCs) (or remote function calls) between active partitions.

*Syntax*

2/5

3/5

4/5

5/5

6/5

*Paragraphs 2 through 6 were moved to Annex J, “Obsolescent Features”.*

*Legality Rules*

7/5 When the library unit aspect (see 13.1.1) `Remote_Call_Interface` of a library unit is `True`, the library unit is a *remote call interface (RCI)*. A subprogram declared in the visible part of such a library unit, or declared by such a library unit, is called a *remote subprogram*.

8/3 The declaration of an RCI library unit shall be preelaborable (see 10.2.1), and shall depend semantically only upon declared pure `library_items`, shared passive library units, remote types library units, other remote call interface library units, or preelaborated normal library units that are mentioned only in private with clauses.

9/1 In addition, the following restrictions apply to an RCI library unit:

- 10/1 • its visible part shall not contain the declaration of a variable;
- 11/1 • its visible part shall not contain the declaration of a limited type;
- 12/1 • its visible part shall not contain a nested `generic_declaration`;
- 13/3 • it shall not be, nor shall its visible part contain, the declaration of a subprogram for which aspect `Inline` is `True`;
- 13.1/5 • it shall not be, nor shall its visible part contain, the declaration of a subprogram that is nonblocking (see 9.5);
- 14/3 • it shall not be, nor shall its visible part contain, a subprogram (or access-to-subprogram) declaration whose profile has a parameter or result of a type that does not support external streaming (see 13.13.2);

- any public child of the library unit shall be a remote call interface library unit. 15
- Specification of a stream-oriented attribute is illegal in the specification of a remote call interface library unit. In addition to the places where Legality Rules normally apply (see 12.3), this rule applies also in the private part of an instance of a generic unit. 15.1/5
- All\_Calls\_Remote is a library unit aspect. If the All\_Calls\_Remote aspect of a library unit is True, the library unit shall be a remote call interface. 16/5

#### *Post-Compilation Rules*

- A remote call interface library unit shall be assigned to at most one partition of a given program. A remote call interface library unit whose parent is also an RCI library unit shall be assigned only to the same partition as its parent. 17
- Notwithstanding the rule given in 10.2, a compilation unit in a given partition that semantically depends on the declaration of an RCI library unit, *needs* (in the sense of 10.2) only the declaration of the RCI library unit, not the body, to be included in that same partition. Therefore, the body of an RCI library unit is included only in the partition to which the RCI library unit is explicitly assigned. 18

#### *Implementation Requirements*

- If aspect All\_Calls\_Remote is True for a given RCI library unit, then the implementation shall route any of the following calls through the Partition Communication Subsystem (PCS); see E.5: 19/4
- A direct call to a subprogram of the RCI unit from outside the declarative region of the unit; 19.1/4
  - An indirect call through a remote access-to-subprogram value that designates a subprogram of the RCI unit; 19.2/4
  - A dispatching call with a controlling operand designated by a remote access-to-class-wide value whose tag identifies a type declared in the RCI unit. 19.3/4

#### *Implementation Permissions*

- An implementation may omit support for the Remote\_Call\_Interface aspect or the All\_Calls\_Remote aspect. Explicit message-based communication between active partitions can be supported as an alternative to RPC. 20/5

## E.3 Consistency of a Distributed System

- This subclause defines attributes and rules associated with verifying the consistency of a distributed program. 1/3

#### *Static Semantics*

- For a prefix P that statically denotes a program unit, the following attributes are defined: 2/1
- P'Version      Yields a value of the predefined type String that identifies the version of the compilation unit that contains the declaration of the program unit. 3
- P'Body\_Version      Yields a value of the predefined type String that identifies the version of the compilation unit that contains the body (but not any subunits) of the program unit. 4

- The *version* of a compilation unit changes whenever the compilation unit changes in a semantically significant way. This document does not define the exact meaning of "semantically significant". It is 5/1

unspecified whether there are other events (such as recompilation) that result in the version of a compilation unit changing.

- 5.1/1 If P is not a library unit, and P has no completion, then P'Body\_Version returns the Body\_Version of the innermost program unit enclosing the declaration of P. If P is a library unit, and P has no completion, then P'Body\_Version returns a value that is different from Body\_Version of any version of P that has a completion.

#### *Bounded (Run-Time) Errors*

- 6 In a distributed program, a library unit is *consistent* if the same version of its declaration is used throughout. It is a bounded error to elaborate a partition of a distributed program that contains a compilation unit that depends on a different version of the declaration of a shared passive or RCI library unit than that included in the partition to which the shared passive or RCI library unit was assigned. As a result of this error, Program\_Error can be raised in one or both partitions during elaboration; in any case, the partitions become inaccessible to one another.

## E.4 Remote Subprogram Calls

- 1/5 A *remote subprogram call* is a subprogram call that invokes the execution of a subprogram in another (active) partition. The partition that originates the remote subprogram call is the *calling partition*, and the partition that executes the corresponding subprogram body is the *called partition*. Some remote procedure calls are allowed to return prior to the completion of subprogram execution. These are called *asynchronous remote procedure calls*.

2 There are three different ways of performing a remote subprogram call:

- 3 • As a direct call on a (remote) subprogram explicitly declared in a remote call interface;
- 4 • As an indirect call through a value of a remote access-to-subprogram type;
- 5 • As a dispatching call with a controlling operand designated by a value of a remote access-to-class-wide type.

6 The first way of calling corresponds to a *static* binding between the calling and the called partition. The latter two ways correspond to a *dynamic* binding between the calling and the called partition.

- 7/3 Remote types library units (see E.2.2) and remote call interface library units (see E.2.3) define the remote subprograms or remote access types used for remote subprogram calls.

#### *Legality Rules*

- 8 In a dispatching call with two or more controlling operands, if one controlling operand is designated by a value of a remote access-to-class-wide type, then all shall be.
- 8.1/5 A nonblocking program unit shall not contain, other than within nested units with Nonblocking specified as statically False, a dispatching call with a controlling operand designated by a value of a remote access-to-class-wide type.

#### *Dynamic Semantics*

- 9 For the execution of a remote subprogram call, subprogram parameters (and later the results, if any) are passed using a stream-oriented representation (see 13.13.1) which is suitable for transmission between partitions. This action is called *marshalling*. *Unmarshalling* is the reverse action of reconstructing the parameters or results from the stream-oriented representation. Marshalling is performed initially as part of the remote subprogram call in the calling partition; unmarshalling is done in the called partition. After the

remote subprogram completes, marshalling is performed in the called partition, and finally unmarshalling is done in the calling partition.

A *calling stub* is the sequence of code that replaces the subprogram body of a remotely called subprogram in the calling partition. A *receiving stub* is the sequence of code (the “wrapper”) that receives a remote subprogram call on the called partition and invokes the appropriate subprogram body.

Remote subprogram calls are executed at most once, that is, if the subprogram call returns normally, then the called subprogram's body was executed exactly once.

The task executing a remote subprogram call blocks until the subprogram in the called partition returns, unless the call is asynchronous. For an asynchronous remote procedure call, the calling task can become ready before the procedure in the called partition returns.

If a construct containing a remote call is aborted, the remote subprogram call is *cancelled*. Whether the execution of the remote subprogram is immediately aborted as a result of the cancellation is implementation defined.

If a remote subprogram call is received by a called partition before the partition has completed its elaboration, the call is kept pending until the called partition completes its elaboration (unless the call is cancelled by the calling partition prior to that).

If an exception is propagated by a remotely called subprogram, and the call is not an asynchronous call, the corresponding exception is reraised at the point of the remote subprogram call. For an asynchronous call, if the remote procedure call returns prior to the completion of the remotely called subprogram, any exception is lost.

The exception `Communication_Error` (see E.5) is raised if a remote call cannot be completed due to difficulties in communicating with the called partition.

All forms of remote subprogram calls are potentially blocking operations (see 9.5).

In a remote subprogram call with a formal parameter of a class-wide type, a check is made that the tag of the actual parameter identifies a tagged type declared in a declared-pure or shared passive library unit, or in the visible part of a remote types or remote call interface library unit. `Program_Error` is raised if this check fails. In a remote function call which returns a class-wide type, the same check is made on the function result.

In a dispatching call with two or more controlling operands that are designated by values of a remote access-to-class-wide type, a check is made (in addition to the normal `Tag_Check` — see 11.5) that all the remote access-to-class-wide values originated from `Access attribute_references` that were evaluated by tasks of the same active partition. `Constraint_Error` is raised if this check fails.

#### *Implementation Requirements*

The implementation of remote subprogram calls shall conform to the PCS interface as defined by the specification of the language-defined package `System.RPC` (see E.5). The calling stub shall use the `Do_RPC` procedure unless the remote procedure call is asynchronous in which case `Do_APC` shall be used. On the receiving side, the corresponding receiving stub shall be invoked by the RPC-receiver.

With respect to shared variables in shared passive library units, the execution of the corresponding subprogram body of a synchronous remote procedure call is considered to be part of the execution of the calling task. The execution of the corresponding subprogram body of an asynchronous remote procedure call proceeds in parallel with the calling task and does not signal the next action of the calling task (see 9.10).

- 21 NOTE 1 A given active partition can both make and receive remote subprogram calls. Thus, an active partition can act as both a client and a server.
- 22 NOTE 2 If a given exception is propagated by a remote subprogram call, but the exception does not exist in the calling partition, the exception can be handled by an **others** choice or be propagated to and handled by a third partition.

## E.4.1 Asynchronous Remote Calls

- 1/3 This subclause introduces the aspect `Asynchronous` which can be specified to allow a remote subprogram call to return prior to completion of the execution of the corresponding remote subprogram body.

*Paragraphs 2 through 7 were deleted.*

### *Static Semantics*

- 8/3 For a remote procedure, the following language-defined representation aspect may be specified:
- 8.1/3 `Asynchronous` The type of aspect `Asynchronous` is Boolean. If directly specified, the `aspect_definition` shall be a static expression. If not specified, the aspect is False.
- 8.2/3 For a remote access type, the following language-defined representation aspect may be specified:
- 8.3/3 `Asynchronous` The type of aspect `Asynchronous` is Boolean. If directly specified, the `aspect_definition` shall be a static expression. If not specified (including by inheritance), the aspect is False.

### *Legality Rules*

- 8.4/3 If aspect `Asynchronous` is specified for a remote procedure, the formal parameters of the procedure shall all be of mode **in**.
- 8.5/3 If aspect `Asynchronous` is specified for a remote access type, the type shall be a remote access-to-class-wide type, or the type shall be a remote access-to-procedure type with the formal parameters of the designated profile of the type all of mode **in**.

### *Dynamic Semantics*

- 9/3 A remote call is *asynchronous* if it is a call to a procedure, or a call through a value of an access-to-procedure type, for which aspect `Asynchronous` is True. In addition, if aspect `Asynchronous` is True for a remote access-to-class-wide type, then a dispatching call on a procedure with a controlling operand designated by a value of the type is asynchronous if the formal parameters of the procedure are all of mode **in**.

### *Implementation Requirements*

- 10 `Asynchronous` remote procedure calls shall be implemented such that the corresponding body executes at most once as a result of the call.

## E.4.2 Example of Use of a Remote Access-to-Class-Wide Type

### *Examples*

- 1 *Example of using a remote access-to-class-wide type to achieve dynamic binding across active partitions:*



```

package Tapes
with Pure is
  type Tape is abstract tagged limited private;
  -- Primitive dispatching operations where
  -- Tape is controlling operand
  procedure Copy (From, To : access Tape;
                 Num_Recs : in Natural) is abstract;
  procedure Rewind (T : access Tape) is abstract;
  -- More operations
private
  type Tape is ...
end Tapes;

with Tapes;
package Name_Server
with Remote_Call_Interface is
  -- Dynamic binding to remote operations is achieved
  -- using the access-to-limited-class-wide type Tape_Ptr
  type Tape_Ptr is access all Tapes.Tape'Class;
  -- The following statically bound remote operations
  -- allow for a name-server capability in this example
  function Find (Name : String) return Tape_Ptr;
  procedure Register (Name : in String; T : in Tape_Ptr);
  procedure Remove (T : in Tape_Ptr);
  -- More operations
end Name_Server;

package Tape_Driver is
  -- Declarations are not shown, they are irrelevant here
end Tape_Driver;

with Tapes, Name_Server;
package body Tape_Driver is
  type New_Tape is new Tapes.Tape with ...
  overriding
  procedure Rewind (T : access New_Tape);
  overriding
  procedure Copy
    (From, To : access New_Tape; Num_Recs: in Natural) is
  begin
    . . .
  end Copy;
  procedure Rewind (T : access New_Tape) is
  begin
    . . .
  end Rewind;
  -- Objects remotely accessible through use
  -- of Name_Server operations
  Tape1, Tape2 : aliased New_Tape;
begin
  Name_Server.Register ("NINE-TRACK", Tape1'Access);
  Name_Server.Register ("SEVEN-TRACK", Tape2'Access);
end Tape_Driver;

with Tapes, Name_Server;
-- Tape_Driver is not needed and thus not mentioned in the with_clause
procedure Tape_Client is
  T1, T2 : Name_Server.Tape_Ptr;
begin
  T1 := Name_Server.Find ("NINE-TRACK");
  T2 := Name_Server.Find ("SEVEN-TRACK");
  Tapes.Rewind (T1);
  Tapes.Rewind (T2);
  Tapes.Copy (T1, T2, 3);
end Tape_Client;

```

*Discussion of the example:*

*This paragraph was deleted.*

- 9     • The package Tapes provides the necessary declarations of the type and its primitive operations.
- 10    • Name\_Server is a remote call interface package and is elaborated in a separate active partition to provide the necessary naming services (such as Register and Find) to the entire distributed program through remote subprogram calls.
- 11    • Tape\_Driver is a normal package that is elaborated in a partition configured on the processing node that is connected to the tape device(s). The abstract operations are overridden to support the locally declared tape devices (Tape1, Tape2). The package is not visible to its clients, but it exports the tape devices (as remote objects) through the services of the Name\_Server. This allows for tape devices to be dynamically added, removed or replaced without requiring the modification of the clients' code.
- 12/5 | • The Tape\_Client procedure references only declarations in the Tapes and Name\_Server packages. Before using a tape for the first time, it will query the Name\_Server for a system-wide identity for that tape. From then on, it can use that identity to access the tape device.
- 13    • Values of remote access type Tape\_Ptr include the necessary information to complete the remote dispatching operations that result from dereferencing the controlling operands T1 and T2.

## E.5 Partition Communication Subsystem

1/2    The *Partition Communication Subsystem* (PCS) provides facilities for supporting communication between the active partitions of a distributed program. The package System.RPC is a language-defined interface to the PCS.

### *Static Semantics*

2    The following language-defined library package exists:

```

3/5    with Ada.Streams; -- see 13.13.1
      package System.RPC
      with Nonblocking => False, Global => in out synchronized is
4       type Partition_Id is range 0 .. implementation-defined;
5       Communication_Error : exception;
6       type Params_Stream_Type (
        Initial_Size : Ada.Streams.Stream_Element_Count) is new
        Ada.Streams.Root_Stream_Type with private;
7       procedure Read(
        Stream : in out Params_Stream_Type;
        Item : out Ada.Streams.Stream_Element_Array;
        Last : out Ada.Streams.Stream_Element_Offset);
8       procedure Write(
        Stream : in out Params_Stream_Type;
        Item : in Ada.Streams.Stream_Element_Array);
9       -- Synchronous call
      procedure Do_RPC(
        Partition : in Partition_Id;
        Params : access Params_Stream_Type;
        Result : access Params_Stream_Type);
10       -- Asynchronous call
      procedure Do_APC(
        Partition : in Partition_Id;
        Params : access Params_Stream_Type);
11       -- The handler for incoming RPCs
      type RPC_Receiver is access procedure(
        Params : access Params_Stream_Type;
        Result : access Params_Stream_Type);

```

```

procedure Establish_RPC_Receiver(
    Partition : in Partition_Id;
    Receiver  : in RPC_Receiver);
private
    ... -- not specified by the language
end System.RPC;

```

A value of the type `Partition_Id` is used to identify a partition.

An object of the type `Params_Stream_Type` is used for identifying the particular remote subprogram that is being called, as well as marshalling and unmarshalling the parameters or result of a remote subprogram call, as part of sending them between partitions.

The `Read` and `Write` procedures override the corresponding abstract operations for the type `Params_Stream_Type`.

#### *Dynamic Semantics*

The `Do_RPC` and `Do_APC` procedures send a message to the active partition identified by the `Partition` parameter.

After sending the message, `Do_RPC` blocks the calling task until a reply message comes back from the called partition or some error is detected by the underlying communication system in which case `Communication_Error` is raised at the point of the call to `Do_RPC`.

`Do_APC` operates in the same way as `Do_RPC` except that it is allowed to return immediately after sending the message.

Upon normal return, the stream designated by the `Result` parameter of `Do_RPC` contains the reply message.

The procedure `System.RPC.Establish_RPC_Receiver` is called once, immediately after elaborating the library units of an active partition (that is, right after the *elaboration of the partition*) if the partition includes an RCI library unit, but prior to invoking the main subprogram, if any. The `Partition` parameter is the `Partition_Id` of the active partition being elaborated. The `Receiver` parameter designates an implementation-provided procedure called the *RPC-receiver* which will handle all RPCs received by the partition from the PCS. `Establish_RPC_Receiver` saves a reference to the RPC-receiver; when a message is received at the called partition, the RPC-receiver is called with the `Params` stream containing the message. When the RPC-receiver returns, the contents of the stream designated by `Result` is placed in a message and sent back to the calling partition.

If a call on `Do_RPC` is aborted, a cancellation message is sent to the called partition, to request that the execution of the remotely called subprogram be aborted.

*This paragraph was deleted.*

#### *Implementation Requirements*

The implementation of the RPC-receiver shall be reentrant, thereby allowing concurrent calls on it from the PCS to service concurrent remote subprogram calls into the partition.

An implementation shall not restrict the replacement of the body of `System.RPC`. An implementation shall not restrict children of `System.RPC`. The related implementation permissions in the introduction to Annex A do not apply.

If the implementation of `System.RPC` is provided by the user, an implementation shall support remote subprogram calls as specified.

*Documentation Requirements*

- 25 The implementation of the PCS shall document whether the RPC-receiver is invoked from concurrent tasks. If there is an upper limit on the number of such tasks, this limit shall be documented as well, together with the mechanisms to configure it (if this is supported).

*Implementation Permissions*

- 26 The PCS is allowed to contain implementation-defined interfaces for explicit message passing, broadcasting, etc. Similarly, it is allowed to provide additional interfaces to query the state of some remote partition (given its partition ID) or of the PCS itself, to set timeouts and retry parameters, to get more detailed error status, etc. These additional interfaces should be provided in child packages of System.RPC.
- 27/5 | A body for the package System.RPC is not required to be supplied by the implementation.
- 27.1/3 | An alternative declaration is allowed for package System.RPC as long as it provides a set of operations that is substantially equivalent to the specification defined in this subclause.

*Implementation Advice*

- 28 Whenever possible, the PCS on the called partition should allow for multiple tasks to call the RPC-receiver with different messages and should allow them to block until the corresponding subprogram body returns.
- 29 The Write operation on a stream of type `Params_Stream_Type` should raise `Storage_Error` if it runs out of space trying to write the `Item` into the stream.
- 30 **NOTE** The package System.RPC is not designed for direct calls by user programs. It is instead designed for use in the implementation of remote subprograms calls, being called by the calling stubs generated for a remote call interface library unit to initiate a remote call, and in turn calling back to an RPC-receiver that dispatches to the receiving stubs generated for the body of a remote call interface, to handle a remote call received from elsewhere.

# Annex F

## (normative)

### Information Systems

This Annex provides a set of facilities relevant to Information Systems programming. These fall into several categories: 1

- an attribute definition clause specifying `Machine_Radix` for a decimal subtype; 2
- the package `Decimal`, which declares a set of constants defining the implementation's capacity for decimal types, and a generic procedure for decimal division; and 3
- the child packages `Text_IO.Editing`, `Wide_Text_IO.Editing`, and `Wide_Wide_Text_IO.Editing`, which support formatted and localized output of decimal data, based on “picture String” values. 4/2

Other relevant facilities can be found in: 3.5.9, “Fixed Point Types”; 3.5.10, “Operations of Fixed Point Types”; 4.6, “Type Conversions”; 13.3, “Operational and Representation Attributes”; A.10.9, “Input-Output for Real Types”; B.3, “Interfacing with C and C++”; B.4, “Interfacing with COBOL”; Annex G, “Numerics”. 5/5

The character and string handling packages in Annex A, “Predefined Language Environment” are also relevant for Information Systems. 6

#### *Implementation Advice*

If COBOL (respectively, C) is widely supported in the target environment, implementations supporting the Information Systems Annex should provide the child package `Interfaces.COBOL` (respectively, `Interfaces.C`) specified in Annex B and should support a *convention\_identifier* of COBOL (respectively, C) for the Convention aspect (see Annex B), thus allowing Ada programs to interface with programs written in that language. 7/3

## F.1 Machine\_Radix Attribute Definition Clause

#### *Static Semantics*

The representation attribute `Machine_Radix` may be specified for a decimal first subtype (see 3.5.9) via an `attribute_definition_clause`; the expression of such a clause shall be static, and its value shall be 2 or 10. A value of 2 implies a binary base range; a value of 10 implies a decimal base range. 1/5

#### *Implementation Advice*

Packed decimal should be used as the internal representation for objects of subtype S when `S'Machine_Radix = 10`. 2

#### *Examples*

*Example of Machine\_Radix attribute definition clause:* 3

```
type Money is delta 0.01 digits 15;
for Money'Machine_Radix use 10; 4
```

## F.2 The Package Decimal

### Static Semantics

1 The library package Decimal has the following declaration:

```

2/5 package Ada.Decimal
      with Pure is
3
      Max_Scale : constant := implementation-defined;
      Min_Scale : constant := implementation-defined;
4
      Min_Delta : constant := 10.0**(-Max_Scale);
      Max_Delta : constant := 10.0**(-Min_Scale);
5
      Max_Decimal_Digits : constant := implementation-defined;
6/3
      generic
          type Dividend_Type is delta <> digits <>;
          type Divisor_Type is delta <> digits <>;
          type Quotient_Type is delta <> digits <>;
          type Remainder_Type is delta <> digits <>;
          procedure Divide (Dividend : in Dividend_Type;
                           Divisor : in Divisor_Type;
                           Quotient : out Quotient_Type;
                           Remainder : out Remainder_Type)
              with Convention => Intrinsic;
7
      end Ada.Decimal;
```

8 Max\_Scale is the largest N such that  $10.0^{*(-N)}$  is allowed as a decimal type's delta. Its type is *universal\_integer*.

9 Min\_Scale is the smallest N such that  $10.0^{*(-N)}$  is allowed as a decimal type's delta. Its type is *universal\_integer*.

10 Min\_Delta is the smallest value allowed for *delta* in a *decimal\_fixed\_point\_definition*. Its type is *universal\_real*.

11 Max\_Delta is the largest value allowed for *delta* in a *decimal\_fixed\_point\_definition*. Its type is *universal\_real*.

12 Max\_Decimal\_Digits is the largest value allowed for *digits* in a *decimal\_fixed\_point\_definition*. Its type is *universal\_integer*.

### Static Semantics

13 The effect of Divide is as follows. The value of Quotient is Quotient\_Type(Dividend/Divisor). The value of Remainder is Remainder\_Type(Intermediate), where Intermediate is the difference between Dividend and the product of Divisor and Quotient; this result is computed exactly.

### Implementation Requirements

14 Decimal.Max\_Decimal\_Digits shall be at least 18.

15 Decimal.Max\_Scale shall be at least 18.

16 Decimal.Min\_Scale shall be at most 0.

17 NOTE The effect of division yielding a quotient with control over rounding versus truncation is obtained by applying either the function attribute Quotient\_Type\*Round or the conversion Quotient\_Type to the expression Dividend/Divisor.

### F.3 Edited Output for Decimal Types

The child packages `Text_IO.Editing`, `Wide_Text_IO.Editing`, and `Wide_Wide_Text_IO.Editing` provide localizable formatted text output, known as *edited output*, for decimal types. An edited output string is a function of a numeric value, program-specifiable locale elements, and a format control value. The numeric value is of some decimal type. The locale elements are:

- the currency string; 2
- the digits group separator character; 3
- the radix mark character; and 4
- the fill character that replaces leading zeros of the numeric value. 5

For `Text_IO.Editing` the edited output and currency strings are of type `String`, and the locale characters are of type `Character`. For `Wide_Text_IO.Editing` their types are `Wide_String` and `Wide_Character`, respectively. For `Wide_Wide_Text_IO.Editing` their types are `Wide_Wide_String` and `Wide_Wide_Character`, respectively. 6/2

Each of the locale elements has a default value that can be replaced or explicitly overridden. 7

A format-control value is of the private type `Picture`; it determines the composition of the edited output string and controls the form and placement of the sign, the position of the locale elements and the decimal digits, the presence or absence of a radix mark, suppression of leading zeros, and insertion of particular character values. 8

A `Picture` object is composed from a `String` value, known as a *picture String*, that serves as a template for the edited output string, and a Boolean value that controls whether a string of all space characters is produced when the number's value is zero. A picture `String` comprises a sequence of one- or two-`Character` symbols, each serving as a placeholder for a character or string at a corresponding position in the edited output string. The picture `String` symbols fall into several categories based on their effect on the edited output string: 9

Decimal Digit:	'9'							10
Radix Control:	'.'	'V'						
Sign Control:	'+'	'_'	'<'	'>'	"CR"	"DB"		
Currency Control:	'\$'	'#'						
Zero Suppression:	'Z'	'*'						
Simple Insertion:	'_'	'B'	'0'	'/'				

The entries are not case-sensitive. Mixed- or lower-case forms for "CR" and "DB", and lower-case forms for 'V', 'Z', and 'B', have the same effect as the upper-case symbols shown. 11

An occurrence of a '9' `Character` in the picture `String` represents a decimal digit position in the edited output string. 12

A radix control `Character` in the picture `String` indicates the position of the radix mark in the edited output string: an actual character position for '.', or an assumed position for 'V'. 13

A sign control `Character` in the picture `String` affects the form of the sign in the edited output string. The '<' and '>' `Character` values indicate parentheses for negative values. A `Character` '+', '-', or '<' appears either singly, signifying a fixed-position sign in the edited output, or repeated, signifying a floating-position sign that is preceded by zero or more space characters and that replaces a leading 0. 14

- 15 A currency control Character in the picture String indicates an occurrence of the currency string in the edited output string. The '\$' Character represents the complete currency string; the '#' Character represents one character of the currency string. A '\$' Character appears either singly, indicating a fixed-position currency string in the edited output, or repeated, indicating a floating-position currency string that occurs in place of a leading 0. A sequence of '#' Character values indicates either a fixed- or floating-position currency string, depending on context.
- 16 A zero suppression Character in the picture String allows a leading zero to be replaced by either the space character (for 'Z') or the fill character (for '\*').
- 17 A simple insertion Character in the picture String represents, in general, either itself (if '/' or '0'), the space character (if 'B'), or the digits group separator character (if '\_'). In some contexts it is treated as part of a floating sign, floating currency, or zero suppression string.
- 18/2 An example of a picture String is "<###Z\_ZZ9.99>". If the currency string is "kr", the separator character is ',', and the radix mark is '.' then the edited output string values for the decimal values 32.10 and -5432.10 are "bbkrbbb32.10b" and "(bkr5,432.10)", respectively, where 'b' indicates the space character.
- 19/2 The generic packages Text\_IO.Decimal\_IO, Wide\_Text\_IO.Decimal\_IO, and Wide\_Wide\_Text\_IO.Decimal\_IO (see A.10.9, "Input-Output for Real Types") provide text input and nonedited text output for decimal types.
- 20/2 NOTE A picture String is of type Standard.String, for all of Text\_IO.Editing, Wide\_Text\_IO.Editing, and Wide\_Wide\_Text\_IO.Editing.

### F.3.1 Picture String Formation

- 1/3 A *well-formed picture String*, or simply *picture String*, is a String value that conforms to the syntactic rules, composition constraints, and character replication conventions specified in this subclause.

#### Dynamic Semantics

2/1 *This paragraph was deleted.*

- ```

3   picture_string ::=
      fixed_$_picture_string
    | fixed_#_picture_string
    | floating_currency_picture_string
    | non_currency_picture_string

4   fixed_$_picture_string ::=
      [fixed_LHS_sign] fixed_$_char {direct_insertion} [zero_suppression]
      number [RHS_sign]

      | [fixed_LHS_sign {direct_insertion}] [zero_suppression]
      number fixed_$_char {direct_insertion} [RHS_sign]

      | floating_LHS_sign number fixed_$_char {direct_insertion} [RHS_sign]

      | [fixed_LHS_sign] fixed_$_char {direct_insertion}
      all_zero_suppression_number {direct_insertion} [RHS_sign]

```



| [fixed\_LHS\_sign {direct\_insertion}] all\_zero\_suppression\_number {direct\_insertion}  
 fixed\_\$\_char {direct\_insertion} [RHS\_sign]

| all\_sign\_number {direct\_insertion} fixed\_\$\_char {direct\_insertion} [RHS\_sign]

fixed\_#\_picture\_string ::=

[fixed\_LHS\_sign] single\_#\_currency {direct\_insertion}  
 [zero\_suppression] number [RHS\_sign]

| [fixed\_LHS\_sign] multiple\_#\_currency {direct\_insertion}  
 zero\_suppression number [RHS\_sign]

| [fixed\_LHS\_sign {direct\_insertion}] [zero\_suppression]  
 number fixed\_#\_currency {direct\_insertion} [RHS\_sign]

| floating\_LHS\_sign number fixed\_#\_currency {direct\_insertion} [RHS\_sign]

| [fixed\_LHS\_sign] single\_#\_currency {direct\_insertion}  
 all\_zero\_suppression\_number {direct\_insertion} [RHS\_sign]

| [fixed\_LHS\_sign] multiple\_#\_currency {direct\_insertion}  
 all\_zero\_suppression\_number {direct\_insertion} [RHS\_sign]

| [fixed\_LHS\_sign {direct\_insertion}] all\_zero\_suppression\_number {direct\_insertion}  
 fixed\_#\_currency {direct\_insertion} [RHS\_sign]

| all\_sign\_number {direct\_insertion} fixed\_#\_currency {direct\_insertion} [RHS\_sign]

floating\_currency\_picture\_string ::=

[fixed\_LHS\_sign] {direct\_insertion} floating\_\$\_currency number [RHS\_sign]

| [fixed\_LHS\_sign] {direct\_insertion} floating\_#\_currency number [RHS\_sign]

| [fixed\_LHS\_sign] {direct\_insertion} all\_currency\_number {direct\_insertion} [RHS\_sign]

non\_currency\_picture\_string ::=

[fixed\_LHS\_sign {direct\_insertion}] zero\_suppression number [RHS\_sign]

| [floating\_LHS\_sign] number [RHS\_sign]

| [fixed\_LHS\_sign {direct\_insertion}] all\_zero\_suppression\_number {direct\_insertion}  
 [RHS\_sign]

| all\_sign\_number {direct\_insertion}

| fixed\_LHS\_sign direct\_insertion {direct\_insertion} number [RHS\_sign]

fixed\_LHS\_sign ::= LHS\_Sign

LHS\_Sign ::= + | - | <

fixed\_\$\_char ::= \$

5

6

7

8

9

10

```

11     direct_insertion ::= simple_insertion
12     simple_insertion ::= _ | B | 0 | /

13     zero_suppression ::= Z {Z | context_sensitive_insertion} | fill_string
14     context_sensitive_insertion ::= simple_insertion

15     fill_string ::= * { * | context_sensitive_insertion }

16     number ::=
17         fore_digits [radix [aft_digits] {direct_insertion}]
18         | radix aft_digits {direct_insertion}
19     fore_digits ::= 9 {9 | direct_insertion}
20     aft_digits ::= {9 | direct_insertion} 9
21     radix ::= . | V

22     RHS_sign ::= + | - | > | CR | DB

23     floating_LHS_sign ::=
24         LHS_Sign {context_sensitive_insertion} LHS_Sign {LHS_Sign | context_sensitive_insertion}

25     single_#_currency ::= #
26     multiple_#_currency ::= ## {#}

27     fixed_#_currency ::= single_#_currency | multiple_#_currency

28     floating_$_currency ::=
29         $ {context_sensitive_insertion} $ {$ | context_sensitive_insertion}

30     floating_#_currency ::=
31         # {context_sensitive_insertion} # {# | context_sensitive_insertion}

32     all_sign_number ::= all_sign_fore [radix [all_sign_aft]] [>]
33     all_sign_fore ::=
34         sign_char {context_sensitive_insertion} sign_char {sign_char | context_sensitive_insertion}
35     all_sign_aft ::= {all_sign_aft_char} sign_char

36     all_sign_aft_char ::= sign_char | context_sensitive_insertion

```

|                                                                                                                                                                                    |    |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|
| <code>sign_char ::= +   -   &lt;</code>                                                                                                                                            | 30 |
| <code>all_currency_number ::= all_currency_fore [radix [all_currency_aft]]</code>                                                                                                  | 31 |
| <code>all_currency_fore ::=</code><br><code>    currency_char {context_sensitive_insertion}</code><br><code>    currency_char {currency_char   context_sensitive_insertion}</code> | 32 |
| <code>all_currency_aft ::= {all_currency_aft_char} currency_char</code>                                                                                                            | 33 |
| <code>all_currency_aft_char ::= currency_char   context_sensitive_insertion</code>                                                                                                 |    |
| <code>currency_char ::= \$   #</code>                                                                                                                                              | 34 |
| <code>all_zero_suppression_number ::= all_zero_suppression_fore [ radix [all_zero_suppression_aft]]</code>                                                                         | 35 |
| <code>all_zero_suppression_fore ::=</code><br><code>    zero_suppression_char {zero_suppression_char   context_sensitive_insertion}</code>                                         | 36 |
| <code>all_zero_suppression_aft ::= {all_zero_suppression_aft_char} zero_suppression_char</code>                                                                                    | 37 |
| <code>all_zero_suppression_aft_char ::= zero_suppression_char   context_sensitive_insertion</code>                                                                                 |    |
| <code>zero_suppression_char ::= Z   *</code>                                                                                                                                       | 38 |

The following composition constraints apply to a picture String: 39

- A `floating_LHS_sign` does not have occurrences of different `LHS_Sign Character` values. 40
- If a picture String has '`<`' as `fixed_LHS_sign`, then it has '`>`' as `RHS_sign`. 41
- If a picture String has '`<`' in a `floating_LHS_sign` or in an `all_sign_number`, then it has an occurrence of '`>`'. 42
- If a picture String has '`+`' or '`-`' as `fixed_LHS_sign`, in a `floating_LHS_sign`, or in an `all_sign_number`, then it has no `RHS_sign` or '`>`' character. 43/1
- An instance of `all_sign_number` does not have occurrences of different `sign_char Character` values. 44
- An instance of `all_currency_number` does not have occurrences of different `currency_char Character` values. 45
- An instance of `all_zero_suppression_number` does not have occurrences of different `zero_suppression_char Character` values, except for possible case differences between '`Z`' and '`z`'. 46

A *replicable Character* is a Character that, by the above rules, can occur in two consecutive positions in a picture String. 47

A *Character replication* is a String 48

`char & '(' & spaces & count_string & ')'` 49

where *char* is a replicable Character, *spaces* is a String (possibly empty) comprising only space Character values, and *count\_string* is a String of one or more decimal digit Character values. A Character replication in a picture String has the same effect as (and is said to be *equivalent to*) a String comprising *n* consecutive occurrences of *char*, where *n*=Integer'Value(*count\_string*). 50

51 An *expanded picture String* is a picture String containing no Character replications.

52 NOTE Although a sign to the left of the number can float, a sign to the right of the number is in a fixed position.

## F.3.2 Edited Output Generation

### *Dynamic Semantics*

1 The contents of an edited output string are based on:

- 2 • A value, Item, of some decimal type Num,
- 3 • An expanded picture String Pic\_String,
- 4 • A Boolean value, Blank\_When\_Zero,
- 5 • A Currency string,
- 6 • A Fill character,
- 7 • A Separator character, and
- 8 • A Radix\_Mark character.

9 The combination of a True value for Blank\_When\_Zero and a '\*' character in Pic\_String is inconsistent; no edited output string is defined.

10 A layout error is identified in the rules below if leading nonzero digits of Item, character values of the Currency string, or a negative sign would be truncated; in such cases no edited output string is defined.

11 The edited output string has lower bound 1 and upper bound N where  $N = \text{Pic\_String'Length} + \text{Currency\_Length\_Adjustment} - \text{Radix\_Adjustment}$ , and

- 12 •  $\text{Currency\_Length\_Adjustment} = \text{Currency'Length} - 1$  if there is some occurrence of '\$' in Pic\_String, and 0 otherwise.
- 13 •  $\text{Radix\_Adjustment} = 1$  if there is an occurrence of 'V' or 'v' in Pic\_Str, and 0 otherwise.

14 Let the magnitude of Item be expressed as a base-10 number  $I_p \cdots I_1.F_1 \cdots F_q$ , called the *displayed magnitude* of Item, where:

- 15 •  $q = \text{Min}(\text{Max}(\text{Num'Scale}, 0), n)$  where n is 0 if Pic\_String has no radix and is otherwise the number of digit positions following radix in Pic\_String, where a digit position corresponds to an occurrence of '9', a zero\_suppression\_char (for an all\_zero\_suppression\_number), a currency\_char (for an all\_currency\_number), or a sign\_char (for an all\_sign\_number).
- 16 •  $I_p \neq 0$  if  $p > 0$ .

17 If  $n < \text{Num'Scale}$ , then the above number is the result of rounding (away from 0 if exactly midway between values).

18 If Blank\_When\_Zero = True and the displayed magnitude of Item is zero, then the edited output string comprises all space character values. Otherwise, the picture String is treated as a sequence of instances of syntactic categories based on the rules in F.3.1, and the edited output string is the concatenation of string values derived from these categories according to the following mapping rules.

19/5 | Table F.1 shows the mapping from a sign control symbol to a corresponding character or string in the edited output. In the columns showing the edited output, a lower-case 'b' represents the space character. If there is no sign control symbol but the value of Item is negative, a layout error occurs and no edited output string is produced.

| Table F.1: Edited Output for Sign Control Symbols |                                      |                                   |
|---------------------------------------------------|--------------------------------------|-----------------------------------|
| Sign Control Symbol                               | Edited Output for Nonnegative Number | Edited Output for Negative Number |
| '+'                                               | '+'                                  | '_'                               |
| '_'                                               | 'b'                                  | '_'                               |
| '<'                                               | 'b'                                  | '('                               |
| '>'                                               | 'b'                                  | ')'                               |
| "CR"                                              | "bb"                                 | "CR"                              |
| "DB"                                              | "bb"                                 | "DB"                              |

An instance of `fixed_LHS_sign` maps to a character as shown in Table F.1.

An instance of `fixed_$_char` maps to Currency.

An instance of `direct_insertion` maps to Separator if `direct_insertion = '_'`, and to the `direct_insertion` Character otherwise.

An instance of `number` maps to a string *integer\_part & radix\_part & fraction\_part* where:

- The string for *integer\_part* is obtained as follows:
  1. Occurrences of '9' in `fore_digits` of `number` are replaced from right to left with the decimal digit character values for  $I_1, \dots, I_p$ , respectively.
  2. Each occurrence of '9' in `fore_digits` to the left of the leftmost '9' replaced according to rule 1 is replaced with '0'.
  3. If  $p$  exceeds the number of occurrences of '9' in `fore_digits` of `number`, then the excess leftmost digits are eligible for use in the mapping of an instance of `zero_suppression`, `floating_LHS_sign`, `floating_$_currency`, or `floating_#_currency` to the left of `number`; if there is no such instance, then a layout error occurs and no edited output string is produced.
- The *radix\_part* is:
  - "" if `number` does not include a `radix`, if `radix = 'V'`, or if `radix = 'v'`
  - `Radix_Mark` if `number` includes '!' as `radix`
- The string for *fraction\_part* is obtained as follows:
  1. Occurrences of '9' in `aft_digits` of `number` are replaced from left to right with the decimal digit character values for  $F_1, \dots, F_q$ .
  2. Each occurrence of '9' in `aft_digits` to the right of the rightmost '9' replaced according to rule 1 is replaced by '0'.

An instance of `zero_suppression` maps to the string obtained as follows:

1. The rightmost 'Z', 'z', or '\*' Character values are replaced with the excess digits (if any) from the *integer\_part* of the mapping of the number to the right of the `zero_suppression` instance,
2. A `context_sensitive_insertion` Character is replaced as though it were a `direct_insertion` Character, if it occurs to the right of some 'Z', 'z', or '\*' in `zero_suppression` that has been mapped to an excess digit,

37 3. Each Character to the left of the leftmost Character replaced according to rule 1 above is  
replaced by:

- 38 • the space character if the zero suppression Character is 'Z' or 'z', or
- 39 • the Fill character if the zero suppression Character is '\*'.

40 4. A layout error occurs if some excess digits remain after all 'Z', 'z', and '\*' Character values in  
zero\_suppression have been replaced via rule 1; no edited output string is produced.

41/5 An instance of `RHS_sign` maps to a character or string as shown in Table F.1.

42 An instance of `floating_LHS_sign` maps to the string obtained as follows.

43 1. Up to all but one of the rightmost `LHS_Sign` Character values are replaced by the excess digits  
(if any) from the *integer\_part* of the mapping of the number to the right of the  
`floating_LHS_sign` instance.

44/5 2. The next Character to the left is replaced with the character given by the entry in Table F.1  
corresponding to the `LHS_Sign` Character.

45 3. A `context_sensitive_insertion` Character is replaced as though it were a `direct_insertion`  
Character, if it occurs to the right of the leftmost `LHS_Sign` character replaced according to rule  
1.

46 4. Any other Character is replaced by the space character.

47 5. A layout error occurs if some excess digits remain after replacement via rule 1; no edited output  
string is produced.

48 An instance of `fixed_#_currency` maps to the Currency string with *n* space character values concatenated  
on the left (if the instance does not follow a `radix`) or on the right (if the instance does follow a `radix`),  
where *n* is the difference between the length of the `fixed_#_currency` instance and `Currency'Length`. A  
layout error occurs if `Currency'Length` exceeds the length of the `fixed_#_currency` instance; no edited  
output string is produced.

49 An instance of `floating_$_currency` maps to the string obtained as follows:

50 1. Up to all but one of the rightmost '\$' Character values are replaced with the excess digits (if any)  
from the *integer\_part* of the mapping of the number to the right of the `floating_$_currency`  
instance.

51 2. The next Character to the left is replaced by the Currency string.

52 3. A `context_sensitive_insertion` Character is replaced as though it were a `direct_insertion`  
Character, if it occurs to the right of the leftmost '\$' Character replaced via rule 1.

53 4. Each other Character is replaced by the space character.

54 5. A layout error occurs if some excess digits remain after replacement by rule 1; no edited output  
string is produced.

55 An instance of `floating_#_currency` maps to the string obtained as follows:

56 1. Up to all but one of the rightmost '#' Character values are replaced with the excess digits (if any)  
from the *integer\_part* of the mapping of the number to the right of the `floating_#_currency`  
instance.

57 2. The substring whose last Character occurs at the position immediately preceding the leftmost  
Character replaced via rule 1, and whose length is `Currency'Length`, is replaced by the Currency  
string.

3. A context\_sensitive\_insertion Character is replaced as though it were a direct\_insertion Character, if it occurs to the right of the leftmost '#' replaced via rule 1. 58
  4. Any other Character is replaced by the space character. 59
  5. A layout error occurs if some excess digits remain after replacement rule 1, or if there is no substring with the required length for replacement rule 2; no edited output string is produced. 60
- An instance of all\_zero\_suppression\_number maps to: 61
- a string of all spaces if the displayed magnitude of Item is zero, the zero\_suppression\_char is 'Z' or 'z', and the instance of all\_zero\_suppression\_number does not have a radix at its last character position; 62
  - a string containing the Fill character in each position except for the character (if any) corresponding to radix, if zero\_suppression\_char = '\*' and the displayed magnitude of Item is zero; 63
  - otherwise, the same result as if each zero\_suppression\_char in all\_zero\_suppression\_aft were '9', interpreting the instance of all\_zero\_suppression\_number as either zero\_suppression number (if a radix and all\_zero\_suppression\_aft are present), or as zero\_suppression otherwise. 64
- An instance of all\_sign\_number maps to: 65
- a string of all spaces if the displayed magnitude of Item is zero and the instance of all\_sign\_number does not have a radix at its last character position; 66
  - otherwise, the same result as if each sign\_char in all\_sign\_number\_aft were '9', interpreting the instance of all\_sign\_number as either floating\_LHS\_sign number (if a radix and all\_sign\_number\_aft are present), or as floating\_LHS\_sign otherwise. 67
- An instance of all\_currency\_number maps to: 68
- a string of all spaces if the displayed magnitude of Item is zero and the instance of all\_currency\_number does not have a radix at its last character position; 69
  - otherwise, the same result as if each currency\_char in all\_currency\_number\_aft were '9', interpreting the instance of all\_currency\_number as floating\_\$\_currency number or floating\_#\_currency number (if a radix and all\_currency\_number\_aft are present), or as floating\_\$\_currency or floating\_#\_currency otherwise. 70

#### Examples

*Examples of use of edited output; in the result string values shown below, 'b' represents the space character:* 71/5

| Item:     | Picture and Result Strings:                                                                                                             |            |
|-----------|-----------------------------------------------------------------------------------------------------------------------------------------|------------|
| 123456.78 | Picture: "-###** *9.99"<br>Result: "bbb\$**123,456.78"<br>"bbFF**123.456,78" (currency = "FF",<br>separator = '.',<br>radix mark = ',') | 72<br>73/3 |
| 123456.78 | Picture: "-\$** *9.99"<br>Result: "b\$**123,456.78"<br>"bFF**123.456,78" (currency = "FF",<br>separator = '.',<br>radix mark = ',')     | 74/1       |
| 0.0       | Picture: "-\$\$\$\$\$. \$\$"<br>Result: "bbbbbbbb"                                                                                      | 75         |
| 0.20      | Picture: "-\$\$\$\$\$. \$\$"<br>Result: "bbbbbb\$.20"                                                                                   | 76         |

```

77     -1234.565    Picture: "<<<<<<<<<.<<##>"
                          Result: "bb(1,234.57DMb)" (currency = "DM")
78     12345.67    Picture: "###_###_##9.99"
                          Result: "bbCHF12,345.67" (currency = "CHF")

```

### F.3.3 The Package Text\_IO.Editing

1 The package Text\_IO.Editing provides a private type Picture with associated operations, and a generic package Decimal\_Output. An object of type Picture is composed from a well-formed picture String (see F.3.1) and a Boolean item indicating whether a zero numeric value will result in an edited output string of all space characters. The package Decimal\_Output contains edited output subprograms implementing the effects defined in F.3.2.

#### Static Semantics

2 The library package Text\_IO.Editing has the following declaration:

```

3/5  package Ada.Text_IO.Editing
      with Nonblocking, Global => in out synchronized is
4      type Picture is private;
5      function Valid (Pic_String      : in String;
                     Blank_When_Zero : in Boolean := False) return Boolean;
6      function To_Picture (Pic_String      : in String;
                          Blank_When_Zero : in Boolean := False)
          return Picture;
7      function Pic_String      (Pic : in Picture) return String;
      function Blank_When_Zero (Pic : in Picture) return Boolean;
8      Max_Picture_Length  : constant := implementation_defined;
9      Picture_Error       : exception;
10     Default_Currency    : constant String := "$";
      Default_Fill        : constant Character := '*';
      Default_Separator   : constant Character := ',';
      Default_Radix_Mark  : constant Character := '.';
11     generic
      type Num is delta <> digits <>;
      Default_Currency    : in String := Text_IO.Editing.Default_Currency;
      Default_Fill        : in Character := Text_IO.Editing.Default_Fill;
      Default_Separator   : in Character :=
          Text_IO.Editing.Default_Separator;
      Default_Radix_Mark  : in Character :=
          Text_IO.Editing.Default_Radix_Mark;
      package Decimal_Output is
      function Length (Pic      : in Picture;
                     Currency : in String := Default_Currency)
          return Natural;
12     function Valid (Item      : in Num;
                     Pic       : in Picture;
                     Currency   : in String := Default_Currency)
          return Boolean;
13     function Image (Item      : in Num;
                     Pic       : in Picture;
                     Currency   : in String := Default_Currency;
                     Fill      : in Character := Default_Fill;
                     Separator  : in Character := Default_Separator;
                     Radix_Mark : in Character := Default_Radix_Mark)
          return String;

```



```

procedure Put (File      : in File_Type;           14/5
               Item      : in Num;
               Pic       : in Picture;
               Currency  : in String := Default_Currency;
               Fill      : in Character := Default_Fill;
               Separator : in Character := Default_Separator;
               Radix_Mark : in Character := Default_Radix_Mark)
    with Nonblocking => False;
procedure Put (Item      : in Num;                 15/5
               Pic       : in Picture;
               Currency  : in String := Default_Currency;
               Fill      : in Character := Default_Fill;
               Separator : in Character := Default_Separator;
               Radix_Mark : in Character := Default_Radix_Mark)
    with Nonblocking => False;
procedure Put (To       : out String;             16
               Item      : in Num;
               Pic       : in Picture;
               Currency  : in String := Default_Currency;
               Fill      : in Character := Default_Fill;
               Separator : in Character := Default_Separator;
               Radix_Mark : in Character := Default_Radix_Mark);
end Decimal_Output;
private
    ... -- not specified by the language
end Ada.Text_IO.Editing;

```

The exception `Constraint_Error` is raised if the `Image` function or any of the `Put` procedures is invoked with a null string for `Currency`. 17

```

function Valid (Pic_String : in String;          18
                Blank_When_Zero : in Boolean := False) return Boolean;

```

Valid returns True if `Pic_String` is a well-formed picture String (see F.3.1) the length of whose expansion does not exceed `Max_Picture_Length`, and if either `Blank_When_Zero` is False or `Pic_String` contains no '\*'. 19

```

function To_Picture (Pic_String : in String;    20
                    Blank_When_Zero : in Boolean := False)
return Picture;

```

`To_Picture` returns a result `Picture` such that the application of the function `Pic_String` to this result yields an expanded picture String equivalent to `Pic_String`, and such that `Blank_When_Zero` applied to the result `Picture` is the same value as the parameter `Blank_When_Zero`. `Picture_Error` is raised if not `Valid(Pic_String, Blank_When_Zero)`. 21

```

function Pic_String (Pic : in Picture) return String;  22

```

```

function Blank_When_Zero (Pic : in Picture) return Boolean;

```

If `Pic` is `To_Picture(String_Item, Boolean_Item)` for some `String_Item` and `Boolean_Item`, then: 23

- `Pic_String(Pic)` returns an expanded picture String equivalent to `String_Item` and with any lower-case letter replaced with its corresponding upper-case form, and 24
- `Blank_When_Zero(Pic)` returns `Boolean_Item`. 25

If `Pic_1` and `Pic_2` are objects of type `Picture`, then `"="(Pic_1, Pic_2)` is True when 26

- `Pic_String(Pic_1) = Pic_String(Pic_2)`, and 27
- `Blank_When_Zero(Pic_1) = Blank_When_Zero(Pic_2)`. 28

```

29     function Length (Pic          : in Picture;
                      Currency    : in String := Default_Currency)
        return Natural;
30     Length returns Pic_String(Pic)'Length + Currency_Length_Adjustment - Radix_Adjustment
        where
31         • Currency_Length_Adjustment =
32             • Currency'Length - 1 if there is some occurrence of '$' in Pic_String(Pic), and
33             • 0 otherwise.
34         • Radix_Adjustment =
35             • 1 if there is an occurrence of 'V' or 'v' in Pic_Str(Pic), and
36             • 0 otherwise.
37     function Valid (Item          : in Num;
                    Pic           : in Picture;
                    Currency      : in String := Default_Currency)
        return Boolean;
38     Valid returns True if Image(Item, Pic, Currency) does not raise Layout_Error, and returns False
        otherwise.
39     function Image (Item          : in Num;
                    Pic           : in Picture;
                    Currency      : in String := Default_Currency;
                    Fill          : in Character := Default_Fill;
                    Separator     : in Character := Default_Separator;
                    Radix_Mark    : in Character := Default_Radix_Mark)
        return String;
40     Image returns the edited output String as defined in F.3.2 for Item, Pic_String(Pic),
        Blank_When_Zero(Pic), Currency, Fill, Separator, and Radix_Mark. If these rules identify a
        layout error, then Image raises the exception Layout_Error.
41     procedure Put (File          : in File_Type;
                    Item          : in Num;
                    Pic           : in Picture;
                    Currency      : in String := Default_Currency;
                    Fill          : in Character := Default_Fill;
                    Separator     : in Character := Default_Separator;
                    Radix_Mark    : in Character := Default_Radix_Mark);

        procedure Put (Item          : in Num;
                    Pic           : in Picture;
                    Currency      : in String := Default_Currency;
                    Fill          : in Character := Default_Fill;
                    Separator     : in Character := Default_Separator;
                    Radix_Mark    : in Character := Default_Radix_Mark);
42     Each of these Put procedures outputs Image(Item, Pic, Currency, Fill, Separator, Radix_Mark)
        consistent with the conventions for Put for other real types in case of bounded line length (see
        A.10.6, “Get and Put Procedures”).
43     procedure Put (To           : out String;
                    Item          : in Num;
                    Pic           : in Picture;
                    Currency      : in String := Default_Currency;
                    Fill          : in Character := Default_Fill;
                    Separator     : in Character := Default_Separator;
                    Radix_Mark    : in Character := Default_Radix_Mark);

```

Put copies Image(Item, Pic, Currency, Fill, Separator, Radix\_Mark) to the given string, right justified. Otherwise, unassigned Character values in To are assigned the space character. If To'Length is less than the length of the string resulting from Image, then Layout\_Error is raised. 44/3

*Implementation Requirements*

Max\_Picture\_Length shall be at least 30. The implementation shall support currency strings of length up to at least 10, both for Default\_Currency in an instantiation of Decimal\_Output, and for Currency in an invocation of Image or any of the Put procedures. 45

NOTE 1

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52/5  
52.1/5

### F.3.4 The Package Wide\_Text\_IO.Editing

*Static Semantics*

The child package Wide\_Text\_IO.Editing has the same contents as Text\_IO.Editing, except that: 1

- each occurrence of Character is replaced by Wide\_Character, 2
- each occurrence of Text\_IO is replaced by Wide\_Text\_IO, 3
- the subtype of Default\_Currency is Wide\_String rather than String, and 4
- each occurrence of String in the generic package Decimal\_Output is replaced by Wide\_String. 5

NOTE Each of the functions Wide\_Text\_IO.Editing.Valid, To\_Picture, and Pic\_String has String (versus Wide\_String) as its parameter or result subtype, since a picture String is not localizable. 6

### F.3.5 The Package Wide\_Wide\_Text\_IO.Editing

*Static Semantics*

The child package Wide\_Wide\_Text\_IO.Editing has the same contents as Text\_IO.Editing, except that: 1/2

- each occurrence of Character is replaced by Wide\_Wide\_Character, 2/2
- each occurrence of Text\_IO is replaced by Wide\_Wide\_Text\_IO, 3/2
- the subtype of Default\_Currency is Wide\_Wide\_String rather than String, and 4/2
- each occurrence of String in the generic package Decimal\_Output is replaced by Wide\_Wide\_String. 5/2

NOTE Each of the functions Wide\_Wide\_Text\_IO.Editing.Valid, To\_Picture, and Pic\_String has String (versus Wide\_Wide\_String) as its parameter or result subtype, since a picture String is not localizable. 6/2



# Annex G

## (normative)

### Numerics

|                                                                                                                                                                                                                                                                                                                    |       |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|
| The Numerics Annex specifies                                                                                                                                                                                                                                                                                       | 1     |
| • features for complex arithmetic, including complex I/O;                                                                                                                                                                                                                                                          | 2     |
| • a mode (“strict mode”), in which the predefined arithmetic operations of floating point and fixed point types and the functions and operations of various predefined packages have to provide guaranteed accuracy or conform to other numeric performance requirements, which the Numerics Annex also specifies; | 3     |
| • a mode (“relaxed mode”), in which there are no accuracy or other numeric performance requirements to be satisfied, as for implementations not conforming to the Numerics Annex;                                                                                                                                  | 4/5   |
| • models of floating point and fixed point arithmetic on which the accuracy requirements of strict mode are based;                                                                                                                                                                                                 | 5/2   |
| • the definitions of the model-oriented attributes of floating point types that apply in the strict mode; and                                                                                                                                                                                                      | 6/2   |
| • features for the manipulation of real and complex vectors and matrices.                                                                                                                                                                                                                                          | 6.1/2 |

#### *Implementation Advice*

|                                                                                                                                                                                                                                                                                                                                                                                                                                         |     |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|
| If Fortran (respectively, C) is widely supported in the target environment, implementations supporting the Numerics Annex should provide the child package Interfaces.Fortran (respectively, Interfaces.C) specified in Annex B and should support a <i>convention_identifier</i> of Fortran (respectively, C) for the Convention aspect (see Annex B), thus allowing Ada programs to interface with programs written in that language. | 7/3 |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|

## G.1 Complex Arithmetic

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |   |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| Types and arithmetic operations for complex arithmetic are provided in <code>Generic_Complex_Types</code> , which is defined in G.1.1. Implementation-defined approximations to the complex analogs of the mathematical functions known as the “elementary functions” are provided by the subprograms in <code>Generic_Complex_Elementary_Functions</code> , which is defined in G.1.2. Both of these library units are generic children of the predefined package Numerics (see A.5). Nongeneric equivalents of these generic packages for each of the predefined floating point types are also provided as children of Numerics. | 1 |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|

### G.1.1 Complex Types

#### *Static Semantics*

|                                                                                                                                                                                                  |     |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|
| The generic library package <code>Numerics.Generic_Complex_Types</code> has the following declaration:                                                                                           | 1   |
| <pre>generic   type Real is digits &lt;&gt;; package Ada.Numerics.Generic_Complex_Types   with Pure, Nonblocking is   type Complex is     record       Re, Im : Real'Base;     end record;</pre> | 2/5 |
|                                                                                                                                                                                                  | 3   |

```

4/5 | type Imaginary is private
      |   with Preelaborable_Initialization;
5     | i : constant Imaginary;
      | j : constant Imaginary;
6     | function Re (X : Complex) return Real'Base;
      | function Im (X : Complex) return Real'Base;
      | function Im (X : Imaginary) return Real'Base;
7     | procedure Set_Re (X : in out Complex;
      |                 Re : in Real'Base);
      | procedure Set_Im (X : in out Complex;
      |                 Im : in Real'Base);
      | procedure Set_Im (X : out Imaginary;
      |                 Im : in Real'Base);
8     | function Compose_From_Cartesian (Re, Im : Real'Base) return Complex;
      | function Compose_From_Cartesian (Re : Real'Base) return Complex;
      | function Compose_From_Cartesian (Im : Imaginary) return Complex;
9     | function Modulus (X : Complex) return Real'Base;
      | function "abs" (Right : Complex) return Real'Base renames Modulus;
10    | function Argument (X : Complex) return Real'Base;
      | function Argument (X : Complex;
      |                   Cycle : Real'Base) return Real'Base;
11    | function Compose_From_Polar (Modulus, Argument : Real'Base)
      | return Complex;
      | function Compose_From_Polar (Modulus, Argument, Cycle : Real'Base)
      | return Complex;
12    | function "+" (Right : Complex) return Complex;
      | function "-" (Right : Complex) return Complex;
      | function Conjugate (X : Complex) return Complex;
13    | function "+" (Left, Right : Complex) return Complex;
      | function "-" (Left, Right : Complex) return Complex;
      | function "*" (Left, Right : Complex) return Complex;
      | function "/" (Left, Right : Complex) return Complex;
14    | function "***" (Left : Complex; Right : Integer) return Complex;
15    | function "+" (Right : Imaginary) return Imaginary;
      | function "-" (Right : Imaginary) return Imaginary;
      | function Conjugate (X : Imaginary) return Imaginary renames "-";
      | function "abs" (Right : Imaginary) return Real'Base;
16    | function "+" (Left, Right : Imaginary) return Imaginary;
      | function "-" (Left, Right : Imaginary) return Imaginary;
      | function "*" (Left, Right : Imaginary) return Real'Base;
      | function "/" (Left, Right : Imaginary) return Real'Base;
17    | function "***" (Left : Imaginary; Right : Integer) return Complex;
18    | function "<" (Left, Right : Imaginary) return Boolean;
      | function "<=" (Left, Right : Imaginary) return Boolean;
      | function ">" (Left, Right : Imaginary) return Boolean;
      | function ">=" (Left, Right : Imaginary) return Boolean;
19    | function "+" (Left : Complex; Right : Real'Base) return Complex;
      | function "+" (Left : Real'Base; Right : Complex) return Complex;
      | function "-" (Left : Complex; Right : Real'Base) return Complex;
      | function "-" (Left : Real'Base; Right : Complex) return Complex;
      | function "*" (Left : Complex; Right : Real'Base) return Complex;
      | function "*" (Left : Real'Base; Right : Complex) return Complex;
      | function "/" (Left : Complex; Right : Real'Base) return Complex;
      | function "/" (Left : Real'Base; Right : Complex) return Complex;

```

```

function "+" (Left : Complex; Right : Imaginary) return Complex;      20
function "+" (Left : Imaginary; Right : Complex) return Complex;
function "-" (Left : Complex; Right : Imaginary) return Complex;
function "-" (Left : Imaginary; Right : Complex) return Complex;
function "*" (Left : Complex; Right : Imaginary) return Complex;
function "*" (Left : Imaginary; Right : Complex) return Complex;
function "/" (Left : Complex; Right : Imaginary) return Complex;
function "/" (Left : Imaginary; Right : Complex) return Complex;

function "+" (Left : Imaginary; Right : Real'Base) return Complex;    21
function "+" (Left : Real'Base; Right : Imaginary) return Complex;
function "-" (Left : Imaginary; Right : Real'Base) return Complex;
function "-" (Left : Real'Base; Right : Imaginary) return Complex;
function "*" (Left : Imaginary; Right : Real'Base) return Imaginary;
function "*" (Left : Real'Base; Right : Imaginary) return Imaginary;
function "/" (Left : Imaginary; Right : Real'Base) return Imaginary;
function "/" (Left : Real'Base; Right : Imaginary) return Imaginary;

private   22
  type Imaginary is new Real'Base;                                     23
  i : constant Imaginary := 1.0;
  j : constant Imaginary := 1.0;
end Ada.Numerics.Generic_Complex_Types;                               24

```

The library package `Numerics.Complex_Types` is declared pure and defines the same types, constants, and subprograms as `Numerics.Generic_Complex_Types`, except that the predefined type `Float` is systematically substituted for `Real'Base` throughout. Nongeneric equivalents of `Numerics.Generic_Complex_Types` for each of the other predefined floating point types are defined similarly, with the names `Numerics.Short_Complex_Types`, `Numerics.Long_Complex_Types`, etc. 25/1

`Complex` is a visible type with Cartesian components. 26/2

`Imaginary` is a private type; its full type is derived from `Real'Base`. 27

The arithmetic operations and the `Re`, `Im`, `Modulus`, `Argument`, and `Conjugate` functions have their usual mathematical meanings. When applied to a parameter of pure-imaginary type, the “imaginary-part” function `Im` yields the value of its parameter, as the corresponding real value. The remaining subprograms have the following meanings: 28

- The `Set_Re` and `Set_Im` procedures replace the designated component of a complex parameter with the given real value; applied to a parameter of pure-imaginary type, the `Set_Im` procedure replaces the value of that parameter with the imaginary value corresponding to the given real value. 29
- The `Compose_From_Cartesian` function constructs a complex value from the given real and imaginary components. If only one component is given, the other component is implicitly zero. 30
- The `Compose_From_Polar` function constructs a complex value from the given modulus (radius) and argument (angle). When the value of the parameter `Modulus` is positive (resp., negative), the result is the complex value represented by the point in the complex plane lying at a distance from the origin given by the absolute value of `Modulus` and forming an angle measured counterclockwise from the positive (resp., negative) real axis given by the value of the parameter `Argument`. 31

When the `Cycle` parameter is specified, the result of the `Argument` function and the parameter `Argument` of the `Compose_From_Polar` function are measured in units such that a full cycle of revolution has the given value; otherwise, they are measured in radians. 32

The computed results of the mathematically multivalued functions are rendered single-valued by the following conventions, which are meant to imply the principal branch: 33

- 34 • The result of the Modulus function is nonnegative.
- 35 • The result of the Argument function is in the quadrant containing the point in the complex plane represented by the parameter X. This may be any quadrant (I through IV); thus, the range of the Argument function is approximately  $-\pi$  to  $\pi$  ( $-\text{Cycle}/2.0$  to  $\text{Cycle}/2.0$ , if the parameter Cycle is specified). When the point represented by the parameter X lies on the negative real axis, the result approximates
  - 36 •  $\pi$  (resp.,  $-\pi$ ) when the sign of the imaginary component of X is positive (resp., negative), if Real'Signed\_Zeros is True;
  - 37 •  $\pi$ , if Real'Signed\_Zeros is False.
- 38 • Because a result lying on or near one of the axes may not be exactly representable, the approximation inherent in computing the result may place it in an adjacent quadrant, close to but on the wrong side of the axis.

#### *Dynamic Semantics*

- 39 The exception Numerics.Argument\_Error is raised by the Argument and Compose\_From\_Polar functions with specified cycle, signaling a parameter value outside the domain of the corresponding mathematical function, when the value of the parameter Cycle is zero or negative.
- 40 The exception Constraint\_Error is raised by the division operator when the value of the right operand is zero, and by the exponentiation operator when the value of the left operand is zero and the value of the exponent is negative, provided that Real'Machine\_Overflows is True; when Real'Machine\_Overflows is False, the result is unspecified. Constraint\_Error can also be raised when a finite result overflows (see G.2.6).

#### *Implementation Requirements*

- 41 In the implementation of Numerics.Generic\_Complex\_Types, the range of intermediate values allowed during the calculation of a final result shall not be affected by any range constraint of the subtype Real.
- 42 In the following cases, evaluation of a complex arithmetic operation shall yield the *prescribed result*, provided that the preceding rules do not call for an exception to be raised:
- 43 • The results of the Re, Im, and Compose\_From\_Cartesian functions are exact.
  - 44 • The real (resp., imaginary) component of the result of a binary addition operator that yields a result of complex type is exact when either of its operands is of pure-imaginary (resp., real) type.
  - 45 • The real (resp., imaginary) component of the result of a binary subtraction operator that yields a result of complex type is exact when its right operand is of pure-imaginary (resp., real) type.
  - 46 • The real component of the result of the Conjugate function for the complex type is exact.
  - 47 • When the point in the complex plane represented by the parameter X lies on the nonnegative real axis, the Argument function yields a result of zero.
  - 48 • When the value of the parameter Modulus is zero, the Compose\_From\_Polar function yields a result of zero.
  - 49 • When the value of the parameter Argument is equal to a multiple of the quarter cycle, the result of the Compose\_From\_Polar function with specified cycle lies on one of the axes. In this case, one of its components is zero, and the other has the magnitude of the parameter Modulus.
  - 50 • Exponentiation by a zero exponent yields the value one. Exponentiation by a unit exponent yields the value of the left operand. Exponentiation of the value one yields the value one. Exponentiation of the value zero yields the value zero, provided that the exponent is nonzero.



When the left operand is of pure-imaginary type, one component of the result of the exponentiation operator is zero.

When the result, or a result component, of any operator of `Numerics.Generic_Complex_Types` has a mathematical definition in terms of a single arithmetic or relational operation, that result or result component exhibits the accuracy of the corresponding operation of the type `Real`. 51

Other accuracy requirements for the `Modulus`, `Argument`, and `Compose_From_Polar` functions, and accuracy requirements for the multiplication of a pair of complex operands or for division by a complex operand, all of which apply only in the strict mode, are given in G.2.6. 52

The sign of a zero result or zero result component yielded by a complex arithmetic operation or function is implementation defined when `Real'Signed_Zeros` is `True`. 53

#### *Implementation Permissions*

The nongeneric equivalent packages can be actual instantiations of the generic package for the appropriate predefined type, though that is not required. 54/5

Implementations may obtain the result of exponentiation of a complex or pure-imaginary operand by repeated complex multiplication, with arbitrary association of the factors and with a possible final complex reciprocation (when the exponent is negative). Implementations are also permitted to obtain the result of exponentiation of a complex operand, but not of a pure-imaginary operand, by converting the left operand to a polar representation; exponentiating the modulus by the given exponent; multiplying the argument by the given exponent; and reconverting to a Cartesian representation. Because of this implementation freedom, no accuracy requirement is imposed on complex exponentiation (except for the prescribed results given above, which apply regardless of the implementation method chosen). 55/2

#### *Implementation Advice*

Because the usual mathematical meaning of multiplication of a complex operand and a real operand is that of the scaling of both components of the former by the latter, an implementation should not perform this operation by first promoting the real operand to complex type and then performing a full complex multiplication. In systems that, in the future, support an Ada binding to ISO/IEC 60559:2020, the latter technique will not generate the required result when one of the components of the complex operand is infinite. (Explicit multiplication of the infinite component by the zero component obtained during promotion yields a NaN that propagates into the final result.) Analogous advice applies in the case of multiplication of a complex operand and a pure-imaginary operand, and in the case of division of a complex operand by a real or pure-imaginary operand. 56/5

Likewise, because the usual mathematical meaning of addition of a complex operand and a real operand is that the imaginary operand remains unchanged, an implementation should not perform this operation by first promoting the real operand to complex type and then performing a full complex addition. In implementations in which the `Signed_Zeros` attribute of the component type is `True` (and which therefore conform to ISO/IEC 60559:2020 in regard to the handling of the sign of zero in predefined arithmetic operations), the latter technique will not generate the required result when the imaginary component of the complex operand is a negatively signed zero. (Explicit addition of the negative zero to the zero obtained during promotion yields a positive zero.) Analogous advice applies in the case of addition of a complex operand and a pure-imaginary operand, and in the case of subtraction of a complex operand and a real or pure-imaginary operand. 57/5

Implementations in which `Real'Signed_Zeros` is `True` should attempt to provide a rational treatment of the signs of zero results and result components. As one example, the result of the `Argument` function should have the sign of the imaginary component of the parameter `X` when the point represented by that 58

parameter lies on the positive real axis; as another, the sign of the imaginary component of the `Compose_From_Polar` function should be the same as (resp., the opposite of) that of the Argument parameter when that parameter has a value of zero and the Modulus parameter has a nonnegative (resp., negative) value.

## G.1.2 Complex Elementary Functions

### *Static Semantics*

1 The generic library package `Numerics.Generic_Complex_Elementary_Functions` has the following declaration:

```
2/5 with Ada.Numerics.Generic_Complex_Types;
   generic
     with package Complex_Types is
       new Ada.Numerics.Generic_Complex_Types (<>);
     use Complex_Types;
   package Ada.Numerics.Generic_Complex_Elementary_Functions
     with Pure, Nonblocking is
3       function Sqrt (X : Complex) return Complex;
       function Log (X : Complex) return Complex;
       function Exp (X : Complex) return Complex;
       function Exp (X : Imaginary) return Complex;
       function "*" (Left : Complex; Right : Complex) return Complex;
       function "*" (Left : Complex; Right : Real'Base) return Complex;
       function "*" (Left : Real'Base; Right : Complex) return Complex;
4       function Sin (X : Complex) return Complex;
       function Cos (X : Complex) return Complex;
       function Tan (X : Complex) return Complex;
       function Cot (X : Complex) return Complex;
5       function Arcsin (X : Complex) return Complex;
       function Arccos (X : Complex) return Complex;
       function Arctan (X : Complex) return Complex;
       function Arccot (X : Complex) return Complex;
6       function Sinh (X : Complex) return Complex;
       function Cosh (X : Complex) return Complex;
       function Tanh (X : Complex) return Complex;
       function Coth (X : Complex) return Complex;
7       function Arcsinh (X : Complex) return Complex;
       function Arccosh (X : Complex) return Complex;
       function Arctanh (X : Complex) return Complex;
       function Arccoth (X : Complex) return Complex;
8     end Ada.Numerics.Generic_Complex_Elementary_Functions;
```

9/1 The library package `Numerics.Complex_Elementary_Functions` is declared pure and defines the same subprograms as `Numerics.Generic_Complex_Elementary_Functions`, except that the predefined type `Float` is systematically substituted for `Real'Base`, and the `Complex` and `Imaginary` types exported by `Numerics.Complex_Types` are systematically substituted for `Complex` and `Imaginary`, throughout. Nongeneric equivalents of `Numerics.Generic_Complex_Elementary_Functions` corresponding to each of the other predefined floating point types are defined similarly, with the names `Numerics.Short_Complex_Elementary_Functions`, `Numerics.Long_Complex_Elementary_Functions`, etc.

10 The overloading of the `Exp` function for the pure-imaginary type is provided to give the user an alternate way to compose a complex value from a given modulus and argument. In addition to `Compose_From_Polar(Rho, Theta)` (see G.1.1), the programmer may write `Rho * Exp(i * Theta)`.

11 The imaginary (resp., real) component of the parameter `X` of the forward hyperbolic (resp., trigonometric) functions and of the `Exp` function (and the parameter `X`, itself, in the case of the overloading of the `Exp`

function for the pure-imaginary type) represents an angle measured in radians, as does the imaginary (resp., real) component of the result of the Log and inverse hyperbolic (resp., trigonometric) functions.

The functions have their usual mathematical meanings. However, the arbitrariness inherent in the placement of branch cuts, across which some of the complex elementary functions exhibit discontinuities, is eliminated by the following conventions:

- The imaginary component of the result of the Sqrt and Log functions is discontinuous as the parameter X crosses the negative real axis. 13
- The result of the exponentiation operator when the left operand is of complex type is discontinuous as that operand crosses the negative real axis. 14
- The imaginary component of the result of the Arcsin, Arccos, and Arctanh functions is discontinuous as the parameter X crosses the real axis to the left of  $-1.0$  or the right of  $1.0$ . 15/2
- The real component of the result of the Arctan and Arcsinh functions is discontinuous as the parameter X crosses the imaginary axis below  $-i$  or above  $i$ . 16/2
- The real component of the result of the Arccot function is discontinuous as the parameter X crosses the imaginary axis below  $-i$  or above  $i$ . 17/2
- The imaginary component of the Arccosh function is discontinuous as the parameter X crosses the real axis to the left of  $1.0$ . 18
- The imaginary component of the result of the Arccoth function is discontinuous as the parameter X crosses the real axis between  $-1.0$  and  $1.0$ . 19

The computed results of the mathematically multivalued functions are rendered single-valued by the following conventions, which are meant to imply that the principal branch is an analytic continuation of the corresponding real-valued function in `Numerics.Generic_Elementary_Functions`. (For Arctan and Arccot, the single-argument function in question is that obtained from the two-argument version by fixing the second argument to be its default value.) 20/2

- The real component of the result of the Sqrt and Arccosh functions is nonnegative. 21
- The same convention applies to the imaginary component of the result of the Log function as applies to the result of the natural-cycle version of the Argument function of `Numerics.Generic_Complex_Types` (see G.1.1). 22
- The range of the real (resp., imaginary) component of the result of the Arcsin and Arctan (resp., Arcsinh and Arctanh) functions is approximately  $-\pi/2.0$  to  $\pi/2.0$ . 23
- The real (resp., imaginary) component of the result of the Arccos and Arccot (resp., Arccoth) functions ranges from  $0.0$  to approximately  $\pi$ . 24
- The range of the imaginary component of the result of the Arccosh function is approximately  $-\pi$  to  $\pi$ . 25

In addition, the exponentiation operator inherits the single-valuedness of the Log function. 26

#### *Dynamic Semantics*

The exception `Numerics.Argument_Error` is raised by the exponentiation operator, signaling a parameter value outside the domain of the corresponding mathematical function, when the value of the left operand is zero and the real component of the exponent (or the exponent itself, when it is of real type) is zero. 27

The exception `Constraint_Error` is raised, signaling a pole of the mathematical function (analogous to dividing by zero), in the following cases, provided that `Complex_Types.Real'Machine_Overflows` is `True`: 28

- by the Log, Cot, and Coth functions, when the value of the parameter X is zero; 29

- 30 • by the exponentiation operator, when the value of the left operand is zero and the real component of the exponent (or the exponent itself, when it is of real type) is negative;
- 31 • by the Arctan and Arccot functions, when the value of the parameter  $X$  is  $\pm i$ ;
- 32 • by the Arctanh and Arccoth functions, when the value of the parameter  $X$  is  $\pm 1.0$ .

33 Constraint\_Error can also be raised when a finite result overflows (see G.2.6); this may occur for parameter values sufficiently *near* poles, and, in the case of some of the functions, for parameter values having components of sufficiently large magnitude. When Complex\_Types.Real'Machine\_Overflows is False, the result at poles is unspecified.

#### *Implementation Requirements*

34 In the implementation of Numerics.Generic\_Complex\_Elementary\_Functions, the range of intermediate values allowed during the calculation of a final result shall not be affected by any range constraint of the subtype Complex\_Types.Real.

35 In the following cases, evaluation of a complex elementary function shall yield the *prescribed result* (or a result having the prescribed component), provided that the preceding rules do not call for an exception to be raised:

- 36 • When the parameter  $X$  has the value zero, the Sqrt, Sin, Arcsin, Tan, Arctan, Sinh, Arcsinh, Tanh, and Arctanh functions yield a result of zero; the Exp, Cos, and Cosh functions yield a result of one; the Arccos and Arccot functions yield a real result; and the Arccoth function yields an imaginary result.
- 37 • When the parameter  $X$  has the value one, the Sqrt function yields a result of one; the Log, Arccos, and Arccosh functions yield a result of zero; and the Arcsin function yields a real result.
- 38 • When the parameter  $X$  has the value  $-1.0$ , the Sqrt function yields the result
  - 39 •  $i$  (resp.,  $-i$ ), when the sign of the imaginary component of  $X$  is positive (resp., negative), if Complex\_Types.Real'Signed\_Zeros is True;
  - 40 •  $i$ , if Complex\_Types.Real'Signed\_Zeros is False;
- 41/2 • When the parameter  $X$  has the value  $-1.0$ , the Log function yields an imaginary result; and the Arcsin and Arccos functions yield a real result.
- 42 • When the parameter  $X$  has the value  $\pm i$ , the Log function yields an imaginary result.
- 43 • Exponentiation by a zero exponent yields the value one. Exponentiation by a unit exponent yields the value of the left operand (as a complex value). Exponentiation of the value one yields the value one. Exponentiation of the value zero yields the value zero.

44 Other accuracy requirements for the complex elementary functions, which apply only in the strict mode, are given in G.2.6.

45 The sign of a zero result or zero result component yielded by a complex elementary function is implementation defined when Complex\_Types.Real'Signed\_Zeros is True.

#### *Implementation Permissions*

46/5 The nongeneric equivalent packages can be actual instantiations of the generic package with the appropriate predefined nongeneric equivalent of Numerics.Generic\_Complex\_Types, though that is not required; if they are, then the latter shall have been obtained by actual instantiation of Numerics.Generic\_Complex\_Types.

The exponentiation operator may be implemented in terms of the `Exp` and `Log` functions. Because this implementation yields poor accuracy in some parts of the domain, no accuracy requirement is imposed on complex exponentiation. 47

The implementation of the `Exp` function of a complex parameter `X` is allowed to raise the exception `Constraint_Error`, signaling overflow, when the real component of `X` exceeds an unspecified threshold that is approximately `log(Complex_Types.Real'Safe_Last)`. This permission recognizes the impracticality of avoiding overflow in the marginal case that the exponential of the real component of `X` exceeds the safe range of `Complex_Types.Real` but both components of the final result do not. Similarly, the `Sin` and `Cos` (resp., `Sinh` and `Cosh`) functions are allowed to raise the exception `Constraint_Error`, signaling overflow, when the absolute value of the imaginary (resp., real) component of the parameter `X` exceeds an unspecified threshold that is approximately `log(Complex_Types.Real'Safe_Last) + log(2.0)`. This permission recognizes the impracticality of avoiding overflow in the marginal case that the hyperbolic sine or cosine of the imaginary (resp., real) component of `X` exceeds the safe range of `Complex_Types.Real` but both components of the final result do not. 48

*Implementation Advice*

Implementations in which `Complex_Types.Real'Signed_Zeros` is `True` should attempt to provide a rational treatment of the signs of zero results and result components. For example, many of the complex elementary functions have components that are odd functions of one of the parameter components; in these cases, the result component should have the sign of the parameter component at the origin. Other complex elementary functions have zero components whose sign is opposite that of a parameter component at the origin, or is always positive or always negative. 49

### G.1.3 Complex Input-Output

The generic package `Text_IO.Complex_IO` defines procedures for the formatted input and output of complex values. The generic actual parameter in an instantiation of `Text_IO.Complex_IO` is an instance of `Numerics.Generic_Complex_Types` for some floating point subtype. Exceptional conditions are reported by raising the appropriate exception defined in `Text_IO`. 1

*Static Semantics*

The generic library package `Text_IO.Complex_IO` has the following declaration: 2

```

with Ada.Numerics.Generic_Complex_Types;
generic
  with package Complex_Types is
    new Ada.Numerics.Generic_Complex_Types (<>);
package Ada.Text_IO.Complex_IO
  with Global => in out synchronized is
  use Complex_Types;
  Default_Fore : Field := 2;
  Default_Aft  : Field := Real'Digits - 1;
  Default_Exp  : Field := 3;

  procedure Get (File   : in File_Type;
                Item   : out Complex;
                Width  : in Field := 0);
  procedure Get (Item  : out Complex;
                Width  : in Field := 0);
3/5
4
5
6
```

```

7      procedure Put (File : in File_Type;
                   Item : in Complex;
                   Fore : in Field := Default_Fore;
                   Aft  : in Field := Default_Aft;
                   Exp  : in Field := Default_Exp);
      procedure Put (Item : in Complex;
                   Fore : in Field := Default_Fore;
                   Aft  : in Field := Default_Aft;
                   Exp  : in Field := Default_Exp);
8/5    procedure Get (From : in String;
                   Item : out Complex;
                   Last  : out Positive)
      with Nonblocking;
      procedure Put (To   : out String;
                   Item : in Complex;
                   Aft  : in Field := Default_Aft;
                   Exp  : in Field := Default_Exp)
      with Nonblocking;
9      end Ada.Text_IO.Complex_IO;

```

9.1/2 The library package `Complex_Text_IO` defines the same subprograms as `Text_IO.Complex_IO`, except that the predefined type `Float` is systematically substituted for `Real`, and the type `Numerics.Complex_Types.Complex` is systematically substituted for `Complex` throughout. Nongeneric equivalents of `Text_IO.Complex_IO` corresponding to each of the other predefined floating point types are defined similarly, with the names `Short_Complex_Text_IO`, `Long_Complex_Text_IO`, etc.

10 The semantics of the `Get` and `Put` procedures are as follows:

```

11      procedure Get (File : in File_Type;
                   Item  : out Complex;
                   Width : in Field := 0);
      procedure Get (Item : out Complex;
                   Width : in Field := 0);

```

12/1 The input sequence is a pair of optionally signed real literals representing the real and imaginary components of a complex value. These components have the format defined for the corresponding `Get` procedure of an instance of `Text_IO.Float_IO` (see A.10.9) for the base subtype of `Complex_Types.Real`. The pair of components may be separated by a comma or surrounded by a pair of parentheses or both. Blanks are freely allowed before each of the components and before the parentheses and comma, if either is used. If the value of the parameter `Width` is zero, then

- 13 • line and page terminators are also allowed in these places;
- 14 • the components shall be separated by at least one blank or line terminator if the comma is omitted; and
- 15 • reading stops when the right parenthesis has been read, if the input sequence includes a left parenthesis, or when the imaginary component has been read, otherwise.

15.1 If a nonzero value of `Width` is supplied, then

- 16 • the components shall be separated by at least one blank if the comma is omitted; and
- 17 • exactly `Width` characters are read, or the characters (possibly none) up to a line terminator, whichever comes first (blanks are included in the count).

18 Returns, in the parameter `Item`, the value of type `Complex` that corresponds to the input sequence.

The exception `Text_IO.Data_Error` is raised if the input sequence does not have the required syntax or if the components of the complex value obtained are not of the base subtype of `Complex_Types.Real`. 19

```

procedure Put (File : in File_Type;                               20
               Item : in Complex;
               Fore : in Field := Default_Fore;
               Aft  : in Field := Default_Aft;
               Exp  : in Field := Default_Exp);
procedure Put (Item : in Complex;
               Fore : in Field := Default_Fore;
               Aft  : in Field := Default_Aft;
               Exp  : in Field := Default_Exp);

```

Outputs the value of the parameter `Item` as a pair of decimal literals representing the real and imaginary components of the complex value, using the syntax of an aggregate. More specifically, 21

- outputs a left parenthesis; 22
- outputs the value of the real component of the parameter `Item` with the format defined by the corresponding `Put` procedure of an instance of `Text_IO.Float_IO` for the base subtype of `Complex_Types.Real`, using the given values of `Fore`, `Aft`, and `Exp`; 23
- outputs a comma; 24
- outputs the value of the imaginary component of the parameter `Item` with the format defined by the corresponding `Put` procedure of an instance of `Text_IO.Float_IO` for the base subtype of `Complex_Types.Real`, using the given values of `Fore`, `Aft`, and `Exp`; 25
- outputs a right parenthesis. 26

```

procedure Get (From : in String;                               27
               Item  : out Complex;
               Last  : out Positive);

```

Reads a complex value from the beginning of the given string, following the same rule as the `Get` procedure that reads a complex value from a file, but treating the end of the string as a file terminator. Returns, in the parameter `Item`, the value of type `Complex` that corresponds to the input sequence. Returns in `Last` the index value such that `From>Last` is the last character read. 28/2

The exception `Text_IO.Data_Error` is raised if the input sequence does not have the required syntax or if the components of the complex value obtained are not of the base subtype of `Complex_Types.Real`. 29

```

procedure Put (To   : out String;                               30
               Item : in Complex;
               Aft  : in Field := Default_Aft;
               Exp  : in Field := Default_Exp);

```

Outputs the value of the parameter `Item` to the given string as a pair of decimal literals representing the real and imaginary components of the complex value, using the syntax of an aggregate. More specifically, 31

- a left parenthesis, the real component, and a comma are left justified in the given string, with the real component having the format defined by the `Put` procedure (for output to a file) of an instance of `Text_IO.Float_IO` for the base subtype of `Complex_Types.Real`, using a value of zero for `Fore` and the given values of `Aft` and `Exp`; 32

- 33
- the imaginary component and a right parenthesis are right justified in the given string, with the imaginary component having the format defined by the Put procedure (for output to a file) of an instance of Text\_IO.Float\_IO for the base subtype of Complex\_Types.Real, using a value for Fore that completely fills the remainder of the string, together with the given values of Aft and Exp.

34 The exception Text\_IO.Layout\_Error is raised if the given string is too short to hold the formatted output.

*Implementation Permissions*

35 Other exceptions declared (by renaming) in Text\_IO may be raised by the preceding procedures in the appropriate circumstances, as for the corresponding procedures of Text\_IO.Float\_IO.

## G.1.4 The Package Wide\_Text\_IO.Complex\_IO

*Static Semantics*

1 Implementations shall also provide the generic library package Wide\_Text\_IO.Complex\_IO. Its declaration is obtained from that of Text\_IO.Complex\_IO by systematically replacing Text\_IO by Wide\_Text\_IO and String by Wide\_String; the description of its behavior is obtained by additionally replacing references to particular characters (commas, parentheses, etc.) by those for the corresponding wide characters.

## G.1.5 The Package Wide\_Wide\_Text\_IO.Complex\_IO

*Static Semantics*

1/2 Implementations shall also provide the generic library package Wide\_Wide\_Text\_IO.Complex\_IO. Its declaration is obtained from that of Text\_IO.Complex\_IO by systematically replacing Text\_IO by Wide\_Wide\_Text\_IO and String by Wide\_Wide\_String; the description of its behavior is obtained by additionally replacing references to particular characters (commas, parentheses, etc.) by those for the corresponding wide wide characters.

## G.2 Numeric Performance Requirements

*Implementation Requirements*

1 Implementations shall provide a user-selectable mode in which the accuracy and other numeric performance requirements detailed in the following subclauses are observed. This mode, referred to as the *strict mode*, may or may not be the default mode; it directly affects the results of the predefined arithmetic operations of real types and the results of the subprograms in children of the Numerics package, and indirectly affects the operations in other language defined packages. Implementations shall also provide the opposing mode, which is known as the *relaxed mode*.

*Implementation Permissions*

2 Either mode may be the default mode.

3/5 The two modes can be one and the same.



## G.2.1 Model of Floating Point Arithmetic

In the strict mode, the predefined operations of a floating point type shall satisfy the accuracy requirements specified here and shall avoid or signal overflow in the situations described. This behavior is presented in terms of a model of floating point arithmetic that builds on the concept of the canonical form (see A.5.3).

### *Static Semantics*

Associated with each floating point type is an infinite set of model numbers. The model numbers of a type are used to define the accuracy requirements that have to be satisfied by certain predefined operations of the type; through certain attributes of the model numbers, they are also used to explain the meaning of a user-declared floating point type declaration. The model numbers of a derived type are those of the parent type; the model numbers of a subtype are those of its type.

The *model numbers* of a floating point type T are zero and all the values expressible in the canonical form (for the type T), in which *mantissa* has T'Model\_Mantissa digits and *exponent* has a value greater than or equal to T'Model\_Emin. (These attributes are defined in G.2.2.)

A *model interval* of a floating point type is any interval whose bounds are model numbers of the type. The *model interval* of a type T *associated with a value v* is the smallest model interval of T that includes v. (The model interval associated with a model number of a type consists of that number only.)

### *Implementation Requirements*

The accuracy requirements for the evaluation of certain predefined operations of floating point types are as follows.

An *operand interval* is the model interval, of the type specified for the operand of an operation, associated with the value of the operand.

For any predefined arithmetic operation that yields a result of a floating point type T, the required bounds on the result are given by a model interval of T (called the *result interval*) defined in terms of the operand values as follows:

- The result interval is the smallest model interval of T that includes the minimum and the maximum of all the values obtained by applying the (exact) mathematical operation to values arbitrarily selected from the respective operand intervals.

The result interval of an exponentiation is obtained by applying the above rule to the sequence of multiplications defined by the exponent, assuming arbitrary association of the factors, and to the final division in the case of a negative exponent.

The result interval of a conversion of a numeric value to a floating point type T is the model interval of T associated with the operand value, except when the source expression is of a fixed point type with a *small* that is not a power of T'Machine\_Radix or is a fixed point multiplication or division either of whose operands has a *small* that is not a power of T'Machine\_Radix; in these cases, the result interval is implementation defined.

For any of the foregoing operations, the implementation shall deliver a value that belongs to the result interval when both bounds of the result interval are in the safe range of the result type T, as determined by the values of T'Safe\_First and T'Safe\_Last; otherwise,

- if T'Machine\_Overflows is True, the implementation shall either deliver a value that belongs to the result interval or raise Constraint\_Error;

- 13 • if `TMachine_Overflows` is `False`, the result is implementation defined.
- 14/5 For any predefined relation on operands of a floating point type `T`, the implementation may deliver any value (that is, either `True` or `False`) obtained by applying the (exact) mathematical comparison to values arbitrarily chosen from the respective operand intervals.
- 15 The result of a membership test is defined in terms of comparisons of the operand value with the lower and upper bounds of the given range or type mark (the usual rules apply to these comparisons).

*Implementation Permissions*

- 16 If the underlying floating point hardware implements division as multiplication by a reciprocal, the result interval for division (and exponentiation by a negative exponent) is implementation defined.

## G.2.2 Model-Oriented Attributes of Floating Point Types

- 1 In implementations that support the Numerics Annex, the model-oriented attributes of floating point types shall yield the values defined here, in both the strict and the relaxed modes. These definitions add conditions to those in A.5.3.

*Static Semantics*

- 2 For every subtype `S` of a floating point type `T`:

3/2 `S'Model_Mantissa`

Yields the number of digits in the mantissa of the canonical form of the model numbers of `T` (see A.5.3). The value of this attribute shall be greater than or equal to

$$3.1/2 \quad \lceil d \cdot \log(10) / \log(\text{TMachine\_Radix}) \rceil + g$$

- 3.2/2 where `d` is the requested decimal precision of `T`, and `g` is 0 if `TMachine_Radix` is a positive power of 10 and 1 otherwise. In addition, `T'Model_Mantissa` shall be less than or equal to the value of `TMachine_Mantissa`. This attribute yields a value of the type *universal\_integer*.

4 `S'Model_Emin`

Yields the minimum exponent of the canonical form of the model numbers of `T` (see A.5.3). The value of this attribute shall be greater than or equal to the value of `TMachine_Emin`. This attribute yields a value of the type *universal\_integer*.

5 `S'Safe_First`

Yields the lower bound of the safe range of `T`. The value of this attribute shall be a model number of `T` and greater than or equal to the lower bound of the base range of `T`. In addition, if `T` is declared by a `floating_point_definition` or is derived from such a type, and the `floating_point_definition` includes a `real_range_specification` specifying a lower bound of `lb`, then the value of this attribute shall be less than or equal to `lb`; otherwise, it shall be less than or equal to  $-10.0^{4-d}$ , where `d` is the requested decimal precision of `T`. This attribute yields a value of the type *universal\_real*.

6 `S'Safe_Last`

Yields the upper bound of the safe range of `T`. The value of this attribute shall be a model number of `T` and less than or equal to the upper bound of the base range of `T`. In addition, if `T` is declared by a `floating_point_definition` or is derived from such a type, and the `floating_point_definition` includes a `real_range_specification` specifying an upper bound of `ub`, then the value of this attribute shall be greater than or equal to `ub`; otherwise, it shall be greater than or equal to  $10.0^{4-d}$ , where `d` is the requested decimal precision of `T`. This attribute yields a value of the type *universal\_real*.

S'Model Denotes a function (of a parameter  $X$ ) whose specification is given in A.5.3. If  $X$  is a model number of  $T$ , the function yields  $X$ ; otherwise, it yields the value obtained by rounding or truncating  $X$  to either one of the adjacent model numbers of  $T$ . Constraint\_Error is raised if the resulting model number is outside the safe range of  $S$ . A zero result has the sign of  $X$  when S'Signed\_Zeros is True.

Subject to the constraints given above, the values of S'Model\_Mantissa and S'Safe\_Last are to be maximized, and the values of S'Model\_Emin and S'Safe\_First minimized, by the implementation as follows:

- First, S'Model\_Mantissa is set to the largest value for which values of S'Model\_Emin, S'Safe\_First, and S'Safe\_Last can be chosen so that the implementation satisfies the strict-mode requirements of G.2.1 in terms of the model numbers and safe range induced by these attributes.
- Next, S'Model\_Emin is set to the smallest value for which values of S'Safe\_First and S'Safe\_Last can be chosen so that the implementation satisfies the strict-mode requirements of G.2.1 in terms of the model numbers and safe range induced by these attributes and the previously determined value of S'Model\_Mantissa.
- Finally, S'Safe\_First and S'Safe\_Last are set (in either order) to the smallest and largest values, respectively, for which the implementation satisfies the strict-mode requirements of G.2.1 in terms of the model numbers and safe range induced by these attributes and the previously determined values of S'Model\_Mantissa and S'Model\_Emin.

## G.2.3 Model of Fixed Point Arithmetic

In the strict mode, the predefined arithmetic operations of a fixed point type shall satisfy the accuracy requirements specified here and shall avoid or signal overflow in the situations described.

### *Implementation Requirements*

The accuracy requirements for the predefined fixed point arithmetic operations and conversions, and the results of relations on fixed point operands, are given below.

The operands of the fixed point adding operators, absolute value, and comparisons have the same type. These operations are required to yield exact results, unless they overflow.

Multiplications and divisions are allowed between operands of any two fixed point types; the result has to be (implicitly or explicitly) converted to some other numeric type. For purposes of defining the accuracy rules, the multiplication or division and the conversion are treated as a single operation whose accuracy depends on three types (those of the operands and the result). For decimal fixed point types, the attribute TRound may be used to imply explicit conversion with rounding (see 3.5.10).

When the result type is a floating point type, the accuracy is as given in G.2.1. For some combinations of the operand and result types in the remaining cases, the result is required to belong to a small set of values called the *perfect result set*; for other combinations, it is required merely to belong to a generally larger and implementation-defined set of values called the *close result set*. When the result type is a decimal fixed point type, the perfect result set contains a single value; thus, operations on decimal types are always fully specified.

When one operand of a fixed-fixed multiplication or division is of type *universal\_real*, that operand is not implicitly converted in the usual sense, since the context does not determine a unique target type, but the accuracy of the result of the multiplication or division (that is, whether the result has to belong to the perfect result set or merely the close result set) depends on the value of the operand of type *universal\_real* and on the types of the other operand and of the result.

- 7 For a fixed point multiplication or division whose (exact) mathematical result is  $v$ , and for the conversion of a value  $v$  to a fixed point type, the perfect result set and close result set are defined as follows:
- 8 • If the result type is an ordinary fixed point type with a *small* of  $s$ ,
    - 9 • if  $v$  is an integer multiple of  $s$ , then the perfect result set contains only the value  $v$ ;
    - 10 • otherwise, it contains the integer multiple of  $s$  just below  $v$  and the integer multiple of  $s$  just above  $v$ .
- 11 The close result set is an implementation-defined set of consecutive integer multiples of  $s$  containing the perfect result set as a subset.
- 12 • If the result type is a decimal type with a *small* of  $s$ ,
    - 13 • if  $v$  is an integer multiple of  $s$ , then the perfect result set contains only the value  $v$ ;
    - 14/3 • otherwise, if truncation applies, then it contains only the integer multiple of  $s$  in the direction toward zero, whereas if rounding applies, then it contains only the nearest integer multiple of  $s$  (with ties broken by rounding away from zero).
- 15 The close result set is an implementation-defined set of consecutive integer multiples of  $s$  containing the perfect result set as a subset.
- 16 • If the result type is an integer type,
    - 17 • if  $v$  is an integer, then the perfect result set contains only the value  $v$ ;
    - 18 • otherwise, it contains the integer nearest to the value  $v$  (if  $v$  lies equally distant from two consecutive integers, the perfect result set contains the one that is further from zero).
- 19 The close result set is an implementation-defined set of consecutive integers containing the perfect result set as a subset.
- 20/5 The result of a fixed point multiplication or division shall belong either to the perfect result set or to the close result set, as described below, if overflow does not occur. In the following cases, if the result type is a fixed point type, let  $s$  be its *small*; otherwise, that is when the result type is an integer type, let  $s$  be 1.0.
- 21/5 • For a multiplication or division neither of whose operands is of type *universal\_real*, let  $l$  and  $r$  be the *smalls* of the left and right operands. For a multiplication, if  $(l \cdot r) / s$  is an integer or the reciprocal of an integer (the *smalls* are said to be “compatible” in this case), the result shall belong to the perfect result set; otherwise, it belongs to the close result set. For a division, if  $l / (r \cdot s)$  is an integer or the reciprocal of an integer (that is, the *smalls* are compatible), the result shall belong to the perfect result set; otherwise, it belongs to the close result set.
  - 22 • For a multiplication or division having one *universal\_real* operand with a value of  $v$ , note that it is always possible to factor  $v$  as an integer multiple of a “compatible” *small*, but the integer multiple may be “too big”. If there exists a factorization in which that multiple is less than some implementation-defined limit, the result shall belong to the perfect result set; otherwise, it belongs to the close result set.
- 23/5 A multiplication  $P * Q$  of an operand of a fixed point type  $F$  by an operand of type Integer, or vice versa, and a division  $P / Q$  of an operand of a fixed point type  $F$  by an operand of type Integer, are also allowed. In these cases, the result has the type of  $F$ ; explicit conversion of the result is never required. The accuracy required in these cases is the same as that required for a multiplication  $F(P * Q)$  or a division  $F(P / Q)$  obtained by interpreting the operand of the integer type to have a fixed point type with a *small* of 1.0.
- 24 The accuracy of the result of a conversion from an integer or fixed point type to a fixed point type, or from a fixed point type to an integer type, is the same as that of a fixed point multiplication of the source value by a fixed point operand having a *small* of 1.0 and a value of 1.0, as given by the foregoing rules. The result of a conversion from a floating point type to a fixed point type shall belong to the close result set.

The result of a conversion of a *universal\_real* operand to a fixed point type shall belong to the perfect result set.

The possibility of overflow in the result of a predefined arithmetic operation or conversion yielding a result of a fixed point type T is analogous to that for floating point types, except for being related to the base range instead of the safe range. If all of the permitted results belong to the base range of T, then the implementation shall deliver one of the permitted results; otherwise,

- if T'Machine\_Overflows is True, the implementation shall either deliver one of the permitted results or raise Constraint\_Error; 26
- if T'Machine\_Overflows is False, the result is implementation defined. 27

## G.2.4 Accuracy Requirements for the Elementary Functions

In the strict mode, the performance of Numerics.Generic\_Elementary\_Functions shall be as specified here. 1

### Implementation Requirements

When an exception is not raised, the result of evaluating a function in an instance *EF* of Numerics.Generic\_Elementary\_Functions belongs to a *result interval*, defined as the smallest model interval of *EF.Float\_Type* that contains all the values of the form  $f \cdot (1.0 + d)$ , where  $f$  is the exact value of the corresponding mathematical function at the given parameter values,  $d$  is a real number, and  $|d|$  is less than or equal to the function's *maximum relative error*. The function delivers a value that belongs to the result interval when both of its bounds belong to the safe range of *EF.Float\_Type*; otherwise,

- if *EF.Float\_Type*'Machine\_Overflows is True, the function either delivers a value that belongs to the result interval or raises Constraint\_Error, signaling overflow; 3
- if *EF.Float\_Type*'Machine\_Overflows is False, the result is implementation defined. 4

The maximum relative error exhibited by each function is as follows: 5

- $2.0 \cdot \text{EF.Float\_Type}'\text{Model\_Epsilon}$ , in the case of the Sqrt, Sin, and Cos functions; 6
- $4.0 \cdot \text{EF.Float\_Type}'\text{Model\_Epsilon}$ , in the case of the Log, Exp, Tan, Cot, and inverse trigonometric functions; and 7
- $8.0 \cdot \text{EF.Float\_Type}'\text{Model\_Epsilon}$ , in the case of the forward and inverse hyperbolic functions. 8

The maximum relative error exhibited by the exponentiation operator, which depends on the values of the operands, is  $(4.0 + |\text{Right} \cdot \log(\text{Left})| / 32.0) \cdot \text{EF.Float\_Type}'\text{Model\_Epsilon}$ . 9

The maximum relative error given above applies throughout the domain of the forward trigonometric functions when the Cycle parameter is specified. When the Cycle parameter is omitted, the maximum relative error given above applies only when the absolute value of the angle parameter X is less than or equal to some implementation-defined *angle threshold*, which shall be at least  $\text{EF.Float\_Type}'\text{Machine\_Radix}^{\lfloor \text{EF.Float\_Type}'\text{Machine\_Mantissa}/2 \rfloor}$ . Beyond the angle threshold, the accuracy of the forward trigonometric functions is implementation defined. 10

The prescribed results specified in A.5.1 for certain functions at particular parameter values take precedence over the maximum relative error bounds; effectively, they narrow to a single value the result interval allowed by the maximum relative error bounds. Additional rules with a similar effect are given by Table G.1 for the inverse trigonometric functions, at particular parameter values for which the mathematical result is possibly not a model number of *EF.Float\_Type* (or is, indeed, even transcendental). In each table entry, the values of the parameters are such that the result lies on the axis between two 11/5

quadrants; the corresponding accuracy rule, which takes precedence over the maximum relative error bounds, is that the result interval is the model interval of *EF.Float\_Type* associated with the exact mathematical result given in the table.

12/1 *This paragraph was deleted.*

- 13 The last line of the table is meant to apply when *EF.Float\_Type*'Signed\_Zeros is False; the two lines just above it, when *EF.Float\_Type*'Signed\_Zeros is True and the parameter Y has a zero value with the indicated sign.

| Function          | Value of X | Value of Y | Exact Result when Cycle Specified | Exact Result when Cycle Omitted |
|-------------------|------------|------------|-----------------------------------|---------------------------------|
| Arcsin            | 1.0        | n.a.       | Cycle/4.0                         | $\pi/2.0$                       |
| Arcsin            | -1.0       | n.a.       | -Cycle/4.0                        | $-\pi/2.0$                      |
| Arccos            | 0.0        | n.a.       | Cycle/4.0                         | $\pi/2.0$                       |
| Arccos            | -1.0       | n.a.       | Cycle/2.0                         | $\pi$                           |
| Arctan and Arccot | 0.0        | positive   | Cycle/4.0                         | $\pi/2.0$                       |
| Arctan and Arccot | 0.0        | negative   | -Cycle/4.0                        | $-\pi/2.0$                      |
| Arctan and Arccot | negative   | +0.0       | Cycle/2.0                         | $\pi$                           |
| Arctan and Arccot | negative   | -0.0       | -Cycle/2.0                        | $-\pi$                          |
| Arctan and Arccot | negative   | 0.0        | Cycle/2.0                         | $\pi$                           |

- 14 The amount by which the result of an inverse trigonometric function is allowed to spill over into a quadrant adjacent to the one corresponding to the principal branch, as given in A.5.1, is limited. The rule is that the result belongs to the smallest model interval of *EF.Float\_Type* that contains both boundaries of the quadrant corresponding to the principal branch. This rule also takes precedence over the maximum relative error bounds, effectively narrowing the result interval allowed by them.

15 Finally, the following specifications also take precedence over the maximum relative error bounds:

- 16 • The absolute value of the result of the Sin, Cos, and Tanh functions never exceeds one.
- 17 • The absolute value of the result of the Coth function is never less than one.
- 18 • The result of the Cosh function is never less than one.

*Implementation Advice*

- 19 The versions of the forward trigonometric functions without a Cycle parameter should not be implemented by calling the corresponding version with a Cycle parameter of  $2.0 * \text{Numerics.Pi}$ , since this will not provide the required accuracy in some portions of the domain. For the same reason, the version of Log without a Base parameter should not be implemented by calling the corresponding version with a Base parameter of *Numerics.e*.

## G.2.5 Performance Requirements for Random Number Generation

In the strict mode, the performance of `Numerics.Float_Random` and `Numerics.Discrete_Random` shall be as specified here. 1

### *Implementation Requirements*

Two different calls to the time-dependent `Reset` procedure shall reset the generator to different states, provided that the calls are separated in time by at least one second and not more than fifty years. 2

The implementation's representations of generator states and its algorithms for generating random numbers shall yield a period of at least  $2^{31}-2$ ; much longer periods are desirable but not required. 3

The implementations of `Numerics.Float_Random.Random` and `Numerics.Discrete_Random.Random` shall pass at least 85% of the individual trials in a suite of statistical tests. For `Numerics.Float_Random`, the tests are applied directly to the floating point values generated (that is, they are not converted to integers first), while for `Numerics.Discrete_Random` they are applied to the generated values of various discrete types. Each test suite performs 6 different tests, with each test repeated 10 times, yielding a total of 60 individual trials. An individual trial is deemed to pass if the chi-square value (or other statistic) calculated for the observed counts or distribution falls within the range of values corresponding to the 2.5 and 97.5 percentage points for the relevant degrees of freedom (that is, it shall be neither too high nor too low). For the purpose of determining the degrees of freedom, measurement categories are combined whenever the expected counts are fewer than 5. 4/5

## G.2.6 Accuracy Requirements for Complex Arithmetic

In the strict mode, the performance of `Numerics.Generic_Complex_Types` and `Numerics.Generic_Complex_Elementary_Functions` shall be as specified here. 1

### *Implementation Requirements*

When an exception is not raised, the result of evaluating a real function of an instance *CT* of `Numerics.Generic_Complex_Types` (that is, a function that yields a value of subtype *CT.Real*'Base or *CT.Imaginary*) belongs to a result interval defined as for a real elementary function (see G.2.4). 2/5

When an exception is not raised, each component of the result of evaluating a complex function of such an instance, or of an instance of `Numerics.Generic_Complex_Elementary_Functions` obtained by instantiating the latter with *CT* (that is, a function that yields a value of subtype *CT.Complex*), also belongs to a *result interval*. The result intervals for the components of the result are either defined by a *maximum relative error* bound or by a *maximum box error* bound. When the result interval for the real (resp., imaginary) component is defined by maximum relative error, it is defined as for that of a real function, relative to the exact value of the real (resp., imaginary) part of the result of the corresponding mathematical function. When defined by maximum box error, the result interval for a component of the result is the smallest model interval of *CT.Real* that contains all the values of the corresponding part of  $f \cdot (1.0 + d)$ , where  $f$  is the exact complex value of the corresponding mathematical function at the given parameter values,  $d$  is complex, and  $|d|$  is less than or equal to the given maximum box error. The function delivers a value that belongs to the result interval (or a value both of whose components belong to their respective result intervals) when both bounds of the result interval(s) belong to the safe range of *CT.Real*; otherwise, 3/5

- 4 • if `CT.Real'Machine_Overflows` is True, the function either delivers a value that belongs to the result interval (or a value both of whose components belong to their respective result intervals) or raises `Constraint_Error`, signaling overflow;
  - 5 • if `CT.Real'Machine_Overflows` is False, the result is implementation defined.
- 6/2 | The error bounds for particular complex functions are tabulated in Table G.2. In the table, the error bound is given as the coefficient of `CT.Real'Model_Epsilon`.
- 7/1 | *This paragraph was deleted.*

| Function or Operator        | Nature of Result | Nature of Bound | Error Bound |
|-----------------------------|------------------|-----------------|-------------|
| Modulus                     | real             | max. rel. error | 3.0         |
| Argument                    | real             | max. rel. error | 4.0         |
| Compose_From_Polar          | complex          | max. rel. error | 3.0         |
| "*" (both operands complex) | complex          | max. box error  | 5.0         |
| "/" (right operand complex) | complex          | max. box error  | 13.0        |
| Sqrt                        | complex          | max. rel. error | 6.0         |
| Log                         | complex          | max. box error  | 13.0        |
| Exp (complex parameter)     | complex          | max. rel. error | 7.0         |
| Exp (imaginary parameter)   | complex          | max. rel. error | 2.0         |
| Sin, Cos, Sinh, and Cosh    | complex          | max. rel. error | 11.0        |
| Tan, Cot, Tanh, and Coth    | complex          | max. rel. error | 35.0        |
| inverse trigonometric       | complex          | max. rel. error | 14.0        |
| inverse hyperbolic          | complex          | max. rel. error | 14.0        |

- 8 | The maximum relative error given above applies throughout the domain of the `Compose_From_Polar` function when the `Cycle` parameter is specified. When the `Cycle` parameter is omitted, the maximum relative error applies only when the absolute value of the parameter `Argument` is less than or equal to the angle threshold (see G.2.4). For the `Exp` function, and for the forward hyperbolic (resp., trigonometric) functions, the maximum relative error given above likewise applies only when the absolute value of the imaginary (resp., real) component of the parameter `X` (or the absolute value of the parameter itself, in the case of the `Exp` function with a parameter of pure-imaginary type) is less than or equal to the angle threshold. For larger angles, the accuracy is implementation defined.
- 9 | The prescribed results specified in G.1.2 for certain functions at particular parameter values take precedence over the error bounds; effectively, they narrow to a single value the result interval allowed by the error bounds for a component of the result. Additional rules with a similar effect are given below for certain inverse trigonometric and inverse hyperbolic functions, at particular parameter values for which a component of the mathematical result is transcendental. In each case, the accuracy rule, which takes precedence over the error bounds, is that the result interval for the stated result component is the model interval of `CT.Real` associated with the component's exact mathematical value. The cases in question are as follows:



- When the parameter  $X$  has the value zero, the real (resp., imaginary) component of the result of the Arccot (resp., Arccoth) function is in the model interval of  $CT.Real$  associated with the value  $\pi/2.0$ . 10
- When the parameter  $X$  has the value one, the real component of the result of the Arcsin function is in the model interval of  $CT.Real$  associated with the value  $\pi/2.0$ . 11
- When the parameter  $X$  has the value  $-1.0$ , the real component of the result of the Arcsin (resp., Arccos) function is in the model interval of  $CT.Real$  associated with the value  $-\pi/2.0$  (resp.,  $\pi$ ). 12

The amount by which a component of the result of an inverse trigonometric or inverse hyperbolic function is allowed to spill over into a quadrant adjacent to the one corresponding to the principal branch, as given in G.1.2, is limited. The rule is that the result belongs to the smallest model interval of  $CT.Real$  that contains both boundaries of the quadrant corresponding to the principal branch. This rule also takes precedence over the maximum error bounds, effectively narrowing the result interval allowed by them. 13/2

Finally, the results allowed by the error bounds are narrowed by one further rule: The absolute value of each component of the result of the Exp function, for a pure-imaginary parameter, never exceeds one. 14

#### *Implementation Advice*

The version of the Compose\_From\_Polar function without a Cycle parameter should not be implemented by calling the corresponding version with a Cycle parameter of  $2.0 * \text{Numerics.Pi}$ , since this will not provide the required accuracy in some portions of the domain. 15

## G.3 Vector and Matrix Manipulation

Types and operations for the manipulation of real vectors and matrices are provided in Generic\_Real\_Arrays, which is defined in G.3.1. Types and operations for the manipulation of complex vectors and matrices are provided in Generic\_Complex\_Arrays, which is defined in G.3.2. Both of these library units are generic children of the predefined package Numerics (see A.5). Nongeneric equivalents of these packages for each of the predefined floating point types are also provided as children of Numerics. 1/2

### G.3.1 Real Vectors and Matrices

#### *Static Semantics*

The generic library package Numerics.Generic\_Real\_Arrays has the following declaration: 1/2

```

generic                                     2/5
  type Real is digits <>;
package Ada.Numerics.Generic_Real_Arrays
  with Pure, Nonblocking is
    -- Types                                     3/2
    type Real_Vector is array (Integer range <>) of Real'Base; 4/2
    type Real_Matrix is array (Integer range <>, Integer range <>)
                                     of Real'Base;

    -- Subprograms for Real_Vector types         5/2
    -- Real_Vector arithmetic operations         6/2
    function "+" (Right : Real_Vector)          return Real_Vector; 7/2
    function "-" (Right : Real_Vector)          return Real_Vector;
    function "abs" (Right : Real_Vector)        return Real_Vector;

    function "+" (Left, Right : Real_Vector)    return Real_Vector; 8/2
    function "-" (Left, Right : Real_Vector)    return Real_Vector;
    function "*" (Left, Right : Real_Vector)    return Real'Base; 9/2

```

```

10/2     function "abs" (Right : Real_Vector)          return Real'Base;
11/2     -- Real_Vector scaling operations
12/2     function "*" (Left : Real'Base;   Right : Real_Vector)
         return Real_Vector;
         function "*" (Left : Real_Vector; Right : Real'Base)
         return Real_Vector;
         function "/" (Left : Real_Vector; Right : Real'Base)
         return Real_Vector;
13/2     -- Other Real_Vector operations
14/2     function Unit_Vector (Index : Integer;
                             Order  : Positive;
                             First  : Integer := 1) return Real_Vector;
15/2     -- Subprograms for Real_Matrix types
16/2     -- Real_Matrix arithmetic operations
17/2     function "+" (Right : Real_Matrix) return Real_Matrix;
         function "-" (Right : Real_Matrix) return Real_Matrix;
         function "abs" (Right : Real_Matrix) return Real_Matrix;
         function Transpose (X : Real_Matrix) return Real_Matrix;
18/2     function "+" (Left, Right : Real_Matrix) return Real_Matrix;
         function "-" (Left, Right : Real_Matrix) return Real_Matrix;
         function "*" (Left, Right : Real_Matrix) return Real_Matrix;
19/2     function "*" (Left, Right : Real_Vector) return Real_Matrix;
20/2     function "*" (Left : Real_Vector; Right : Real_Matrix)
         return Real_Vector;
         function "*" (Left : Real_Matrix; Right : Real_Vector)
         return Real_Vector;
21/2     -- Real_Matrix scaling operations
22/2     function "*" (Left : Real'Base;   Right : Real_Matrix)
         return Real_Matrix;
         function "*" (Left : Real_Matrix; Right : Real'Base)
         return Real_Matrix;
         function "/" (Left : Real_Matrix; Right : Real'Base)
         return Real_Matrix;
23/2     -- Real_Matrix inversion and related operations
24/2     function Solve (A : Real_Matrix; X : Real_Vector) return Real_Vector;
         function Solve (A, X : Real_Matrix) return Real_Matrix;
         function Inverse (A : Real_Matrix) return Real_Matrix;
         function Determinant (A : Real_Matrix) return Real'Base;
25/2     -- Eigenvalues and vectors of a real symmetric matrix
26/2     function Eigenvalues (A : Real_Matrix) return Real_Vector;
27/2     procedure Eigensystem (A : in Real_Matrix;
                              Values : out Real_Vector;
                              Vectors : out Real_Matrix);
28/2     -- Other Real_Matrix operations
29/2     function Unit_Matrix (Order : Positive;
                             First_1, First_2 : Integer := 1)
         return Real_Matrix;
30/2     end Ada.Numerics.Generic_Real_Arrays;

```

31/2 The library package `Numerics.Real_Arrays` is declared pure and defines the same types and subprograms as `Numerics.Generic_Real_Arrays`, except that the predefined type `Float` is systematically substituted for `Real'Base` throughout. Nongeneric equivalents for each of the other predefined floating point types are defined similarly, with the names `Numerics.Short_Real_Arrays`, `Numerics.Long_Real_Arrays`, etc.

32/2 Two types are defined and exported by `Numerics.Generic_Real_Arrays`. The composite type `Real_Vector` is provided to represent a vector with components of type `Real`; it is defined as an unconstrained, one-

dimensional array with an index of type Integer. The composite type Real\_Matrix is provided to represent a matrix with components of type Real; it is defined as an unconstrained, two-dimensional array with indices of type Integer.

The effect of the various subprograms is as described below. In most cases the subprograms are described in terms of corresponding scalar operations of the type Real; any exception raised by those operations is propagated by the array operation. Moreover, the accuracy of the result for each individual component is as defined for the scalar operation unless stated otherwise. 33/2

In the case of those operations which are defined to *involve an inner product*, Constraint\_Error may be raised if an intermediate result is outside the range of Real'Base even though the mathematical final result would not be. 34/2

```
function "+" (Right : Real_Vector) return Real_Vector; 35/2
function "-" (Right : Real_Vector) return Real_Vector;
function "abs" (Right : Real_Vector) return Real_Vector;
```

Each operation returns the result of applying the corresponding operation of the type Real to each component of Right. The index range of the result is Right'Range. 36/2

```
function "+" (Left, Right : Real_Vector) return Real_Vector; 37/2
function "-" (Left, Right : Real_Vector) return Real_Vector;
```

Each operation returns the result of applying the corresponding operation of the type Real to each component of Left and the matching component of Right. The index range of the result is Left'Range. Constraint\_Error is raised if Left'Length is not equal to Right'Length. 38/2

```
function "*" (Left, Right : Real_Vector) return Real'Base; 39/2
```

This operation returns the inner product of Left and Right. Constraint\_Error is raised if Left'Length is not equal to Right'Length. This operation involves an inner product. 40/2

```
function "abs" (Right : Real_Vector) return Real'Base; 41/2
```

This operation returns the L2-norm of Right (the square root of the inner product of the vector with itself). 42/2

```
function "*" (Left : Real'Base; Right : Real_Vector) return Real_Vector; 43/2
```

This operation returns the result of multiplying each component of Right by the scalar Left using the "\*" operation of the type Real. The index range of the result is Right'Range. 44/2

```
function "*" (Left : Real_Vector; Right : Real'Base) return Real_Vector; 45/2
function "/" (Left : Real_Vector; Right : Real'Base) return Real_Vector;
```

Each operation returns the result of applying the corresponding operation of the type Real to each component of Left and to the scalar Right. The index range of the result is Left'Range. 46/2

```
function Unit_Vector (Index : Integer; 47/2
                    Order : Positive;
                    First : Integer := 1) return Real_Vector;
```

This function returns a *unit vector* with Order components and a lower bound of First. All components are set to 0.0 except for the Index component which is set to 1.0. Constraint\_Error is raised if Index < First, Index > First + Order - 1 or if First + Order - 1 > Integer'Last. 48/2

```
function "+" (Right : Real_Matrix) return Real_Matrix; 49/2
function "-" (Right : Real_Matrix) return Real_Matrix;
function "abs" (Right : Real_Matrix) return Real_Matrix;
```

Each operation returns the result of applying the corresponding operation of the type Real to each component of Right. The index ranges of the result are those of Right. 50/2

- 51/2     **function** Transpose (X : Real\_Matrix) **return** Real\_Matrix;
- 52/2     This function returns the transpose of a matrix X. The first and second index ranges of the result are X'Range(2) and X'Range(1) respectively.
- 53/2     **function** "+" (Left, Right : Real\_Matrix) **return** Real\_Matrix;  
**function** "-" (Left, Right : Real\_Matrix) **return** Real\_Matrix;
- 54/2     Each operation returns the result of applying the corresponding operation of the type Real to each component of Left and the matching component of Right. The index ranges of the result are those of Left. Constraint\_Error is raised if Left'Length(1) is not equal to Right'Length(1) or Left'Length(2) is not equal to Right'Length(2).
- 55/2     **function** "\*" (Left, Right : Real\_Matrix) **return** Real\_Matrix;
- 56/2     This operation provides the standard mathematical operation for matrix multiplication. The first and second index ranges of the result are Left'Range(1) and Right'Range(2) respectively. Constraint\_Error is raised if Left'Length(2) is not equal to Right'Length(1). This operation involves inner products.
- 57/2     **function** "\*" (Left, Right : Real\_Vector) **return** Real\_Matrix;
- 58/2     This operation returns the outer product of a (column) vector Left by a (row) vector Right using the operation "\*" of the type Real for computing the individual components. The first and second index ranges of the result are Left'Range and Right'Range respectively.
- 59/2     **function** "\*" (Left : Real\_Vector; Right : Real\_Matrix) **return** Real\_Vector;
- 60/2     This operation provides the standard mathematical operation for multiplication of a (row) vector Left by a matrix Right. The index range of the (row) vector result is Right'Range(2). Constraint\_Error is raised if Left'Length is not equal to Right'Length(1). This operation involves inner products.
- 61/2     **function** "\*" (Left : Real\_Matrix; Right : Real\_Vector) **return** Real\_Vector;
- 62/2     This operation provides the standard mathematical operation for multiplication of a matrix Left by a (column) vector Right. The index range of the (column) vector result is Left'Range(1). Constraint\_Error is raised if Left'Length(2) is not equal to Right'Length. This operation involves inner products.
- 63/2     **function** "\*" (Left : Real'Base; Right : Real\_Matrix) **return** Real\_Matrix;
- 64/2     This operation returns the result of multiplying each component of Right by the scalar Left using the "\*" operation of the type Real. The index ranges of the result are those of Right.
- 65/2     **function** "\*" (Left : Real\_Matrix; Right : Real'Base) **return** Real\_Matrix;  
**function** "/" (Left : Real\_Matrix; Right : Real'Base) **return** Real\_Matrix;
- 66/2     Each operation returns the result of applying the corresponding operation of the type Real to each component of Left and to the scalar Right. The index ranges of the result are those of Left.
- 67/2     **function** Solve (A : Real\_Matrix; X : Real\_Vector) **return** Real\_Vector;
- 68/2     This function returns a vector Y such that X is (nearly) equal to A \* Y. This is the standard mathematical operation for solving a single set of linear equations. The index range of the result is A'Range(2). Constraint\_Error is raised if A'Length(1), A'Length(2), and X'Length are not equal. Constraint\_Error is raised if the matrix A is ill-conditioned.
- 69/2     **function** Solve (A, X : Real\_Matrix) **return** Real\_Matrix;
- 70/2     This function returns a matrix Y such that X is (nearly) equal to A \* Y. This is the standard mathematical operation for solving several sets of linear equations. The index ranges of the

result are A'Range(2) and X'Range(2). Constraint\_Error is raised if A'Length(1), A'Length(2), and X'Length(1) are not equal. Constraint\_Error is raised if the matrix A is ill-conditioned.

**function** Inverse (A : Real\_Matrix) **return** Real\_Matrix; 71/2

This function returns a matrix B such that A \* B is (nearly) equal to the unit matrix. The index ranges of the result are A'Range(2) and A'Range(1). Constraint\_Error is raised if A'Length(1) is not equal to A'Length(2). Constraint\_Error is raised if the matrix A is ill-conditioned. 72/2

**function** Determinant (A : Real\_Matrix) **return** Real\_Base; 73/2

This function returns the determinant of the matrix A. Constraint\_Error is raised if A'Length(1) is not equal to A'Length(2). 74/2

**function** Eigenvalues(A : Real\_Matrix) **return** Real\_Vector; 75/2

This function returns the eigenvalues of the symmetric matrix A as a vector sorted into order with the largest first. Constraint\_Error is raised if A'Length(1) is not equal to A'Length(2). The index range of the result is A'Range(1). Argument\_Error is raised if the matrix A is not symmetric. 76/2

**procedure** Eigensystem(A : **in** Real\_Matrix; 77/2  
 Values : **out** Real\_Vector;  
 Vectors : **out** Real\_Matrix);

This procedure computes both the eigenvalues and eigenvectors of the symmetric matrix A. The out parameter Values is the same as that obtained by calling the function Eigenvalues. The out parameter Vectors is a matrix whose columns are the eigenvectors of the matrix A. The order of the columns corresponds to the order of the eigenvalues. The eigenvectors are normalized and mutually orthogonal (they are orthonormal), including when there are repeated eigenvalues. Constraint\_Error is raised if A'Length(1) is not equal to A'Length(2), or if Values'Range is not equal to A'Range(1), or if the index ranges of the parameter Vectors are not equal to those of A. Argument\_Error is raised if the matrix A is not symmetric. Constraint\_Error is also raised in implementation-defined circumstances if the algorithm used does not converge quickly enough. 78/3

**function** Unit\_Matrix (Order : Positive; 79/2  
 First\_1, First\_2 : Integer := 1) **return** Real\_Matrix;

This function returns a square *unit matrix* with Order\*\*2 components and lower bounds of First\_1 and First\_2 (for the first and second index ranges respectively). All components are set to 0.0 except for the main diagonal, whose components are set to 1.0. Constraint\_Error is raised if First\_1 + Order - 1 > Integer'Last or First\_2 + Order - 1 > Integer'Last. 80/2

#### Implementation Requirements

Accuracy requirements for the subprograms Solve, Inverse, Determinant, Eigenvalues and Eigensystem are implementation defined. 81/2

For operations not involving an inner product, the accuracy requirements are those of the corresponding operations of the type Real in both the strict mode and the relaxed mode (see G.2). 82/2

For operations involving an inner product, no requirements are specified in the relaxed mode. In the strict mode the modulus of the absolute error of the inner product  $X*Y$  shall not exceed  $g*\mathbf{abs}(X)*\mathbf{abs}(Y)$  where  $g$  is defined as 83/2

$g = X'Length * \mathbf{Real}'Machine\_Radix**(1 - \mathbf{Real}'Model\_Mantissa)$  84/2

For the L2-norm, no accuracy requirements are specified in the relaxed mode. In the strict mode the relative error on the norm shall not exceed  $g / 2.0 + 3.0 * \mathbf{Real}'Model\_Epsilon$  where  $g$  is defined as above. 85/2

*Documentation Requirements*

86/2 Implementations shall document any techniques used to reduce cancellation errors such as extended precision arithmetic.

*Implementation Permissions*

87/5 The nongeneric equivalent packages can be actual instantiations of the generic package for the appropriate predefined type, though that is not required.

*Implementation Advice*

88/3 Implementations should implement the Solve and Inverse functions using established techniques such as LU decomposition with row interchanges followed by back and forward substitution. Implementations are recommended to refine the result by performing an iteration on the residuals; if this is done, then it should be documented.

89/2 It is not the intention that any special provision should be made to determine whether a matrix is ill-conditioned or not. The naturally occurring overflow (including division by zero) which will result from executing these functions with an ill-conditioned matrix and thus raise Constraint\_Error is sufficient.

90/2 The test that a matrix is symmetric should be performed by using the equality operator to compare the relevant components.

91/3 An implementation should minimize the circumstances under which the algorithm used for Eigenvalues and Eigensystem fails to converge.

## G.3.2 Complex Vectors and Matrices

*Static Semantics*

1/2 The generic library package Numerics.Generic\_Complex\_Arrays has the following declaration:

```

2/5  with Ada.Numerics.Generic_Real_Arrays, Ada.Numerics.Generic_Complex_Types;
    generic
      with package Real_Arrays is new
        Ada.Numerics.Generic_Real_Arrays (<>);
      use Real_Arrays;
      with package Complex_Types is new
        Ada.Numerics.Generic_Complex_Types (Real);
      use Complex_Types;
    package Ada.Numerics.Generic_Complex_Arrays
      with Pure, Nonblocking is
3/2  -- Types
4/2  type Complex_Vector is array (Integer range <>) of Complex;
      type Complex_Matrix is array (Integer range <>,
        Integer range <>) of Complex;
5/2  -- Subprograms for Complex_Vector types
6/2  -- Complex_Vector selection, conversion and composition operations
7/2  function Re (X : Complex_Vector) return Real_Vector;
      function Im (X : Complex_Vector) return Real_Vector;
8/2  procedure Set_Re (X : in out Complex_Vector;
        Re : in Real_Vector);
      procedure Set_Im (X : in out Complex_Vector;
        Im : in Real_Vector);
9/2  function Compose_From_Cartesian (Re : Real_Vector)
      return Complex_Vector;
      function Compose_From_Cartesian (Re, Im : Real_Vector)
      return Complex_Vector;
```

```

function Modulus (X      : Complex_Vector) return Real_Vector;           10/2
function "abs"   (Right : Complex_Vector) return Real_Vector
   renames Modulus;
function Argument (X      : Complex_Vector) return Real_Vector;
function Argument (X      : Complex_Vector;
                   Cycle  : Real'Base)      return Real_Vector;

function Compose_From_Polar (Modulus, Argument : Real_Vector)           11/2
    return Complex_Vector;
function Compose_From_Polar (Modulus, Argument : Real_Vector;
                             Cycle              : Real'Base)
    return Complex_Vector;
-- Complex_Vector arithmetic operations                                12/2
function "+"      (Right : Complex_Vector) return Complex_Vector;
function "-"      (Right : Complex_Vector) return Complex_Vector;
function Conjugate (X      : Complex_Vector) return Complex_Vector;
function "+"      (Left, Right : Complex_Vector) return Complex_Vector;  14/2
function "-"      (Left, Right : Complex_Vector) return Complex_Vector;
function "*"      (Left, Right : Complex_Vector) return Complex;
function "abs"    (Right : Complex_Vector) return Real'Base;           16/3
-- Mixed Real_Vector and Complex_Vector arithmetic operations        17/2
function "+"      (Left : Real_Vector;
                   Right : Complex_Vector) return Complex_Vector;       18/2
function "+"      (Left : Complex_Vector;
                   Right : Real_Vector)   return Complex_Vector;
function "-"      (Left : Real_Vector;
                   Right : Complex_Vector) return Complex_Vector;
function "-"      (Left : Complex_Vector;
                   Right : Real_Vector)   return Complex_Vector;
function "*"      (Left : Real_Vector;      Right : Complex_Vector)     19/2
    return Complex;
function "*"      (Left : Complex_Vector;  Right : Real_Vector)
    return Complex;
-- Complex_Vector scaling operations                                  20/2
function "*"      (Left : Complex;
                   Right : Complex_Vector) return Complex_Vector;       21/2
function "*"      (Left : Complex_Vector;
                   Right : Complex)       return Complex_Vector;
function "/"      (Left : Complex_Vector;
                   Right : Complex)       return Complex_Vector;
function "*"      (Left : Real'Base;
                   Right : Complex_Vector) return Complex_Vector;       22/2
function "*"      (Left : Complex_Vector;
                   Right : Real'Base)     return Complex_Vector;
function "/"      (Left : Complex_Vector;
                   Right : Real'Base)     return Complex_Vector;
-- Other Complex_Vector operations                                    23/2
function Unit_Vector (Index : Integer;
                     Order  : Positive;
                     First  : Integer := 1) return Complex_Vector;       24/2
-- Subprograms for Complex_Matrix types                                25/2
-- Complex_Matrix selection, conversion and composition operations    26/2
function Re (X : Complex_Matrix) return Real_Matrix;                   27/2
function Im (X : Complex_Matrix) return Real_Matrix;
procedure Set_Re (X : in out Complex_Matrix;
                  Re : in      Real_Matrix);                             28/2
procedure Set_Im (X : in out Complex_Matrix;
                  Im : in      Real_Matrix);

```

```

29/2    function Compose_From_Cartesian (Re      : Real_Matrix)
        return Complex_Matrix;
        function Compose_From_Cartesian (Re, Im : Real_Matrix)
        return Complex_Matrix;

30/2    function Modulus (X      : Complex_Matrix) return Real_Matrix;
        function "abs" (Right : Complex_Matrix) return Real_Matrix;
        renames Modulus;

31/2    function Argument (X      : Complex_Matrix) return Real_Matrix;
        function Argument (X      : Complex_Matrix;
        Cycle : Real'Base) return Real_Matrix;

32/2    function Compose_From_Polar (Modulus, Argument : Real_Matrix)
        return Complex_Matrix;
        function Compose_From_Polar (Modulus, Argument : Real_Matrix;
        Cycle      : Real'Base)
        return Complex_Matrix;

33/2    -- Complex_Matrix arithmetic operations

34/2    function "+" (Right : Complex_Matrix) return Complex_Matrix;
        function "-" (Right : Complex_Matrix) return Complex_Matrix;
        function Conjugate (X      : Complex_Matrix) return Complex_Matrix;
        function Transpose (X      : Complex_Matrix) return Complex_Matrix;

35/2    function "+" (Left, Right : Complex_Matrix) return Complex_Matrix;
        function "-" (Left, Right : Complex_Matrix) return Complex_Matrix;
        function "*" (Left, Right : Complex_Matrix) return Complex_Matrix;

36/2    function "*" (Left, Right : Complex_Vector) return Complex_Matrix;

37/2    function "*" (Left : Complex_Vector;
        Right : Complex_Matrix) return Complex_Vector;
        function "*" (Left : Complex_Matrix;
        Right : Complex_Vector) return Complex_Vector;

38/2    -- Mixed Real_Matrix and Complex_Matrix arithmetic operations

39/2    function "+" (Left : Real_Matrix;
        Right : Complex_Matrix) return Complex_Matrix;
        function "+" (Left : Complex_Matrix;
        Right : Real_Matrix) return Complex_Matrix;
        function "-" (Left : Real_Matrix;
        Right : Complex_Matrix) return Complex_Matrix;
        function "-" (Left : Complex_Matrix;
        Right : Real_Matrix) return Complex_Matrix;
        function "*" (Left : Real_Matrix;
        Right : Complex_Matrix) return Complex_Matrix;
        function "*" (Left : Complex_Matrix;
        Right : Real_Matrix) return Complex_Matrix;

40/2    function "*" (Left : Real_Vector;
        Right : Complex_Vector) return Complex_Matrix;
        function "*" (Left : Complex_Vector;
        Right : Real_Vector) return Complex_Matrix;

41/2    function "*" (Left : Real_Vector;
        Right : Complex_Matrix) return Complex_Vector;
        function "*" (Left : Complex_Vector;
        Right : Real_Matrix) return Complex_Vector;
        function "*" (Left : Real_Matrix;
        Right : Complex_Vector) return Complex_Vector;
        function "*" (Left : Complex_Matrix;
        Right : Real_Vector) return Complex_Vector;

42/2    -- Complex_Matrix scaling operations

43/2    function "*" (Left : Complex;
        Right : Complex_Matrix) return Complex_Matrix;
        function "*" (Left : Complex_Matrix;
        Right : Complex) return Complex_Matrix;
        function "/" (Left : Complex_Matrix;
        Right : Complex) return Complex_Matrix;

```



```

function "*" (Left  : Real'Base;                               44/2
              Right : Complex_Matrix) return Complex_Matrix;
function "*" (Left  : Complex_Matrix;
              Right : Real'Base) return Complex_Matrix;
function "/" (Left  : Complex_Matrix;
              Right : Real'Base) return Complex_Matrix;

-- Complex_Matrix inversion and related operations                45/2
function Solve (A : Complex_Matrix; X : Complex_Vector)      46/2
return Complex_Vector;
function Solve (A, X : Complex_Matrix) return Complex_Matrix;
function Inverse (A : Complex_Matrix) return Complex_Matrix;
function Determinant (A : Complex_Matrix) return Complex;

-- Eigenvalues and vectors of a Hermitian matrix                47/2
function Eigenvalues(A : Complex_Matrix) return Real_Vector; 48/2
procedure Eigensystem(A      : in Complex_Matrix;           49/2
                     Values  : out Real_Vector;
                     Vectors : out Complex_Matrix);

-- Other Complex_Matrix operations                              50/2
function Unit_Matrix (Order      : Positive;                 51/2
                     First_1, First_2 : Integer := 1)
return Complex_Matrix;

end Ada.Numerics.Generic_Complex_Arrays;                       52/2

```

The library package `Numerics.Complex_Arrays` is declared pure and defines the same types and subprograms as `Numerics.Generic_Complex_Arrays`, except that the predefined type `Float` is systematically substituted for `Real'Base`, and the `Real_Vector` and `Real_Matrix` types exported by `Numerics.Real_Arrays` are systematically substituted for `Real_Vector` and `Real_Matrix`, and the `Complex` type exported by `Numerics.Complex_Types` is systematically substituted for `Complex`, throughout. Nongeneric equivalents for each of the other predefined floating point types are defined similarly, with the names `Numerics.Short_Complex_Arrays`, `Numerics.Long_Complex_Arrays`, etc. 53/2

Two types are defined and exported by `Numerics.Generic_Complex_Arrays`. The composite type `Complex_Vector` is provided to represent a vector with components of type `Complex`; it is defined as an unconstrained one-dimensional array with an index of type `Integer`. The composite type `Complex_Matrix` is provided to represent a matrix with components of type `Complex`; it is defined as an unconstrained, two-dimensional array with indices of type `Integer`. 54/2

The effect of the various subprograms is as described below. In many cases they are described in terms of corresponding scalar operations in `Numerics.Generic_Complex_Types`. Any exception raised by those operations is propagated by the array subprogram. Moreover, any constraints on the parameters and the accuracy of the result for each individual component are as defined for the scalar operation. 55/2

In the case of those operations which are defined to *involve an inner product*, `Constraint_Error` may be raised if an intermediate result has a component outside the range of `Real'Base` even though the final mathematical result would not. 56/2

```

function Re (X : Complex_Vector) return Real_Vector;        57/2
function Im (X : Complex_Vector) return Real_Vector;

```

Each function returns a vector of the specified Cartesian components of `X`. The index range of the result is `X'Range`. 58/2

```

procedure Set_Re (X : in out Complex_Vector; Re : in Real_Vector); 59/2
procedure Set_Im (X : in out Complex_Vector; Im : in Real_Vector);

```

Each procedure replaces the specified (Cartesian) component of each of the components of `X` by the value of the matching component of `Re` or `Im`; the other (Cartesian) component of each of 60/2

the components is unchanged. `Constraint_Error` is raised if `X'Length` is not equal to `Re'Length` or `Im'Length`.

```
61/2  function Compose_From_Cartesian (Re      : Real_Vector)
      return Complex_Vector;
function Compose_From_Cartesian (Re, Im : Real_Vector)
      return Complex_Vector;
```

62/2 Each function constructs a vector of Complex results (in Cartesian representation) formed from given vectors of Cartesian components; when only the real components are given, imaginary components of zero are assumed. The index range of the result is `Re'Range`. `Constraint_Error` is raised if `Re'Length` is not equal to `Im'Length`.

```
63/2  function Modulus (X      : Complex_Vector) return Real_Vector;
function "abs" (Right : Complex_Vector) return Real_Vector
      renames Modulus;
function Argument (X      : Complex_Vector) return Real_Vector;
function Argument (X      : Complex_Vector;
                  Cycle : Real'Base) return Real_Vector;
```

64/2 Each function calculates and returns a vector of the specified polar components of `X` or `Right` using the corresponding function in `numerics.generic_complex_types`. The index range of the result is `X'Range` or `Right'Range`.

```
65/2  function Compose_From_Polar (Modulus, Argument : Real_Vector)
      return Complex_Vector;
function Compose_From_Polar (Modulus, Argument : Real_Vector;
                            Cycle              : Real'Base)
      return Complex_Vector;
```

66/2 Each function constructs a vector of Complex results (in Cartesian representation) formed from given vectors of polar components using the corresponding function in `numerics.generic_complex_types` on matching components of `Modulus` and `Argument`. The index range of the result is `Modulus'Range`. `Constraint_Error` is raised if `Modulus'Length` is not equal to `Argument'Length`.

```
67/2  function "+" (Right : Complex_Vector) return Complex_Vector;
function "-" (Right : Complex_Vector) return Complex_Vector;
```

68/2 Each operation returns the result of applying the corresponding operation in `numerics.generic_complex_types` to each component of `Right`. The index range of the result is `Right'Range`.

```
69/2  function Conjugate (X : Complex_Vector) return Complex_Vector;
```

70/2 This function returns the result of applying the appropriate function `Conjugate` in `numerics.generic_complex_types` to each component of `X`. The index range of the result is `X'Range`.

```
71/2  function "+" (Left, Right : Complex_Vector) return Complex_Vector;
function "-" (Left, Right : Complex_Vector) return Complex_Vector;
```

72/2 Each operation returns the result of applying the corresponding operation in `numerics.generic_complex_types` to each component of `Left` and the matching component of `Right`. The index range of the result is `Left'Range`. `Constraint_Error` is raised if `Left'Length` is not equal to `Right'Length`.

```
73/2  function "*" (Left, Right : Complex_Vector) return Complex;
```

74/2 This operation returns the inner product of `Left` and `Right`. `Constraint_Error` is raised if `Left'Length` is not equal to `Right'Length`. This operation involves an inner product.

|                                                                                                                                                                                                                                                                                                              |      |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|
| <b>function</b> "abs" (Right : Complex_Vector) <b>return</b> Real'Base;                                                                                                                                                                                                                                      | 75/3 |
| This operation returns the Hermitian L2-norm of Right (the square root of the inner product of the vector with its conjugate).                                                                                                                                                                               |      |
| <b>function</b> "+" (Left : Real_Vector;<br>Right : Complex_Vector) <b>return</b> Complex_Vector;                                                                                                                                                                                                            | 77/2 |
| <b>function</b> "+" (Left : Complex_Vector;<br>Right : Real_Vector) <b>return</b> Complex_Vector;                                                                                                                                                                                                            |      |
| <b>function</b> "-" (Left : Real_Vector;<br>Right : Complex_Vector) <b>return</b> Complex_Vector;                                                                                                                                                                                                            |      |
| <b>function</b> "-" (Left : Complex_Vector;<br>Right : Real_Vector) <b>return</b> Complex_Vector;                                                                                                                                                                                                            |      |
| Each operation returns the result of applying the corresponding operation in numerics-generic_complex_types to each component of Left and the matching component of Right. The index range of the result is Left'Range. Constraint_Error is raised if Left'Length is not equal to Right'Length.              |      |
| <b>function</b> "*" (Left : Real_Vector; Right : Complex_Vector) <b>return</b> Complex;                                                                                                                                                                                                                      | 79/2 |
| <b>function</b> "*" (Left : Complex_Vector; Right : Real_Vector) <b>return</b> Complex;                                                                                                                                                                                                                      |      |
| Each operation returns the inner product of Left and Right. Constraint_Error is raised if Left'Length is not equal to Right'Length. These operations involve an inner product.                                                                                                                               |      |
| <b>function</b> "*" (Left : Complex; Right : Complex_Vector) <b>return</b> Complex_Vector;                                                                                                                                                                                                                   | 81/2 |
| This operation returns the result of multiplying each component of Right by the complex number Left using the appropriate operation "*" in numerics.generic_complex_types. The index range of the result is Right'Range.                                                                                     |      |
| <b>function</b> "*" (Left : Complex_Vector; Right : Complex) <b>return</b> Complex_Vector;                                                                                                                                                                                                                   | 83/2 |
| <b>function</b> "/" (Left : Complex_Vector; Right : Complex) <b>return</b> Complex_Vector;                                                                                                                                                                                                                   |      |
| Each operation returns the result of applying the corresponding operation in numerics-generic_complex_types to each component of the vector Left and the complex number Right. The index range of the result is Left'Range.                                                                                  |      |
| <b>function</b> "*" (Left : Real'Base;<br>Right : Complex_Vector) <b>return</b> Complex_Vector;                                                                                                                                                                                                              | 85/2 |
| This operation returns the result of multiplying each component of Right by the real number Left using the appropriate operation "*" in numerics.generic_complex_types. The index range of the result is Right'Range.                                                                                        |      |
| <b>function</b> "*" (Left : Complex_Vector;<br>Right : Real'Base) <b>return</b> Complex_Vector;                                                                                                                                                                                                              | 87/2 |
| <b>function</b> "/" (Left : Complex_Vector;<br>Right : Real'Base) <b>return</b> Complex_Vector;                                                                                                                                                                                                              |      |
| Each operation returns the result of applying the corresponding operation in numerics-generic_complex_types to each component of the vector Left and the real number Right. The index range of the result is Left'Range.                                                                                     |      |
| <b>function</b> Unit_Vector (Index : Integer;<br>Order : Positive;<br>First : Integer := 1) <b>return</b> Complex_Vector;                                                                                                                                                                                    | 89/2 |
| This function returns a <i>unit vector</i> with Order components and a lower bound of First. All components are set to (0.0, 0.0) except for the Index component which is set to (1.0, 0.0). Constraint_Error is raised if Index < First, Index > First + Order - 1, or if First + Order - 1 > Integer'Last. |      |

91/2 **function** Re (X : Complex\_Matrix) **return** Real\_Matrix;  
**function** Im (X : Complex\_Matrix) **return** Real\_Matrix;

92/2 Each function returns a matrix of the specified Cartesian components of X. The index ranges of the result are those of X.

93/2 **procedure** Set\_Re (X : **in out** Complex\_Matrix; Re : **in** Real\_Matrix);  
**procedure** Set\_Im (X : **in out** Complex\_Matrix; Im : **in** Real\_Matrix);

94/2 Each procedure replaces the specified (Cartesian) component of each of the components of X by the value of the matching component of Re or Im; the other (Cartesian) component of each of the components is unchanged. Constraint\_Error is raised if X'Length(1) is not equal to Re'Length(1) or Im'Length(1) or if X'Length(2) is not equal to Re'Length(2) or Im'Length(2).

95/2 **function** Compose\_From\_Cartesian (Re : Real\_Matrix)  
**return** Complex\_Matrix;  
**function** Compose\_From\_Cartesian (Re, Im : Real\_Matrix)  
**return** Complex\_Matrix;

96/2 Each function constructs a matrix of Complex results (in Cartesian representation) formed from given matrices of Cartesian components; when only the real components are given, imaginary components of zero are assumed. The index ranges of the result are those of Re. Constraint\_Error is raised if Re'Length(1) is not equal to Im'Length(1) or Re'Length(2) is not equal to Im'Length(2).

97/2 **function** Modulus (X : Complex\_Matrix) **return** Real\_Matrix;  
**function** "abs" (Right : Complex\_Matrix) **return** Real\_Matrix  
**renames** Modulus;  
**function** Argument (X : Complex\_Matrix) **return** Real\_Matrix;  
**function** Argument (X : Complex\_Matrix;  
Cycle : Real'Base) **return** Real\_Matrix;

98/2 Each function calculates and returns a matrix of the specified polar components of X or Right using the corresponding function in numerics.generic\_complex\_types. The index ranges of the result are those of X or Right.

99/2 **function** Compose\_From\_Polar (Modulus, Argument : Real\_Matrix)  
**return** Complex\_Matrix;  
**function** Compose\_From\_Polar (Modulus, Argument : Real\_Matrix;  
Cycle : Real'Base)  
**return** Complex\_Matrix;

100/2 Each function constructs a matrix of Complex results (in Cartesian representation) formed from given matrices of polar components using the corresponding function in numerics-generic\_complex\_types on matching components of Modulus and Argument. The index ranges of the result are those of Modulus. Constraint\_Error is raised if Modulus'Length(1) is not equal to Argument'Length(1) or Modulus'Length(2) is not equal to Argument'Length(2).

101/2 **function** "+" (Right : Complex\_Matrix) **return** Complex\_Matrix;  
**function** "-" (Right : Complex\_Matrix) **return** Complex\_Matrix;

102/2 Each operation returns the result of applying the corresponding operation in numerics-generic\_complex\_types to each component of Right. The index ranges of the result are those of Right.

103/2 **function** Conjugate (X : Complex\_Matrix) **return** Complex\_Matrix;

104/2 This function returns the result of applying the appropriate function Conjugate in numerics-generic\_complex\_types to each component of X. The index ranges of the result are those of X.

|                                                                                                                                                                                                                                                                                                                                                               |       |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|
| <b>function</b> Transpose (X : Complex_Matrix) <b>return</b> Complex_Matrix;                                                                                                                                                                                                                                                                                  | 105/2 |
| This function returns the transpose of a matrix X. The first and second index ranges of the result are X'Range(2) and X'Range(1) respectively.                                                                                                                                                                                                                |       |
| <b>function</b> "+" (Left, Right : Complex_Matrix) <b>return</b> Complex_Matrix;                                                                                                                                                                                                                                                                              | 107/2 |
| <b>function</b> "-" (Left, Right : Complex_Matrix) <b>return</b> Complex_Matrix;                                                                                                                                                                                                                                                                              | 108/2 |
| Each operation returns the result of applying the corresponding operation in numerics.-generic_complex_types to each component of Left and the matching component of Right. The index ranges of the result are those of Left. Constraint_Error is raised if Left'Length(1) is not equal to Right'Length(1) or Left'Length(2) is not equal to Right'Length(2). |       |
| <b>function</b> "*" (Left, Right : Complex_Matrix) <b>return</b> Complex_Matrix;                                                                                                                                                                                                                                                                              | 109/2 |
| This operation provides the standard mathematical operation for matrix multiplication. The first and second index ranges of the result are Left'Range(1) and Right'Range(2) respectively. Constraint_Error is raised if Left'Length(2) is not equal to Right'Length(1). This operation involves inner products.                                               |       |
| <b>function</b> "*" (Left, Right : Complex_Vector) <b>return</b> Complex_Matrix;                                                                                                                                                                                                                                                                              | 111/2 |
| This operation returns the outer product of a (column) vector Left by a (row) vector Right using the appropriate operation "*" in numerics.generic_complex_types for computing the individual components. The first and second index ranges of the result are Left'Range and Right'Range respectively.                                                        |       |
| <b>function</b> "*" (Left : Complex_Vector;<br>Right : Complex_Matrix) <b>return</b> Complex_Vector;                                                                                                                                                                                                                                                          | 113/2 |
| This operation provides the standard mathematical operation for multiplication of a (row) vector Left by a matrix Right. The index range of the (row) vector result is Right'Range(2). Constraint_Error is raised if Left'Length is not equal to Right'Length(1). This operation involves inner products.                                                     |       |
| <b>function</b> "*" (Left : Complex_Matrix;<br>Right : Complex_Vector) <b>return</b> Complex_Vector;                                                                                                                                                                                                                                                          | 115/2 |
| This operation provides the standard mathematical operation for multiplication of a matrix Left by a (column) vector Right. The index range of the (column) vector result is Left'Range(1). Constraint_Error is raised if Left'Length(2) is not equal to Right'Length. This operation involves inner products.                                                |       |
| <b>function</b> "+" (Left : Real_Matrix;<br>Right : Complex_Matrix) <b>return</b> Complex_Matrix;                                                                                                                                                                                                                                                             | 117/2 |
| <b>function</b> "+" (Left : Complex_Matrix;<br>Right : Real_Matrix) <b>return</b> Complex_Matrix;                                                                                                                                                                                                                                                             |       |
| <b>function</b> "-" (Left : Real_Matrix;<br>Right : Complex_Matrix) <b>return</b> Complex_Matrix;                                                                                                                                                                                                                                                             |       |
| <b>function</b> "-" (Left : Complex_Matrix;<br>Right : Real_Matrix) <b>return</b> Complex_Matrix;                                                                                                                                                                                                                                                             |       |
| Each operation returns the result of applying the corresponding operation in numerics.-generic_complex_types to each component of Left and the matching component of Right. The index ranges of the result are those of Left. Constraint_Error is raised if Left'Length(1) is not equal to Right'Length(1) or Left'Length(2) is not equal to Right'Length(2). |       |

- 119/2     **function** "\*" (Left : Real\_Matrix;  
                  Right : Complex\_Matrix) **return** Complex\_Matrix;  
**function** "\*" (Left : Complex\_Matrix;  
                  Right : Real\_Matrix)     **return** Complex\_Matrix;
- 120/2     Each operation provides the standard mathematical operation for matrix multiplication. The first and second index ranges of the result are Left'Range(1) and Right'Range(2) respectively. Constraint\_Error is raised if Left'Length(2) is not equal to Right'Length(1). These operations involve inner products.
- 121/2     **function** "\*" (Left : Real\_Vector;  
                  Right : Complex\_Vector) **return** Complex\_Matrix;  
**function** "\*" (Left : Complex\_Vector;  
                  Right : Real\_Vector)     **return** Complex\_Matrix;
- 122/2     Each operation returns the outer product of a (column) vector Left by a (row) vector Right using the appropriate operation "\*" in numerics.generic\_complex\_types for computing the individual components. The first and second index ranges of the result are Left'Range and Right'Range respectively.
- 123/2     **function** "\*" (Left : Real\_Vector;  
                  Right : Complex\_Matrix) **return** Complex\_Vector;  
**function** "\*" (Left : Complex\_Vector;  
                  Right : Real\_Matrix)     **return** Complex\_Vector;
- 124/2     Each operation provides the standard mathematical operation for multiplication of a (row) vector Left by a matrix Right. The index range of the (row) vector result is Right'Range(2). Constraint\_Error is raised if Left'Length is not equal to Right'Length(1). These operations involve inner products.
- 125/2     **function** "\*" (Left : Real\_Matrix;  
                  Right : Complex\_Vector) **return** Complex\_Vector;  
**function** "\*" (Left : Complex\_Matrix;  
                  Right : Real\_Vector)     **return** Complex\_Vector;
- 126/2     Each operation provides the standard mathematical operation for multiplication of a matrix Left by a (column) vector Right. The index range of the (column) vector result is Left'Range(1). Constraint\_Error is raised if Left'Length(2) is not equal to Right'Length. These operations involve inner products.
- 127/2     **function** "\*" (Left : Complex; Right : Complex\_Matrix) **return** Complex\_Matrix;
- 128/2     This operation returns the result of multiplying each component of Right by the complex number Left using the appropriate operation "\*" in numerics.generic\_complex\_types. The index ranges of the result are those of Right.
- 129/2     **function** "\*" (Left : Complex\_Matrix; Right : Complex) **return** Complex\_Matrix;  
**function** "/" (Left : Complex\_Matrix; Right : Complex) **return** Complex\_Matrix;
- 130/2     Each operation returns the result of applying the corresponding operation in numerics-generic\_complex\_types to each component of the matrix Left and the complex number Right. The index ranges of the result are those of Left.
- 131/2     **function** "\*" (Left : Real'Base;  
                  Right : Complex\_Matrix) **return** Complex\_Matrix;
- 132/2     This operation returns the result of multiplying each component of Right by the real number Left using the appropriate operation "\*" in numerics.generic\_complex\_types. The index ranges of the result are those of Right.

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |       |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|
| <b>function</b> "*" (Left : Complex_Matrix;<br>Right : Real'Base) <b>return</b> Complex_Matrix;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 133/2 |
| <b>function</b> "/" (Left : Complex_Matrix;<br>Right : Real'Base) <b>return</b> Complex_Matrix;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |       |
| Each operation returns the result of applying the corresponding operation in numerics-generic_complex_types to each component of the matrix Left and the real number Right. The index ranges of the result are those of Left.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 134/2 |
| <b>function</b> Solve (A : Complex_Matrix; X : Complex_Vector) <b>return</b> Complex_Vector;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 135/2 |
| This function returns a vector Y such that X is (nearly) equal to A * Y. This is the standard mathematical operation for solving a single set of linear equations. The index range of the result is A'Range(2). Constraint_Error is raised if A'Length(1), A'Length(2), and X'Length are not equal. Constraint_Error is raised if the matrix A is ill-conditioned.                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 136/2 |
| <b>function</b> Solve (A, X : Complex_Matrix) <b>return</b> Complex_Matrix;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 137/2 |
| This function returns a matrix Y such that X is (nearly) equal to A * Y. This is the standard mathematical operation for solving several sets of linear equations. The index ranges of the result are A'Range(2) and X'Range(2). Constraint_Error is raised if A'Length(1), A'Length(2), and X'Length(1) are not equal. Constraint_Error is raised if the matrix A is ill-conditioned.                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 138/2 |
| <b>function</b> Inverse (A : Complex_Matrix) <b>return</b> Complex_Matrix;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 139/2 |
| This function returns a matrix B such that A * B is (nearly) equal to the unit matrix. The index ranges of the result are A'Range(2) and A'Range(1). Constraint_Error is raised if A'Length(1) is not equal to A'Length(2). Constraint_Error is raised if the matrix A is ill-conditioned.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 140/2 |
| <b>function</b> Determinant (A : Complex_Matrix) <b>return</b> Complex;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 141/2 |
| This function returns the determinant of the matrix A. Constraint_Error is raised if A'Length(1) is not equal to A'Length(2).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 142/2 |
| <b>function</b> Eigenvalues(A : Complex_Matrix) <b>return</b> Real_Vector;                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 143/2 |
| This function returns the eigenvalues of the Hermitian matrix A as a vector sorted into order with the largest first. Constraint_Error is raised if A'Length(1) is not equal to A'Length(2). The index range of the result is A'Range(1). Argument_Error is raised if the matrix A is not Hermitian.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | 144/2 |
| <b>procedure</b> Eigensystem(A : <b>in</b> Complex_Matrix;<br>Values : <b>out</b> Real_Vector;<br>Vectors : <b>out</b> Complex_Matrix);                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 145/2 |
| This procedure computes both the eigenvalues and eigenvectors of the Hermitian matrix A. The out parameter Values is the same as that obtained by calling the function Eigenvalues. The out parameter Vectors is a matrix whose columns are the eigenvectors of the matrix A. The order of the columns corresponds to the order of the eigenvalues. The eigenvectors are mutually orthonormal, including when there are repeated eigenvalues. Constraint_Error is raised if A'Length(1) is not equal to A'Length(2), or if Values'Range is not equal to A'Range(1), or if the index ranges of the parameter Vectors are not equal to those of A. Argument_Error is raised if the matrix A is not Hermitian. Constraint_Error is also raised in implementation-defined circumstances if the algorithm used does not converge quickly enough. | 146/3 |

```

147/2      function Unit_Matrix (Order           : Positive;
                               First_1, First_2 : Integer := 1)
                               return Complex_Matrix;

```

148/2 This function returns a square *unit matrix* with  $\text{Order}^2$  components and lower bounds of `First_1` and `First_2` (for the first and second index ranges respectively). All components are set to (0.0, 0.0) except for the main diagonal, whose components are set to (1.0, 0.0). `Constraint_Error` is raised if  $\text{First}_1 + \text{Order} - 1 > \text{Integer'Last}$  or  $\text{First}_2 + \text{Order} - 1 > \text{Integer'Last}$ .

*Implementation Requirements*

149/2 Accuracy requirements for the subprograms `Solve`, `Inverse`, `Determinant`, `Eigenvalues` and `Eigensystem` are implementation defined.

150/2 For operations not involving an inner product, the accuracy requirements are those of the corresponding operations of the type `Real'Base` and `Complex` in both the strict mode and the relaxed mode (see G.2).

151/2 For operations involving an inner product, no requirements are specified in the relaxed mode. In the strict mode the modulus of the absolute error of the inner product  $X*Y$  shall not exceed  $g*\mathbf{abs}(X)*\mathbf{abs}(Y)$  where  $g$  is defined as

```

152/2      g = X'Length * Real'Machine_Radix**(1 - Real'Model_Mantissa)
           for mixed complex and real operands

```

```

153/2      g = sqrt(2.0) * X'Length * Real'Machine_Radix**(1 - Real'Model_Mantissa)
           for two complex operands

```

154/2 For the L2-norm, no accuracy requirements are specified in the relaxed mode. In the strict mode the relative error on the norm shall not exceed  $g / 2.0 + 3.0 * \text{Real'Model\_Epsilon}$  where  $g$  has the definition appropriate for two complex operands.

*Documentation Requirements*

155/2 Implementations shall document any techniques used to reduce cancellation errors such as extended precision arithmetic.

*Implementation Permissions*

156/5 The nongeneric equivalent packages can be actual instantiations of the generic package for the appropriate predefined type, though that is not required.

157/5 Although many operations are defined in terms of operations from `Numerics.Generic_Complex_Types`, they can be implemented by other operations that have the same effect.

*Implementation Advice*

158/3 Implementations should implement the `Solve` and `Inverse` functions using established techniques. Implementations are recommended to refine the result by performing an iteration on the residuals; if this is done, then it should be documented.

159/2 It is not the intention that any special provision should be made to determine whether a matrix is ill-conditioned or not. The naturally occurring overflow (including division by zero) which will result from executing these functions with an ill-conditioned matrix and thus raise `Constraint_Error` is sufficient.

160/2 The test that a matrix is Hermitian should use the equality operator to compare the real components and negation followed by equality to compare the imaginary components (see G.2.1).



An implementation should minimize the circumstances under which the algorithm used for Eigenvalues and Eigensystem fails to converge. 160.1/3

Implementations should not perform operations on mixed complex and real operands by first converting the real operand to complex. See G.1.1. 161/2



# Annex H

## (normative)

### High Integrity Systems

This Annex addresses requirements for high integrity systems (including safety-critical systems and security-critical systems). It provides facilities and specifies documentation requirements that relate to several needs: 1/2

- Understanding program execution; 2
- Reviewing object code; 3
- Restricting language constructs whose usage can complicate the demonstration of program correctness 4/5

Execution understandability is supported by pragma `Normalize_Scalars`, and also by requirements for the implementation to document the effect of a program in the presence of a bounded error or where the language rules leave the effect unspecified. 4.1

The pragmas `Reviewable` and `Restrictions` relate to the other requirements addressed by this Annex. 5

NOTE The Valid attribute (see 13.9.2) is also useful in addressing these needs, to avoid problems that can otherwise arise from scalars that have values outside their declared range constraints. 6/5

## H.1 Pragma `Normalize_Scalars`

This pragma ensures that an otherwise uninitialized scalar object is set to a predictable value, but out of range if possible. 1

### *Syntax*

The form of a pragma `Normalize_Scalars` is as follows: 2

**pragma** `Normalize_Scalars`; 3

### *Post-Compilation Rules*

Pragma `Normalize_Scalars` is a configuration pragma. It applies to all `compilation_units` included in a partition. 4

### *Documentation Requirements*

If a pragma `Normalize_Scalars` applies, the implementation shall document the implicit initial values for scalar subtypes, and shall identify each case in which such a value is used and is not an invalid representation. 5/2

### *Implementation Advice*

Whenever possible, the implicit initial values for a scalar subtype should be an invalid representation (see 13.9.1). 6/2

NOTE 1 The initialization requirement applies to uninitialized scalar objects that are subcomponents of composite objects, to allocated objects, and to stand-alone objects. It also applies to scalar **out** parameters. Scalar subcomponents of composite **out** parameters are initialized to the corresponding part of the actual, by virtue of 6.4.1. 7

NOTE 2 The initialization requirement does not apply to a scalar for which pragma `Import` has been specified, since initialization of an imported object is performed solely by the foreign language environment (see B.1). 8

9/5 | NOTE 3 The use of pragma `Normalize_Scalars` in conjunction with Pragma Restrictions(`No_Exceptions`) can result in erroneous execution (see H.4).

## H.2 Documentation of Implementation Decisions

### *Documentation Requirements*

1/5 The implementation shall document the range of effects for each situation that the language rules identify as either a bounded error or as having an unspecified effect. If the implementation can constrain the effects of erroneous execution for a given construct, then it shall document such constraints. The documentation may be provided either independently of any compilation unit or partition, or as part of an annotated listing for a given unit or partition. See also 1.1.3, and 1.1.2.

2 NOTE Among the situations to be documented are the conventions chosen for parameter passing, the methods used for the management of run-time storage, and the method used to evaluate numeric expressions if this involves extended range or extra precision.

## H.3 Reviewable Object Code

1 Object code review and validation are supported by pragmas `Reviewable` and `Inspection_Point`.

### H.3.1 Pragma Reviewable

1 This pragma directs the implementation to provide information to facilitate analysis and review of a program's object code, in particular to allow determination of execution time and storage usage and to identify the correspondence between the source and object programs.

#### *Syntax*

2 The form of a pragma `Reviewable` is as follows:

3 **pragma** `Reviewable`;

#### *Post-Compilation Rules*

4 Pragma `Reviewable` is a configuration pragma. It applies to all `compilation_units` included in a partition.

#### *Implementation Requirements*

5 The implementation shall provide the following information for any compilation unit to which such a pragma applies:

- 6 • Where compiler-generated runtime checks remain;
- 7 • An identification of any construct with a language-defined check that is recognized prior to run time as certain to fail if executed (even if the generation of runtime checks has been suppressed);
- 8/2 • For each read of a scalar object, an identification of the read as either “known to be initialized”, or “possibly uninitialized”, independent of whether pragma `Normalize_Scalars` applies;
- 9 • Where run-time support routines are implicitly invoked;
- 10 • An object code listing, including:
  - 11 • Machine instructions, with relative offsets;
  - 12 • Where each data object is stored during its lifetime;

- Correspondence with the source program, including an identification of the code produced per declaration and per statement. 13
  - An identification of each construct for which the implementation detects the possibility of erroneous execution; 14
  - For each subprogram, block, task, or other construct implemented by reserving and subsequently freeing an area on a run-time stack, an identification of the length of the fixed-size portion of the area and an indication of whether the non-fixed size portion is reserved on the stack or in a dynamically-managed storage region. 15
- The implementation shall provide the following information for any partition to which the pragma applies: 16
- An object code listing of the entire partition, including initialization and finalization code as well as run-time system components, and with an identification of those instructions and data that will be relocated at load time; 17
  - A description of the run-time model relevant to the partition. 18
- The implementation shall provide control- and data-flow information, both within each compilation unit and across the compilation units of the partition. 18.1

*Implementation Advice*

The implementation should provide the above information in both a human-readable and machine-readable form, and should document the latter so as to ease further processing by automated tools. 19

Object code listings should be provided both in a symbolic format and also in an appropriate numeric format (such as hexadecimal or octal). 20

NOTE The order of elaboration of library units will be documented even in the absence of pragma Reviewable (see 10.2). 21

### H.3.2 Pragma Inspection\_Point

An occurrence of a pragma `Inspection_Point` identifies a set of objects each of whose values is to be available at the point(s) during program execution corresponding to the position of the pragma in the compilation unit. The purpose of such a pragma is to facilitate code validation. 1

*Syntax*

The form of a pragma `Inspection_Point` is as follows: 2

```
pragma Inspection_Point[(object_name {, object_name})]; 3
```

*Legality Rules*

A pragma `Inspection_Point` is allowed wherever a `declarative_item` or `statement` is allowed. Each *object\_name* shall statically denote the declaration of an object. 4

*Static Semantics*

An *inspection point* is a point in the object code corresponding to the occurrence of a pragma `Inspection_Point` in the compilation unit. An object is *inspectable* at an inspection point if the corresponding pragma `Inspection_Point` either has an argument denoting that object, or has no arguments and the declaration of the object is visible at the inspection point. 5/2

*Dynamic Semantics*

Execution of a pragma `Inspection_Point` has no effect. 6

*Implementation Requirements*

7 Reaching an inspection point is an external interaction with respect to the values of the inspectable objects at that point (see 1.1.3).

*Documentation Requirements*

8 For each inspection point, the implementation shall identify a mapping between each inspectable object and the machine resources (such as memory locations or registers) from which the object's value can be obtained.

9/5 NOTE 1 Because reaching an inspection point is considered an external interaction relative to the values of the inspectable variables, the implementation cannot perform “dead store elimination” on the last assignment to such a variable prior to an inspection point. Thus an inspection point has the effect of an implicit read of each of its inspectable objects.

10 NOTE 2 Inspection points are useful in maintaining a correspondence between the state of the program in source code terms, and the machine state during the program's execution. Assertions about the values of program objects can be tested in machine terms at inspection points. Object code between inspection points can be processed by automated tools to verify programs mechanically.

11/5 NOTE 3 The identification of the mapping from source program objects to machine resources can be in the form of an annotated object listing, in human-readable or tool-processable form.

## H.4 High Integrity Restrictions

1/3 This subclause defines restrictions that can be used with pragma Restrictions (see 13.12); these facilitate the demonstration of program correctness by allowing tailored versions of the run-time system.

*Static Semantics*

2/2 *This paragraph was deleted.*

3/2 The following *restriction\_identifiers* are language defined:

4 **Tasking-related restriction:**

5 No\_Protected\_Types

There are no declarations of protected types or protected objects.

6 **Memory-management related restrictions:**

7 No\_Allocators

There are no occurrences of an allocator.

8/1 No\_Local\_Allocators

Allocators are prohibited in subprograms, generic subprograms, tasks, and entry bodies.

8.1/3 No\_Anonymous\_Allocators

There are no allocators of anonymous access types.

8.2/3 No\_Coextensions

There are no coextensions. See 3.10.2.

8.3/3 No\_Access\_Parameter\_Allocators

Allocators are not permitted as the actual parameter to an access parameter. See 6.1.

9/2 *This paragraph was deleted.*

|                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                  |
|---------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|
| Immediate_Reclamation                 | Except for storage occupied by objects created by allocators and not deallocated via unchecked deallocation, any storage reserved at run time for an object is immediately reclaimed when the object no longer exists.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | 10               |
| <b>Exception-related restriction:</b> |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | 11               |
| No_Exceptions                         | Raise_statements and exception_handlers are not allowed. No language-defined runtime checks are generated; however, a runtime check performed automatically by the hardware is permitted. The callable entity associated with a procedural_iterator (see 5.5.3) is considered to not allow exit, independent of the value of its Allows_Exit aspect.                                                                                                                                                                                                                                                                                                                                                                                                                      | 12/5             |
| <b>Other restrictions:</b>            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | 13               |
| No_Floating_Point                     | Uses of predefined floating point types and operations, and declarations of new floating point types, are not allowed.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | 14               |
| No_Fixed_Point                        | Uses of predefined fixed point types and operations, and declarations of new fixed point types, are not allowed.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 15               |
| <i>This paragraph was deleted.</i>    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | 16/2             |
| No_Access_Subprograms                 | The declaration of access-to-subprogram types is not allowed.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 17               |
| No_Unchecked_Access                   | The Unchecked_Access attribute is not allowed.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | 18               |
| No_Dispatch                           | Occurrences of T'Class are not allowed, for any (tagged) subtype T.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 19               |
| No_IO                                 | Semantic dependence on any of the library units Sequential_IO, Direct_IO, Text_IO, Wide_Text_IO, Wide_Wide_Text_IO, Stream_IO, or Directories is not allowed.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 20/5             |
| No_Delay                              | Delay_Statements and semantic dependence on package Calendar are not allowed.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 21               |
| No_Recursion                          | As part of the execution of a subprogram, the same subprogram is not invoked.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 22               |
| No_Reentrancy                         | During the execution of a subprogram by a task, no other task invokes the same subprogram.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 23               |
| No_Unspecified_Globals                | No library-level entity shall have a Global aspect of Unspecified, either explicitly or by default. No library-level entity shall have a Global'Class aspect of Unspecified, explicitly or by default, if it is used as part of a dispatching call.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 23.1/5           |
| No_Hidden_Indirect_Globals            | When within a context where an applicable global aspect is neither Unspecified nor <b>in out all</b> , any execution within such a context does neither of the following: <ul style="list-style-type: none"> <li>• Update (or return a writable reference to) a variable that is reachable via a sequence of zero or more dereferences of access-to-object values from a parameter of a visibly access-to-constant type, from a part of a non-access-type formal parameter of mode <b>in</b> (after any <b>overriding</b> – see H.7), or from a global that has mode <b>in</b> or is not within the applicable global variable set, unless the initial dereference is of a part of a formal parameter or global that is visibly of an access-to-variable type;</li> </ul> | 23.2/5<br>23.3/5 |

- 23.4/5
- Read (or return a readable reference to) a variable that is reachable via a sequence of zero or more dereferences of access-to-object values from a global that is not within the applicable global variable set, unless the initial dereference is of a part of a formal parameter or global that is visibly of an access-to-object type.

23.5/5 For the purposes of the above rules:

- 23.6/5
- a part of an object is *visibly of an access type* if the type of the object is declared immediately within the visible part of a package specification, and at the point of declaration of the type the part is visible and of an access type;

- 23.7/5
- a function *returns a writable reference to V* if it returns a result with a part that is visibly of an access-to-variable type designating *V*; similarly, a function *returns a readable reference to V* if it returns a result with a part that is visibly of an access-to-constant type designating *V*;

- 23.8/5
- if an applicable global variable set includes a package name, and the collection of some pool-specific access type (see 7.6.1) is implicitly declared in a part of the declarative region of the package included within the global variable set, then all objects allocated from that collection are considered included within the global variable set.

23.9/5 The consequences of violating the `No_Hidden_Indirect_Globals` restriction is implementation-defined. Any aspects or other means for identifying such violations prior to or during execution are implementation-defined.

#### *Dynamic Semantics*

23.10/5 The following *restriction\_parameter\_identifier* is language defined:

23.11/5 `Max_Image_Length`

Specifies the maximum length for the result of an `Image`, `Wide_Image`, or `Wide_Wide_Image` attribute. Violation of this restriction results in the raising of `Program_Error` at the point of the invocation of an image attribute.

#### *Implementation Requirements*

23.12/5 An implementation of this Annex shall support:

- 23.13/5
- the restrictions defined in this subclause; and
- 23.14/5
- the following restrictions defined in D.7: `No_Task_Hierarchy`, `No_Abort_Statement`, `No_Implicit_Heap_Allocation`, `No_Standard_Allocators_After_Elaboration`; and
- 23.15/5
- the **pragma** Profile(Ravenscar); and
- 23.16/5
- the following uses of *restriction\_parameter\_identifiers* defined in D.7, which are checked prior to program execution:
- 23.17/5
- `Max_Task_Entries => 0`,
- 23.18/5
- `Max_Asynchronous_Select_Nesting => 0`, and
- 23.19/5
- `Max_Tasks => 0`.

23.20/5 If a `Max_Image_Length` restriction applies to any compilation unit in the partition, then for any subtype `S`, `S'Image`, `S'Wide_Image`, and `S'Wide_Wide_Image` shall be implemented within that partition without any dynamic allocation.

24/5 If an implementation supports **pragma** Restrictions for a particular argument, then except for the restrictions `No_Access_Subprograms`, `No_Unchecked_Access`, `No_Specification_of_Aspect`, `No_Use_of_Attribute`, `No_Use_of_Pragma`, `No_Dependence => Ada.Unchecked_Conversion`, and



No\_Dependence => Ada.Unchecked\_Deallocation, the associated restriction applies to the run-time system.

*Documentation Requirements*

If a pragma Restrictions(No\_Exceptions) is specified, the implementation shall document the effects of all constructs where language-defined checks are still performed automatically (for example, an overflow check performed by the processor).

*Erroneous Execution*

Program execution is erroneous if pragma Restrictions(No\_Exceptions) has been specified and the conditions arise under which a generated language-defined runtime check would fail.

Program execution is erroneous if pragma Restrictions(No\_Recursion) has been specified and a subprogram is invoked as part of its own execution, or if pragma Restrictions(No\_Reentrancy) has been specified and during the execution of a subprogram by a task, another task invokes the same subprogram.

NOTE Uses of *restriction\_parameter* identifier No\_Dependence defined in 13.12.1: No\_Dependence => Ada.Unchecked\_Deallocation and No\_Dependence => Ada.Unchecked\_Conversion can be appropriate for high-integrity systems. Other uses of No\_Dependence can also be appropriate for high-integrity systems.

## H.4.1 Aspect No\_Controlled\_Parts

*Static Semantics*

For a type, the following type-related, operational aspect may be specified:

No\_Controlled\_Parts

The type of this aspect is Boolean. If True, the type and any descendants shall not have any controlled parts. If specified, the value of the expression shall be static. If not specified, the value of this aspect is False.

The No\_Controlled\_Parts aspect is nonoverridable (see 13.1.1).

*Legality Rules*

If No\_Controlled\_Parts is True for a type, no component of the type shall have a controlled part nor shall the type itself be controlled. For the purposes of this rule, a type has a controlled part if its full type has a controlled part; this is applied recursively. In addition to the places where Legality Rules normally apply (see 12.3), this rule also applies in the private part of an instance of a generic unit.

When enforcing the above rule within a generic body *G* or within the body of a generic unit declared within the declarative region of generic unit *G*, a generic formal private type of *G* and a generic formal derived type of *G* whose ancestor is a tagged type whose No\_Controlled\_Parts aspect is False are considered to have a controlled part.

## H.5 Pragma Detect\_Blocking

1/5 The following pragma requires an implementation to detect potentially blocking operations during the execution of a protected operation or a parallel construct.

### *Syntax*

2/2 The form of a pragma Detect\_Blocking is as follows:

3/2 **pragma** Detect\_Blocking;

### *Post-Compilation Rules*

4/2 A pragma Detect\_Blocking is a configuration pragma.

### *Dynamic Semantics*

5/5 An implementation is required to detect a potentially blocking operation that occurs during the execution of a protected operation or a parallel construct defined within a compilation unit to which the pragma applies, and to raise Program\_Error (see 9.5).

### *Implementation Permissions*

6/5 An implementation is allowed to reject a compilation\_unit to which a pragma Detect\_Blocking applies if a potentially blocking operation is present directly within an entry\_body, the body of a protected subprogram, or a parallel construct occurring within the compilation unit.

7/5 **NOTE** An operation that causes a task to be blocked within a foreign language domain is not defined to be potentially blocking, and is unlikely to be detected.

## H.6 Pragma Partition\_Elaboration\_Policy

1/3 This subclause defines a pragma for user control over elaboration policy.

### *Syntax*

2/2 The form of a pragma Partition\_Elaboration\_Policy is as follows:

3/2 **pragma** Partition\_Elaboration\_Policy (*policy\_identifier*);

4/2 The *policy\_identifier* shall be either Sequential, Concurrent or an implementation-defined identifier.

### *Post-Compilation Rules*

5/2 A pragma Partition\_Elaboration\_Policy is a configuration pragma. It specifies the elaboration policy for a partition. At most one elaboration policy shall be specified for a partition.

6/3 If the Sequential policy is specified for a partition, then pragma Restrictions (No\_Task\_Hierarchy) shall also be specified for the partition.

### *Dynamic Semantics*

7/2 Notwithstanding what this document says elsewhere, this pragma allows partition elaboration rules concerning task activation and interrupt attachment to be changed. If the *policy\_identifier* is Concurrent, or if there is no pragma Partition\_Elaboration\_Policy defined for the partition, then the rules defined elsewhere in this Reference Manual apply.

If the partition elaboration policy is `Sequential`, then task activation and interrupt attachment are performed in the following sequence of steps: 8/2

- The activation of all library-level tasks and the attachment of interrupt handlers are deferred until all library units are elaborated. 9/2
- The interrupt handlers are attached by the environment task. 10/2
- The environment task is suspended while the library-level tasks are activated. 11/2
- The environment task executes the main subprogram (if any) concurrently with these executing tasks. 12/2

If several dynamic interrupt handler attachments for the same interrupt are deferred, then the most recent call of `Attach_Handler` or `Exchange_Handler` determines which handler is attached. 13/2

If any deferred task activation fails, `Tasking_Error` is raised at the beginning of the sequence of statements of the body of the environment task prior to calling the main subprogram. 14/2

#### *Implementation Advice*

If the partition elaboration policy is `Sequential` and the Environment task becomes permanently blocked during elaboration, then the partition is deadlocked and it is recommended that the partition be immediately terminated. 15/3

#### *Implementation Permissions*

If the partition elaboration policy is `Sequential` and any task activation fails, then an implementation may immediately terminate the active partition to mitigate the hazard posed by continuing to execute with a subset of the tasks being active. 16/3

NOTE If any deferred task activation fails, the environment task is unable to handle the `Tasking_Error` exception and completes immediately. By contrast, if the partition elaboration policy is `Concurrent`, then this exception can be handled within a library unit. 17/5

## H.7 Extensions to Global and Global'Class Aspects

In addition to the entities specified in 6.1.2, the Global aspect may be specified for a subtype (including a formal subtype), formal package, formal subprogram, and formal object of an anonymous access-to-subprogram type. 1/5

#### *Syntax*

The following additional syntax is provided to override the mode of a formal parameter to reflect indirect effects on variables reachable from the formal parameter by one or more access-value dereferences: 2/5

```
extended_global_mode ::=
    overriding basic_global_mode 3/5
```

#### *Name Resolution Rules*

The *object\_name* that is associated with an **overriding** mode shall resolve to statically denote a formal object, or a formal parameter of the associated entity. 4/5

*Static Semantics*

- 5/5 The presence of the reserved word **overriding** in a global mode indicates that the specification is overriding the mode of a formal parameter with another mode to reflect the overall effect of an invocation of the callable entity on the state associated with the corresponding actual parameter.
- 6/5 As described in 6.1.2, the following rules are defined in terms of operations that are performed by or on behalf of an entity.
- 7/5 The Global aspect for a subtype identifies the global variables that can be referenced during default initialization, adjustment as part of assignment, finalization of an object of the subtype, or conversion to the subtype, including the evaluation of any assertion expressions that apply. If not specified for the first subtype of a derived type, the aspect defaults to that of the ancestor subtype; if not specified for a nonderived composite first subtype the aspect defaults to that of the enclosing library unit; if not specified for a nonderived elementary first subtype (or scalar base subtype), the aspect defaults to **null** in the absence of a predicate (or when the predicate is statically True), and to that of the enclosing library unit otherwise. If not specified for a nonfirst subtype *S*, the Global aspect defaults to that of the subtype identified in the subtype\_indication defining *S*.
- 8/5 The Global'Class aspect may be specified for the first subtype of a tagged type *T*, indicating an upper bound on the Global aspect of any descendant of *T*. If not specified, it defaults to Unspecified.

*Legality Rules*

- 9/5 For a tagged subtype *T*, each mode of its Global aspect shall identify a subset of the variables identified either by the corresponding mode, or by the **in out** mode, of the Global'Class aspect of the first subtype of any ancestor of *T*.

**H.7.1 The Use\_Formal and Dispatching Aspects**

- 1/5 The Use\_Formal and Dispatching aspects are provided to more precisely describe the use of generic formal parameters and dispatching calls within the execution of an operation, enabling more precise checking of conformance with the Nonblocking and global aspects that apply at the point of invocation of the operation.
- 2/5 For any declaration within a generic unit for which a global or Nonblocking aspect may be specified, other than a generic\_formal\_parameter\_declaration, the following aspect may be specified to indicate which generic formal parameters are *used* by the associated entity:
- 3/5 Use\_Formal
- 4/5 The aspect is specified with a formal\_parameter\_set, with the following form:
- ```

formal_parameter_set ::=
    formal_group_designator
    | formal_parameter_name
    | (formal_parameter_name {, formal_parameter_name})
formal_group_designator ::= null | all
formal_parameter_name ::=
    formal_subtype_mark
    | formal_subprogram_name
    | formal_access_to_subprogram_object_name

```
- 7/5 For any declaration for which a global or Nonblocking aspect may be specified, other than for a library package, a generic library package, or a generic formal, the following aspect may be specified:

## Dispatching

The aspect is specified with a `dispatching_operation_set`, with the following form:

```
dispatching_operation_set ::=
    dispatching_operation_specifier
    | (dispatching_operation_specifier{, dispatching_operation_specifier})
dispatching_operation_specifier ::=
    dispatching_operation_name (object_name)
```

*Name Resolution Rules*

A `formal_parameter_name` in a `Use_Formal` aspect shall resolve to statically denote a formal subtype, a formal subprogram, or a formal object of an anonymous access-to-subprogram type of an enclosing generic unit or visible formal package.

The *object\_name* of a `dispatching_operation_specifier` shall resolve to statically name an object (including possibly a formal parameter) of a tagged class-wide type *TClass*, or of an access type designating a tagged class-wide type *TClass*; the *dispatching\_operation\_name* of the `dispatching_operation_specifier` shall resolve to statically denote a dispatching operation associated with *T*.

*Static Semantics*

The *formal parameter set* is identified by a set of `formal_parameter_names`. Alternatively, the reserved word **null** may be used to indicate none of the generic formal parameters, or **all** to indicate all of the generic formal parameters, of any enclosing generic unit (or visible formal package) can be used within the execution of the operation. If there is no formal parameter set specified for an entity declared within a generic unit, it defaults to **all**.

The *dispatching operation set* is identified by a set of `dispatching_operation_specifiers`. It indicates that the Nonblocking and global effects of dispatching calls that match one of the specifiers, rather than being accounted for by the Nonblocking or global aspect, are instead to be accounted for by the invoker of the operation. A dispatching call matches a `dispatching_operation_specifier` if the name or prefix of the call statically denotes the same operation(s) as that of the `dispatching_operation_specifier`, and at least one of the objects controlling the call is denoted by, or designated by, a name that statically names the same object as that denoted by the *object\_name* of the `dispatching_operation_specifier`.

In the absence of any `dispatching_operation_specifiers`, or if none of them match a dispatching call *C* within an operation *P*, Nonblocking and global aspects checks are performed at the point of the call *C* within *P* using the Nonblocking and Global'Class aspects that apply to the dispatching operation named in call *C*. If there is a match, any global access or potential blocking within the subprogram body invoked by the call *C* is ignored at the point of call within *P*. Instead, when the operation *P* itself is invoked, Nonblocking and global aspect checks are performed presuming each named dispatching operation is called at least once (with the named object controlling the call), but similarly ignoring those dispatching calls that would match a `dispatching_operation_specifier` applicable at the point of invocation of *P*.

*Legality Rules*

Within an operation to which a `Use_Formal` aspect applies, if the formal parameter set is anything but **all**, then the only generic formal subtypes that may be used, the only formal subprograms that may be called, and the only formal objects of an anonymous access-to-subprogram type that may be dereferenced as part of a call or passed as the actual for an access parameter, are those included in the formal parameter set.

17/5 | When an operation (or instance thereof) to which a Use\_Formal aspect applies is invoked, Nonblocking and global aspect checks are performed presuming each generic formal parameter (or corresponding actual parameter) of the formal parameter set is used at least once.

*Examples*

18/5 | *An example of use of the Dispatching aspect:*

```
19/5 |   procedure My_Write(  -- see 13.13.2
      Stream : not null access Ada.Streams.Root_Stream_Type'Class;
      Item   : My_Integer'Base)
      with Dispatching => Write(Stream);
      for My_Integer'Write use My_Write;
```

20/5 | *For examples of use of the Use\_Formal aspect, see the Element functions of Hashed\_Sets in A.18.8.*

# Annex J

## (normative)

### Obsolescent Features

This Annex contains descriptions of features of the language whose functionality is largely redundant with other features defined by this Reference Manual. Use of these features is not recommended in newly written programs. Use of these features can be prevented by using pragma Restrictions (No\_Obsolescent\_Features), see 13.12.1. 1/2

## J.1 Renamings of Library Units

### *Static Semantics*

The following library\_unit\_renaming\_declarations exist: 1

```

with Ada.Unchecked_Conversion; 2
generic function Unchecked_Conversion renames Ada.Unchecked_Conversion;
with Ada.Unchecked_Deallocation; 3
generic procedure Unchecked_Deallocation renames Ada.Unchecked_Deallocation;
with Ada.Sequential_IO; 4
generic package Sequential_IO renames Ada.Sequential_IO;
with Ada.Direct_IO; 5
generic package Direct_IO renames Ada.Direct_IO;
with Ada.Text_IO; 6
package Text_IO renames Ada.Text_IO;
with Ada.IO_Exceptions; 7
package IO_Exceptions renames Ada.IO_Exceptions;
with Ada.Calendar; 8
package Calendar renames Ada.Calendar;
with System.Machine_Code; 9
package Machine_Code renames System.Machine_Code; -- If supported.

```

### *Implementation Requirements*

The implementation shall allow the user to replace these renamings. 10

## J.2 Allowed Replacements of Characters

### *Syntax*

The following replacements are allowed for the vertical line, number sign, and quotation mark characters: 1

- A vertical line character (|) can be replaced by an exclamation mark (!) where used as a delimiter. 2
- The number sign characters (#) of a based\_literal can be replaced by colons (:) provided that the replacement is done for both occurrences. 3
- The quotation marks (") used as string brackets at both ends of a string literal can be replaced by percent signs (%) provided that the enclosed sequence of characters contains no quotation mark, and provided that both string brackets are replaced. Any percent sign 4

within the sequence of characters shall then be doubled and each such doubled percent sign is interpreted as a single percent sign character value.

- 5 These replacements do not change the meaning of the program.

### J.3 Reduced Accuracy Subtypes

- 1 A `digits_constraint` may be used to define a floating point subtype with a new value for its requested decimal precision, as reflected by its `Digits` attribute. Similarly, a `delta_constraint` may be used to define an ordinary fixed point subtype with a new value for its *delta*, as reflected by its `Delta` attribute.

#### Syntax

2/4 `delta_constraint ::= delta static_simple_expression [range_constraint]`

#### Name Resolution Rules

- 3/4 The `simple_expression` of a `delta_constraint` is expected to be of any real type.

#### Legality Rules

- 4/4 The `simple_expression` of a `delta_constraint` shall be static.
- 5 For a `subtype_indication` with a `delta_constraint`, the `subtype_mark` shall denote an ordinary fixed point subtype.
- 6 For a `subtype_indication` with a `digits_constraint`, the `subtype_mark` shall denote either a decimal fixed point subtype or a floating point subtype (notwithstanding the rule given in 3.5.9 that only allows a decimal fixed point subtype).

#### Static Semantics

- 7/4 A `subtype_indication` with a `subtype_mark` that denotes an ordinary fixed point subtype and a `delta_constraint` defines an ordinary fixed point subtype with a *delta* given by the value of the `simple_expression` of the `delta_constraint`. If the `delta_constraint` includes a `range_constraint`, then the ordinary fixed point subtype is constrained by the `range_constraint`.
- 8/4 A `subtype_indication` with a `subtype_mark` that denotes a floating point subtype and a `digits_constraint` defines a floating point subtype with a requested decimal precision (as reflected by its `Digits` attribute) given by the value of the `simple_expression` of the `digits_constraint`. If the `digits_constraint` includes a `range_constraint`, then the floating point subtype is constrained by the `range_constraint`.

#### Dynamic Semantics

- 9/4 A `delta_constraint` is *compatible* with an ordinary fixed point subtype if the value of the `simple_expression` is no less than the *delta* of the subtype, and the `range_constraint`, if any, is compatible with the subtype.
- 10/4 A `digits_constraint` is *compatible* with a floating point subtype if the value of the `simple_expression` is no greater than the requested decimal precision of the subtype, and the `range_constraint`, if any, is compatible with the subtype.
- 11 The elaboration of a `delta_constraint` consists of the elaboration of the `range_constraint`, if any.



## J.4 The Constrained Attribute

### Static Semantics

For every private subtype S, the following attribute is defined:

S'Constrained

Yields the value False if S denotes an unconstrained nonformal private subtype with discriminants; also yields the value False if S denotes a generic formal private subtype, and the associated actual subtype is either an unconstrained subtype with discriminants or an unconstrained array subtype; yields the value True otherwise. The value of this attribute is of the predefined subtype Boolean.

## J.5 ASCII

### Static Semantics

The following declaration exists in the declaration of package Standard:

```

package ASCII is
  -- Control characters:
  NUL   : constant Character := nul;    SOH   : constant Character := soh;
  STX   : constant Character := stx;    ETX   : constant Character := etx;
  EOT   : constant Character := eot;    ENQ   : constant Character := enq;
  ACK   : constant Character := ack;    BEL   : constant Character := bel;
  BS    : constant Character := bs;     HT    : constant Character := ht;
  LF    : constant Character := lf;     VT    : constant Character := vt;
  FF    : constant Character := ff;     CR    : constant Character := cr;
  SO    : constant Character := so;     SI    : constant Character := si;
  DLE   : constant Character := dle;    DC1   : constant Character := dc1;
  DC2   : constant Character := dc2;    DC3   : constant Character := dc3;
  DC4   : constant Character := dc4;    NAK   : constant Character := nak;
  SYN   : constant Character := syn;    ETB   : constant Character := etb;
  CAN   : constant Character := can;    EM    : constant Character := em;
  SUB   : constant Character := sub;    ESC   : constant Character := esc;
  FS    : constant Character := fs;     GS    : constant Character := gs;
  RS    : constant Character := rs;     US    : constant Character := us;
  DEL   : constant Character := del;

  -- Other characters:
  Exclam : constant Character:= '!';  Quotation : constant Character:= '"';
  Sharp  : constant Character:= '#';  Dollar    : constant Character:= '$';
  Percent : constant Character:= '%'; Ampersand  : constant Character:= '&';
  Colon   : constant Character:= ':'; Semicolon : constant Character:= ';';
  Query   : constant Character:= '?'; At_Sign   : constant Character:= '@';
  L_Bracket: constant Character:= '['; Back_Slash: constant Character:= '\';
  R_Bracket: constant Character:= ']'; Circumflex: constant Character:= '^';
  Underline: constant Character:= '_'; Grave     : constant Character:= '`';
  L_Brace  : constant Character:= '{'; Bar       : constant Character:= '|';
  R_Brace  : constant Character:= '}'; Tilde     : constant Character:= '~';

  -- Lower case letters:
  LC_A: constant Character:= 'a';
  ...
  LC_Z: constant Character:= 'z';
end ASCII;
```

## J.6 Numeric\_Error

### *Static Semantics*

- 1 The following declaration exists in the declaration of package Standard:  
 2     Numeric\_Error : **exception renames** Constraint\_Error;

## J.7 At Clauses

### *Syntax*

- 1     at\_clause ::= **for** direct\_name **use at** expression;

### *Static Semantics*

- 2 An at\_clause of the form “for *x* use at *y*,” is equivalent to an attribute\_definition\_clause of the form “for *x*'Address use *y*”.

### J.7.1 Interrupt Entries

- 1 Implementations are permitted to allow the attachment of task entries to interrupts via the address clause. Such an entry is referred to as an *interrupt entry*.  
 2 The address of the task entry corresponds to a hardware interrupt in an implementation-defined manner. (See Ada.Interrupts.Reference in C.3.2.)

### *Static Semantics*

- 3 The following attribute is defined:  
 4 For any task entry X:  
 5 X'Address     For a task entry whose address is specified (an *interrupt entry*), the value refers to the corresponding hardware interrupt. For such an entry, as for any other task entry, the meaning of this value is implementation defined. The value of this attribute is of the type of the subtype System.Address.  
 6             Address may be specified for single entries via an attribute\_definition\_clause.

### *Dynamic Semantics*

- 7 As part of the initialization of a task object, the address clause for an interrupt entry is elaborated, which evaluates the **expression** of the address clause. A check is made that the address specified is associated with some interrupt to which a task entry may be attached. If this check fails, Program\_Error is raised. Otherwise, the interrupt entry is attached to the interrupt associated with the specified address.  
 8 Upon finalization of the task object, the interrupt entry, if any, is detached from the corresponding interrupt and the default treatment is restored.  
 9 While an interrupt entry is attached to an interrupt, the interrupt is reserved (see C.3).  
 10 An interrupt delivered to a task entry acts as a call to the entry issued by a hardware task whose priority is in the System.Interrupt\_Priority range. It is implementation defined whether the call is performed as an ordinary entry call, a timed entry call, or a conditional entry call; which kind of call is performed can depend on the specific interrupt.

*Bounded (Run-Time) Errors*

It is a bounded error to evaluate E'Caller (see C.7.1) in an `accept_statement` for an interrupt entry. The possible effects are the same as for calling `Current_Task` from an entry body. 11

*Documentation Requirements*

The implementation shall document to which interrupts a task entry may be attached. 12

The implementation shall document whether the invocation of an interrupt entry has the effect of an ordinary entry call, conditional call, or a timed call, and whether the effect varies in the presence of pending interrupts. 13

*Implementation Permissions*

The support for this subclass is optional. 14

Interrupts to which the implementation allows a task entry to be attached may be designated as reserved for the entire duration of program execution; that is, not just when they have an interrupt entry attached to them. 15

Interrupt entry calls may be implemented by having the hardware execute directly the appropriate `accept_statement`. Alternatively, the implementation is allowed to provide an internal interrupt handler to simulate the effect of a normal task calling the entry. 16/1

The implementation is allowed to impose restrictions on the specifications and bodies of tasks that have interrupt entries. 17

It is implementation defined whether direct calls (from the program) to interrupt entries are allowed. 18

If a `select_statement` contains both a `terminate_alternative` and an `accept_alternative` for an interrupt entry, then an implementation is allowed to impose further requirements for the selection of the `terminate_alternative` in addition to those given in 9.3. 19

NOTE 1 Queued interrupts correspond to ordinary entry calls. Interrupts that are lost if not immediately processed correspond to conditional entry calls. It is a consequence of the priority rules that an `accept_statement` executed in response to an interrupt can be executed with the active priority at which the hardware generates the interrupt, taking precedence over lower priority tasks, without a scheduling action. 20/1

NOTE 2 Control information that is supplied upon an interrupt can be passed to an associated interrupt entry as one or more parameters of mode `in`. 21

*Examples*

*Example of an interrupt entry:* 22

```
task Interrupt_Handler is
  entry Done;
  for Done'Address use
Ada.Interrupts.Reference(Ada.Interrupts.Names.Device_Done);
end Interrupt_Handler; 23
```

## J.8 Mod Clauses

*Syntax*

`mod_clause ::= at mod static_expression;` 1

*Static Semantics*

2 A `record_representation_clause` of the form:

```
3/3   for r use
      record at mod a;
      . . .
      end record;
```

4 is equivalent to:

```
5   for r'Alignment use a;
   for r use
     record
       . . .
     end record;
```

## J.9 The `Storage_Size` Attribute

*Static Semantics*

1 For any task subtype T, the following attribute is defined:

2 T'`Storage_Size`

Denotes an implementation-defined value of type *universal\_integer* representing the number of storage elements reserved for a task of the subtype T.

3/3 `Storage_Size` may be specified for a task first subtype that is not an interface via an `attribute_definition_clause`. When the attribute is specified, the `Storage_Size` aspect is specified to be the value of the given expression.

## J.10 Specific Suppression of Checks

1/2 Pragma `Suppress` can be used to suppress checks on specific entities.

*Syntax*

2/2 The form of a specific `Suppress` pragma is as follows:

```
3/2   pragma Suppress(identifier, [On =>] name);
```

*Legality Rules*

4/2 The identifier shall be the name of a check (see 11.5). The name shall statically denote some entity.

5/2 For a specific `Suppress` pragma that is immediately within a `package_specification`, the name shall denote an entity (or several overloaded subprograms) declared immediately within the `package_specification`.

*Static Semantics*

6/2 A specific `Suppress` pragma applies to the named check from the place of the pragma to the end of the innermost enclosing declarative region, or, if the pragma is given in a `package_specification`, to the end of the scope of the named entity. The pragma applies only to the named entity, or, for a subtype, on objects and values of its type. A specific `Suppress` pragma suppresses the named check for any entities to which it applies (see 11.5). Which checks are associated with a specific entity is not defined by this document.

*Implementation Permissions*

7/2 An implementation is allowed to place restrictions on specific `Suppress` pragmas.

NOTE An implementation can support a similar On parameter on pragma Unsuppress (see 11.5).

## J.11 The Class Attribute of Untagged Incomplete Types

### *Static Semantics*

For the first subtype *S* of a type *T* declared by an `incomplete_type_declaration` that is not tagged, the following attribute is defined: 1/2

`S'Class` Denotes the first subtype of the incomplete class-wide type rooted at *T*. The completion of *T* shall declare a tagged type. Such an attribute reference shall occur in the same library unit as the `incomplete_type_declaration`. 2/2

## J.12 Pragma Interface

### *Syntax*

In addition to an identifier, the reserved word **interface** is allowed as a pragma name, to provide compatibility with a prior edition of this Reference Manual. 1/2

## J.13 Dependence Restriction Identifiers

The following restrictions involve dependence on specific language-defined units. The more general restriction `No_Dependence` (see 13.12.1) should be used for this purpose. 1/2

### *Static Semantics*

The following *restriction\_identifiers* exist: 2/2

`No_Asynchronous_Control` Semantic dependence on the predefined package `Asynchronous_Task_Control` is not allowed. 3/2

`No_Unchecked_Conversion` Semantic dependence on the predefined generic function `Unchecked_Conversion` is not allowed. 4/2

`No_Unchecked_Deallocation` Semantic dependence on the predefined generic procedure `Unchecked_Deallocation` is not allowed. 5/2

## J.14 Character and Wide\_Character Conversion Functions

### *Static Semantics*

The following declarations exist in the declaration of package `Ada.Characters.Handling`: 1/2

```

function Is_Character (Item : in Wide_Character) return Boolean
renames Conversions.Is_Character;
function Is_String   (Item : in Wide_String)   return Boolean
renames Conversions.Is_String;
function To_Character (Item           : in Wide_Character;
                       Substitute : in Character := ' ')
return Character
renames Conversions.To_Character;
  
```

3/2

```

4/2     function To_String      (Item          : in Wide_String;
                               Substitute    : in Character := ' ')
                               return String
        renames Conversions.To_String;
5/2     function To_Wide_Character (Item : in Character) return Wide_Character
        renames Conversions.To_Wide_Character;
6/2     function To_Wide_String  (Item : in String)      return Wide_String
        renames Conversions.To_Wide_String;

```

## J.15 Aspect-related Pragmas

1/3 Pragmas can be used as an alternative to `aspect_specifications` to specify certain aspects.

### *Name Resolution Rules*

2/5 Certain pragmas are defined to be *program unit pragmas*. A name given as the argument of a program unit pragma shall resolve to denote the declarations or renamings of one or more program units that occur immediately within the declarative region or compilation in which the pragma immediately occurs, or it shall resolve to denote the declaration of the immediately enclosing program unit (if any); the pragma applies to the denoted program unit(s). If there are no names given as arguments, the pragma applies to the immediately enclosing program unit.

### *Legality Rules*

3/5 A program unit pragma shall appear in one of these places:

- 4/5 • At the place of a `compilation_unit`, in which case the pragma shall immediately follow in the same compilation (except for other pragmas) a `library_unit_declaration` that is a `subprogram_declaration`, `generic_subprogram_declaration`, or `generic_instantiation`, and the pragma shall have an argument that is a name denoting that declaration.
- 5/5 • Immediately within the visible part of a program unit and before any nested declaration (but not within a generic formal part), in which case the argument, if any, shall be a `direct_name` that denotes the immediately enclosing program unit declaration.
- 6/5 • At the place of a declaration other than the first, of a `declarative_part` or program unit declaration, in which case the pragma shall have an argument, which shall be a `direct_name` that denotes one or more of the following (and nothing else): a `subprogram_declaration`, a `generic_subprogram_declaration`, or a `generic_instantiation`, of the same `declarative_part` or program unit declaration.

7/5 Certain program unit pragmas are defined to be *library unit pragmas*. If a library unit pragma applies to a program unit, the program unit shall be a library unit.

### *Static Semantics*

8/5 A library unit pragma that applies to a generic unit does not apply to its instances, unless a specific rule for the pragma specifies the contrary.

### *Implementation Advice*

9/5 When applied to a generic unit, a program unit pragma that is not a library unit pragma should apply to each instance of the generic unit for which there is not an overriding pragma applied directly to the instance.

## J.15.1 Pragma Inline

### *Syntax*

The form of a pragma Inline, which is a program unit pragma (see 10.1.5), is as follows: 1/3

**pragma** Inline (name {, name}); 2/3

### *Legality Rules*

The pragma shall apply to one or more callable entities or generic subprograms. 3/3

### *Static Semantics*

Pragma Inline specifies that the Inline aspect (see 6.3.2) for each entity denoted by each name given in the pragma has the value True. 4/3

### *Implementation Permissions*

An implementation may allow a pragma Inline that has an argument which is a `direct_name` denoting a `subprogram_body` of the same `declarative_part`. 5/3

NOTE The name in a pragma Inline can denote more than one entity in the case of overloading. Such a pragma applies to all of the denoted entities. 6/5

## J.15.2 Pragma No\_Return

### *Syntax*

The form of a pragma No\_Return, which is a representation pragma (see 13.1), is as follows: 1/3

**pragma** No\_Return (*subprogram\_local\_name* {, *subprogram\_local\_name*}); 2/5

### *Legality Rules*

Each *subprogram\_local\_name* shall denote one or more subprograms or generic subprograms. The *subprogram\_local\_name* shall not denote a null procedure nor an instance of a generic unit. 3/5

### *Static Semantics*

Pragma No\_Return specifies that the No\_Return aspect (see 6.5.1) for each subprogram denoted by each *local\_name* given in the pragma has the value True. 4/5

## J.15.3 Pragma Pack

### *Syntax*

The form of a pragma Pack, which is a representation pragma (see 13.1), is as follows: 1/3

**pragma** Pack (*first\_subtype\_local\_name*); 2/3

### *Legality Rules*

The *first\_subtype\_local\_name* of a pragma Pack shall denote a composite subtype. 3/3

### *Static Semantics*

Pragma Pack specifies that the Pack aspect (see 13.2) for the type denoted by *first\_subtype\_local\_name* has the value True. 4/3

## J.15.4 Pragma Storage\_Size

### Syntax

1/3 The form of a pragma `Storage_Size` is as follows:

2/3 **pragma** `Storage_Size` (`expression`);

3/3 A pragma `Storage_Size` is allowed only immediately within a `task_definition`.

### Name Resolution Rules

4/3 The expression of a pragma `Storage_Size` is expected to be of any integer type.

### Static Semantics

5/3 The pragma `Storage_Size` sets the `Storage_Size` aspect (see 13.3) of the type defined by the immediately enclosing `task_definition` to the value of the `expression` of the pragma.

## J.15.5 Interfacing Pragmas

### Syntax

1/3 An *interfacing pragma* is a representation pragma that is one of the pragmas `Import`, `Export`, or `Convention`. Their forms are as follows:

2/3 **pragma** `Import`(  
     [`Convention` =>] `convention_identifier`, [`Entity` =>] `local_name`  
     [, [`External_Name` =>] `external_name_string_expression`]  
     [, [`Link_Name` =>] `link_name_string_expression`]);

3/3 **pragma** `Export`(  
     [`Convention` =>] `convention_identifier`, [`Entity` =>] `local_name`  
     [, [`External_Name` =>] `external_name_string_expression`]  
     [, [`Link_Name` =>] `link_name_string_expression`]);

4/3 **pragma** `Convention`([`Convention` =>] `convention_identifier`, [`Entity` =>] `local_name`);

5/3 For pragmas `Import` and `Export`, the argument for `Link_Name` shall not be given without the `pragma_argument_identifier` unless the argument for `External_Name` is given.

### Name Resolution Rules

6/3 The expected type for an `external_name_string_expression` and a `link_name_string_expression` in an interfacing pragma is `String`.

### Legality Rules

7/3 The `convention_identifier` of an interfacing pragma shall be the name of a convention (see B.1).

8/3 A pragma `Import` shall be the completion of a declaration. Notwithstanding any rule to the contrary, a pragma `Import` may serve as the completion of any kind of (explicit) declaration if supported by an implementation for that kind of declaration. If a completion is a pragma `Import`, then it shall appear in the same `declarative_part`, `package_specification`, `task_definition`, or `protected_definition` as the declaration. For a library unit, it shall appear in the same compilation, before any subsequent compilation\_units other



than pragmas. If the `local_name` denotes more than one entity, then the pragma Import is the completion of all of them.

The `external_name_string_expression` and `link_name_string_expression` of a pragma Import or Export shall be static. 9/3

The `local_name` of each of these pragmas shall denote a declaration that may have the similarly named aspect specified. 10/3

#### Static Semantics

An interfacing pragma specifies various aspects of the entity denoted by the `local_name` as follows: 11/3

- The Convention aspect (see B.1) is `convention_identifier`. 12/3
- A pragma Import specifies that the Import aspect (see B.1) is True. 13/3
- A pragma Export specifies that the Export aspect (see B.1) is True. 14/3
- For both pragma Import and Export, if an external name is given in the pragma, the External\_Name aspect (see B.1) is specified to be `external_name_string_expression`. If a link name is given in the pragma, the Link\_Name aspect (see B.1) is specified to be the `link_name_string_expression`. 15/3

### J.15.6 Pragma Unchecked\_Union

#### Syntax

The form of a pragma Unchecked\_Union, which is a representation pragma (see 13.1), is as follows: 1/3

**pragma** Unchecked\_Union (`first_subtype_local_name`); 2/3

#### Legality Rules

The `first_subtype_local_name` of a pragma Unchecked\_Union shall denote an unconstrained discriminated record subtype having a `variant_part`. 3/3

#### Static Semantics

A pragma Unchecked\_Union specifies that the Unchecked\_Union aspect (see B.3.3) for the type denoted by `first_subtype_local_name` has the value True. 4/3

### J.15.7 Pragmas Interrupt\_Handler and Attach\_Handler

#### Syntax

The form of a pragma Interrupt\_Handler is as follows: 1/3

**pragma** Interrupt\_Handler (`handler_name`); 2/3

The form of a pragma Attach\_Handler is as follows: 3/3

**pragma** Attach\_Handler (`handler_name`, `expression`); 4/3

#### Name Resolution Rules

For the Interrupt\_Handler and Attach\_Handler pragmas, the `handler_name` shall resolve to denote a protected procedure with a parameterless profile. 5/3

For the Attach\_Handler pragma, the expected type for the expression is `Interrupts.Interrupt_Id` (see C.3.2). 6/3

*Legality Rules*

- 7/3 The `Attach_Handler` and `Interrupt_Handler` pragmas are only allowed immediately within the `protected_definition` where the corresponding subprogram is declared. The corresponding `protected_type_declaration` or `single_protected_declaration` shall be a library-level declaration, and shall not be declared within a generic body. In addition to the places where Legality Rules normally apply (see 12.3), these rules also apply in the private part of an instance of a generic unit.

*Static Semantics*

- 8/3 For an implementation that supports Annex C, a pragma `Interrupt_Handler` specifies the `Interrupt_Handler` aspect (see C.3.1) for the protected procedure `handler_name` to have the value `True`. For an implementation that supports Annex C, a pragma `Attach_Handler` specifies the `Attach_Handler` aspect (see C.3.1) for the protected procedure `handler_name` to have the value of the given expression as evaluated at object creation time.

**J.15.8 Shared Variable Pragmas***Syntax*

- 1/5 The following pragmas are defined with the given forms:
- 2/3 **pragma** `Atomic` (`local_name`);
- 3/3 **pragma** `Volatile` (`local_name`);
- 4/3 **pragma** `Independent` (`component_local_name`);
- 5/3 **pragma** `Atomic_Components` (`array_local_name`);
- 6/3 **pragma** `Volatile_Components` (`array_local_name`);
- 7/3 **pragma** `Independent_Components` (`local_name`);

*Name Resolution Rules*

- 8/3 The `local_name` in an `Atomic` or `Volatile` pragma shall resolve to denote either an `object_declaration`, a noninherited `component_declaration`, or a `full_type_declaration`. The `component_local_name` in an `Independent` pragma shall resolve to denote a noninherited `component_declaration`. The `array_local_name` in an `Atomic_Components` or `Volatile_Components` pragma shall resolve to denote the declaration of an array type or an array object of an anonymous type. The `local_name` in an `Independent_Components` pragma shall resolve to denote the declaration of an array or record type or an array object of an anonymous type.

*Static Semantics*

- 9/3 These pragmas are representation pragmas (see 13.1). Each of these pragmas specifies that the similarly named aspect (see C.6) of the type, object, or component denoted by its argument is `True`.

*Legality Rules*

- 10/3 The `local_name` of each of these pragmas shall denote a declaration that may have the similarly named aspect specified.

## J.15.9 Pragma CPU

### *Syntax*

The form of a pragma CPU is as follows:

**pragma** CPU (expression);

1/3

2/3

### *Name Resolution Rules*

The expected type for the expression of a pragma CPU is System.Multiprocessors.CPU\_Range.

3/3

### *Legality Rules*

A CPU pragma is allowed only immediately within a `task_definition`, `protected_definition`, or the `declarative_part` of a `subprogram_body`. 4/5

For a CPU pragma that appears in the `declarative_part` of a `subprogram_body`, the expression shall be static. 5/3

### *Static Semantics*

For an implementation that supports Annex D, a pragma CPU specifies the value of the CPU aspect (see D.16). If the pragma appears in a `task_definition`, the expression is associated with the aspect for the task type or `single_task_declaration` that contains the pragma. If the pragma appears in a `protected_definition`, the expression is associated with the aspect for the protected type or `single_protected_declaration` that contains the pragma. Otherwise, the expression is associated with the aspect for the subprogram that contains the pragma. 6/5

## J.15.10 Pragma Dispatching\_Domain

### *Syntax*

The form of a pragma Dispatching\_Domain is as follows:

**pragma** Dispatching\_Domain (expression);

1/3

2/3

### *Name Resolution Rules*

The expected type for the expression is System.Multiprocessors.Dispatching\_Domains.-Dispatching\_Domain. 3/3

### *Legality Rules*

A Dispatching\_Domain pragma is allowed only immediately within a `task_definition`. 4/3

### *Static Semantics*

For an implementation that supports Annex D, a pragma Dispatching\_Domain specifies the value of the Dispatching\_Domain aspect (see D.16.1). The expression is associated with the aspect for the task type or `single_task_declaration` that contains the pragma. 5/3

## J.15.11 Pragmas Priority and Interrupt\_Priority

### *Syntax*

1/3 The form of a pragma Priority is as follows:

2/3 **pragma** Priority (expression);

3/3 The form of a pragma Interrupt\_Priority is as follows:

4/3 **pragma** Interrupt\_Priority [(expression);]

### *Name Resolution Rules*

5/3 The expected type for the expression in a Priority or Interrupt\_Priority pragma is Integer.

### *Legality Rules*

6/3 A Priority pragma is allowed only immediately within a task\_definition, a protected\_definition, or the declarative\_part of a subprogram\_body. An Interrupt\_Priority pragma is allowed only immediately within a task\_definition or a protected\_definition.

7/3 For a Priority pragma that appears in the declarative\_part of a subprogram\_body, the expression shall be static, and its value shall be in the range of System.Priority.

### *Static Semantics*

8/3 For an implementation that supports Annex D, a pragma Priority specifies the value of the Priority aspect (see D.1) and a pragma Interrupt\_Priority specifies the value of the Interrupt\_Priority aspect as follows:

- 9/3 • If the pragma appears in a task\_definition, the expression is associated with the aspect for the task type or single\_task\_declaration that contains the pragma;
- 10/3 • If the pragma appears in a protected\_definition, the expression is associated with the aspect for the protected type or single\_protected\_declaration that contains the pragma;
- 11/3 • If the pragma appears in the declarative\_part of a subprogram\_body, the expression is associated with the aspect for the subprogram that contains the pragma.

12/3 If there is no expression in an Interrupt\_Priority pragma, the Interrupt\_Priority aspect has the value Interrupt\_Priority'Last.

## J.15.12 Pragma Relative\_Deadline

### *Syntax*

1/3 The form of a pragma Relative\_Deadline is as follows:

2/3 **pragma** Relative\_Deadline (relative\_deadline\_expression);

### *Name Resolution Rules*

3/3 The expected type for a relative\_deadline\_expression is Real\_Time.Time\_Span.

### *Legality Rules*

4/3 A Relative\_Deadline pragma is allowed only immediately within a task\_definition or the declarative\_part of a subprogram\_body.

*Static Semantics*

For an implementation that supports Annex D, a `pragma Relative_Deadline` specifies the value of the `Relative_Deadline` aspect (see D.2.6). If the `pragma` appears in a `task_definition`, the expression is associated with the aspect for the task type or `single_task_declaration` that contains the `pragma`; otherwise, the expression is associated with the aspect for the subprogram that contains the `pragma`. 5/3

**J.15.13 Pragma Asynchronous***Syntax*

The form of a `pragma Asynchronous`, which is a representation `pragma` (see 13.1), is as follows: 1/3

**pragma** `Asynchronous` (`local_name`); 2/3

*Static Semantics*

For an implementation that supports Annex E, a `pragma Asynchronous` specifies that the `Asynchronous` aspect (see E.4.1) for the procedure or type denoted by `local_name` has the value `True`. 3/3

*Legality Rules*

The `local_name` of a `pragma Asynchronous` shall denote a declaration that may have aspect `Asynchronous` specified. 4/3

**J.15.14 Elaboration Control Pragmas**

This subclause defines `pragmas` that specify aspects that help control the elaboration order of `library_items`. 1/5

*Syntax*

The following `pragmas` are defined with the given forms: 2/5

**pragma** `Preelaborate`[(`library_unit_name`)]; 3/5

**pragma** `Preelaborable_Initialization`(`direct_name`); 4/5

**pragma** `Pure`[(`library_unit_name`)]; 5/5

**pragma** `Elaborate_Body`[(`library_unit_name`)]; 6/5

`Pragmas` `Preelaborate`, `Pure`, and `Elaborate_Body` are `library unit pragmas`. 7/5

*Static Semantics*

A `pragma Preelaborate` specifies that a `library unit` is `preelaborated`, namely that the `Preelaborate` aspect (see 10.2.1) of the `library unit` is `True`. 8/5

A `pragma Pure` specifies that a `library unit` is `declared pure`, namely that the `Pure` aspect (see 10.2.1) of the `library unit` is `True`. 9/5

A `pragma Elaborate_Body` specifies that a `library unit` requires a `completion`, namely that the `Elaborate_Body` aspect (see 10.2.1) of the `library unit` is `True`. 10/5

*Legality Rules*

A `pragma Preelaborable_Initialization` specifies that the `Preelaborable_Initialization` aspect (see 10.2.1) for a `composite type` is `True`. This `pragma` shall appear in the visible part of a `package` or `generic package`. 11/5

12/5 If the pragma appears in the first declaration list of a `package_specification`, then the `direct_name` shall denote the first subtype of a composite type, and the type shall be declared immediately within the same package as the pragma. The composite type shall be one for which the `Preelaborable_Initialization` aspect can be directly specified as `True`. In addition to the places where Legality Rules normally apply (see 12.3), these rules also apply in the private part of an instance of a generic unit.

13/5 If the pragma appears in a `generic_formal_part`, then the `direct_name` shall denote a type declared in the same `generic_formal_part` as the pragma, and be one for which the `Preelaborable_Initialization` aspect can be directly specified as `True`.

14/5 NOTE Pragma `Elaborate` and `Elaborate_All`, which do not have associated aspects, are found in 10.2.1.

## J.15.15 Distribution Pragmas

1/5 This subclause defines pragmas that specify properties of units for distributed systems.

### *Syntax*

2/5 The following pragmas are defined with the given forms:

3/5 **pragma** `Shared_Passive`[(*library\_unit\_name*)];

4/5 **pragma** `Remote_Types`[(*library\_unit\_name*)];

5/5 **pragma** `Remote_Call_Interface`[(*library\_unit\_name*)];

6/5 **pragma** `All_Calls_Remote`[(*library\_unit\_name*)];

7/5 Each of these pragmas is a library unit pragma.

### *Static Semantics*

8/5 A *categorization pragma* is a pragma that specifies a corresponding categorization aspect.

9/5 The pragmas `Shared_Passive`, `Remote_Types`, and `Remote_Call_Interface` are categorization pragmas. In addition, the pragma `Pure` (see J.15.14) is considered a categorization pragma.

10/5 A `pragma Shared_Passive` specifies that a library unit is a shared passive library unit, namely that the `Shared_Passive` aspect (see E.2.1) of the library unit is `True`.

11/5 A `pragma Remote_Types` specifies that a library unit is a remote types library unit, namely that the `Remote_Types` aspect (see E.2.2) of the library unit is `True`.

12 A `pragma Remote_Call_Interface` specifies that a library unit is a remote call interface, namely that the `Remote_Call_Interface` aspect (see E.2.3) of the library unit is `True`.

13 A `pragma All_Calls_Remote` specifies that the `All_Calls_Remote` aspect (see E.2.3) of the library unit is `True`.

# Annex K

## (informative)

### Language-Defined Aspects and Attributes

This annex summarizes the definitions given elsewhere of the language-defined aspects and attributes. Some aspects have corresponding attributes, as noted. 1/3

#### K.1 Language-Defined Aspects

This subclause summarizes the definitions given elsewhere of the language-defined aspects. Aspects are properties of entities that can be specified by the Ada program; unless otherwise specified below, aspects can be specified using an `aspect_specification`. 1/3

Address	Machine address of an entity. See 13.3.	2/3
Aggregate	Mechanism to define user-defined aggregates. See 4.3.5.	2.1/5
Alignment (object)	Alignment of an object. See 13.3.	3/3
Alignment (subtype)	Alignment of a subtype. See 13.3.	4/3
All_Calls_Remote	All indirect or dispatching remote subprogram calls, and all direct remote subprogram calls, should use the Partition Communication Subsystem. See E.2.3.	5/4
Allows_Exit	An indication of whether a subprogram will operate correctly for arbitrary transfers of control. See 5.5.3.	5.1/5
Asynchronous	Remote procedure calls are asynchronous; the caller continues without waiting for the call to return. See E.4.1.	6/3
Atomic	Declare that a type, object, or component is atomic. See C.6.	7/3
Atomic_Components	Declare that the components of an array type or object are atomic. See C.6.	8/3
Attach_Handler	Protected procedure is attached to an interrupt. See C.3.1.	9/3
Bit_Order	Order of bit numbering in a <code>record_representation_clause</code> . See 13.5.3.	10/3
Coding	Internal representation of enumeration literals. Specified by an <code>enumeration_representation_clause</code> , not by an <code>aspect_specification</code> . See 13.4.	11/3
Component_Size	Size in bits of a component of an array type. See 13.3.	12/3
Constant_Indexing	Defines function(s) to implement user-defined <code>indexed_components</code> . See 4.1.6.	13/3
Convention	Calling convention or other convention used for interfacing to other languages. See B.1.	14/3
CPU	Processor on which a given task, or calling task for a protected operation, should run. See D.16.	15/5

- 16/3 Default\_Component\_Value  
Default value for the components of an array-of-scalar subtype. See 3.6.
- 16.1/5 Default\_Initial\_Condition  
A condition that will hold true after the default initialization of an object. See 7.3.3.
- 17/3 Default\_Iterator  
Default iterator to be used in **for** loops. See 5.5.1.
- 18/3 Default\_Storage\_Pool  
Default storage pool for a generic instance. See 13.11.3.
- 19/3 Default\_Value  
Default value for a scalar subtype. See 3.5.
- 19.1/4 Discard\_Names  
Requests a reduction in storage for names associated with an entity. See C.5.
- 19.2/5 Dispatching  
Generic formal parameters used in the implementation of an entity. See H.7.1.
- 20/3 Dispatching\_Domain  
Domain (group of processors) on which a given task should run. See D.16.1.
- 21/5 Dynamic\_Predicate  
Condition that will hold true for objects of a given subtype; the subtype is not static. See 3.2.4.
- 22/5 Elaborate\_Body  
A given package will have a body, and that body is elaborated immediately after the declaration. See 10.2.1.
- 22.1/4 Exclusive\_Functions  
Specifies mutual exclusion behavior of protected functions in a protected type. See 9.5.1.
- 23/3 Export  
Entity is exported to another language. See B.1.
- 24/3 External\_Name  
Name used to identify an imported or exported entity. See B.1.
- 25/3 External\_Tag  
Unique identifier for a tagged type in streams. See 13.3.
- 25.1/5 Full\_Access\_Only  
Declare that a volatile type, object, or component is full access. See C.6.
- 25.2/5 Global  
Global object usage contract. See 6.1.2.
- 25.3/5 Global'Class  
Global object usage contract inherited on derivation. See 6.1.2.
- 26/3 Implicit\_Dereference  
Mechanism for user-defined implicit **.all**. See 4.1.5.
- 27/3 Import  
Entity is imported from another language. See B.1.
- 28/3 Independent  
Declare that a type, object, or component is independently addressable. See C.6.
- 29/3 Independent\_Components  
Declare that the components of an array or record type, or an array object, are independently addressable. See C.6.
- 30/3 Inline  
For efficiency, Inline calls are requested for a subprogram. See 6.3.2.



Input	Function to read a value from a stream for a given type, including any bounds and discriminants. See 13.13.2.	31/3
Input'Class	Function to read a value from a stream for a the class-wide type associated with a given type, including any bounds and discriminants. See 13.13.2.	31.1/4
Integer_Literal	Defines a function to implement user-defined integer literals. See 4.2.1.	31.2/5
Interrupt_Handler	Protected procedure may be attached to interrupts. See C.3.1.	32/3
Interrupt_Priority	Priority of a task object or type, or priority of a protected object or type; the priority is in the interrupt range. See D.1.	33/3
Iterator_Element	Element type to be used for user-defined iterators. See 5.5.1.	34/3
Iterator_View	An alternative type to used for container element iterators. See 5.5.1.	34.1/5
Layout (record)	Layout of record components. Specified by a <code>record_representation_clause</code> , not by an <code>aspect_specification</code> . See 13.5.1.	35/3
Link_Name	Linker symbol used to identify an imported or exported entity. See B.1.	36/3
Machine_Radix	Radix (2 or 10) that is used to represent a decimal fixed point type. See F.1.	37/3
Max_Entry_Queue_Length	The maximum entry queue length for a task type, protected type, or entry. See D.4.	37.1/5
No_Controlled_Parts	A specification that a type and its descendants do not have controlled parts. See H.4.1.	37.2/5
No_Return	A subprogram will not return normally. See 6.5.1.	38/5
Nonblocking	Specifies that an associated subprogram does not block. See 9.5.	38.1/5
Output	Procedure to write a value to a stream for a given type, including any bounds and discriminants. See 13.13.2.	39/3
Output'Class	Procedure to write a value to a stream for a the class-wide type associated with a given type, including any bounds and discriminants. See 13.13.2.	39.1/4
Pack	Minimize storage when laying out records and arrays. See 13.2.	40/3
Parallel_Calls	Specifies whether a given subprogram is expected to be called in parallel. See 9.10.1.	40.1/5
Parallel_Iterator	An indication of whether a subprogram may use multiple threads of control to invoke a loop body procedure. See 5.5.3.	40.2/5
Post	Postcondition; a condition that will hold true after a call. See 6.1.1.	41/5
Post'Class	Postcondition that applies to corresponding subprograms of descendant types. See 6.1.1.	42/5
Pre	Precondition; a condition that is expected to hold true before a call. See 6.1.1.	43/5

44/5	Pre'Class	Precondition that applies to corresponding subprograms of descendant types. See 6.1.1.
44.1/4	Predicate_Failure	Action to be performed when a predicate check fails. See 3.2.4.
44.2/5	Preelaborable_Initialization	Declares that a type has preelaborable initialization. See 10.2.1.
45/3	Preelaborate	Code execution during elaboration is avoided for a given package. See 10.2.1.
46/3	Priority	Priority of a task object or type, or priority of a protected object or type; the priority is not in the interrupt range. See D.1.
47/3	Pure	Side effects are avoided in the subprograms of a given package. See 10.2.1.
47.1/5	Put_Image	Procedure to define the image of a given type. See 4.10.
48/3	Read	Procedure to read a value from a stream for a given type. See 13.13.2.
48.1/4	Read'Class	Procedure to read a value from a stream for the class-wide type associated with a given type. See 13.13.2.
48.2/5	Real_Literal	Defines a function or functions to implement user-defined real literals. See 4.2.1.
49/3	Record layout	See Layout. See 13.5.1.
50/5	Relative_Deadline	Task or protected type parameter used in Earliest Deadline First Dispatching. See D.2.6.
51/3	Remote_Call_Interface	Subprograms in a given package may be used in remote procedure calls. See E.2.3.
52/3	Remote_Types	Types in a given package may be used in remote procedure calls. See E.2.2.
53/3	Shared_Passive	A given package is used to represent shared memory in a distributed system. See E.2.1.
54/3	Size (object)	Size in bits of an object. See 13.3.
55/3	Size (subtype)	Size in bits of a subtype. See 13.3.
56/3	Small	Scale factor for a fixed point type. See 3.5.10.
56.1/5	Stable_Properties	A list of functions describing characteristics that usually are unchanged by primitive operations of the type or an individual primitive subprogram. See 7.3.4.
56.2/5	Stable_Properties'Class	A list of functions describing characteristics that usually are unchanged by primitive operations of a class of types or a primitive subprogram for such a class. See 7.3.4.
56.3/5	Static	Specifies that an associated expression function can be used in static expressions. See 6.8.
57/5	Static_Predicate	Condition that will hold true for objects of a given subtype; the subtype may be static. See 3.2.4.
58/3	Storage_Pool	Pool of memory from which <b>new</b> will allocate for a given access type. See 13.11.

Storage_Size (access)	Sets memory size for allocations for an access type. See 13.11.	59/3
Storage_Size (task)	Size in storage elements reserved for a task type or single task object. See 13.3.	60/3
Stream_Size	Size in bits used to represent elementary objects in a stream. See 13.13.2.	61/3
String_Literal	Defines a function to implement user-defined string literals. See 4.2.1.	61.1/5
Synchronization	Defines whether a given primitive operation of a synchronized interface will be implemented by an entry or protected procedure. See 9.5.	62/5
Type_Invariant	A condition that will hold true for all objects of a type. See 7.3.2.	63/3
Type_Invariant'Class	A condition that will hold true for all objects in a class of types. See 7.3.2.	64/3
Unchecked_Union	Type is used to interface to a C union type. See B.3.3.	65/3
Use_Formal	Generic formal parameters used in the implementation of an entity. See H.7.1.	65.1/5
Variable_Indexing	Defines function(s) to implement user-defined indexed_components. See 4.1.6.	66/3
Volatile	Declare that a type, object, or component is volatile. See C.6.	67/3
Volatile_Components	Declare that the components of an array type or object are volatile. See C.6.	68/3
Write	Procedure to write a value to a stream for a given type. See 13.13.2.	69/3
Write'Class	Procedure to write a value to a stream for a the class-wide type associated with a given type. See 13.13.2.	69.1/4
Yield	Ensures that a callable entity includes a task dispatching point. See D.2.1.	69.2/5

## K.2 Language-Defined Attributes

This subclause summarizes the definitions given elsewhere of the language-defined attributes. Attributes are properties of entities that can be queried by an Ada program. 1/3

P'Access	For a prefix P that denotes a subprogram:	2
	P'Access yields an access value that designates the subprogram denoted by P. The type of P'Access is an access-to-subprogram type (S), as determined by the expected type. See 3.10.2.	3
X'Access	For a prefix X that denotes an aliased view of an object:	4
	X'Access yields an access value that designates the object denoted by X. The type of X'Access is an access-to-object type, as determined by the expected type. The expected type shall be a general access type. See 3.10.2.	5
X'Address	For a prefix X that denotes an object, program unit, or label:	6/1

- 7 Denotes the address of the first of the storage elements allocated to X. For a program unit or label, this value refers to the machine code associated with the corresponding body or statement. The value of this attribute is of type System.Address. See 13.3.
- 8 S'Adjacent For every subtype S of a floating point type T:
- 9 S'Adjacent denotes a function with the following specification:
- 10 

```
function S'Adjacent (X, Towards : T)
return T
```
- 11 If *Towards* = X, the function yields X; otherwise, it yields the machine number of the type T adjacent to X in the direction of *Towards*, if that machine number exists. If the result would be outside the base range of S, Constraint\_Error is raised. When T'Signed\_Zeros is True, a zero result has the sign of X. When *Towards* is zero, its sign has no bearing on the result. See A.5.3.
- 12 S'Aft For every fixed point subtype S:
- 13 S'Aft yields the number of decimal digits needed after the decimal point to accommodate the *delta* of the subtype S, unless the *delta* of the subtype S is greater than 0.1, in which case the attribute yields the value one. (S'Aft is the smallest positive integer N for which (10\*\*N)\*S'Delta is greater than or equal to one.) The value of this attribute is of the type *universal\_integer*. See 3.5.10.
- 13.1/2 S'Alignment For every subtype S:
- 13.2/2 The value of this attribute is of type *universal\_integer*, and nonnegative.
- 13.3/2 For an object X of subtype S, if S'Alignment is not zero, then X'Alignment is a nonzero integral multiple of S'Alignment unless specified otherwise by a representation item. See 13.3.
- 14/1 X'Alignment For a prefix X that denotes an object:
- 15/2 The value of this attribute is of type *universal\_integer*, and nonnegative; zero means that the object is not necessarily aligned on a storage element boundary. If X'Alignment is not zero, then X is aligned on a storage unit boundary and X'Address is an integral multiple of X'Alignment (that is, the Address modulo the Alignment is zero).
- 16/2 See 13.3.
- 17 S'Base For every scalar subtype S:
- 18 S'Base denotes an unconstrained subtype of the type of S. This unconstrained subtype is called the *base subtype* of the type. See 3.5.
- 19 S'Bit\_Order For every specific record subtype S:
- 20 Denotes the bit ordering for the type of S. The value of this attribute is of type System.Bit\_Order. See 13.5.3.
- 21/1 P'Body\_Version For a prefix P that statically denotes a program unit:
- 22 Yields a value of the predefined type String that identifies the version of the compilation unit that contains the body (but not any subunits) of the program unit. See E.3.
- 23 T'Callable For a prefix T that is of a task type (after any implicit dereference):
- 24 Yields the value True when the task denoted by T is *callable*, and False otherwise; See 9.9.
- 25 E'Caller For a prefix E that denotes an entry\_declaration:

	Yields a value of the type <code>Task_Id</code> that identifies the task whose call is now being serviced. Use of this attribute is allowed only inside an <code>accept_statement</code> , or <code>entry_body</code> after the <code>entry_barrier</code> , corresponding to the <code>entry_declaration</code> denoted by <code>E</code> . See C.7.1.	26/3
S'Ceiling	For every subtype <code>S</code> of a floating point type <code>T</code> :  S'Ceiling denotes a function with the following specification: <pre>function S'Ceiling (X : T) return T</pre>	27 28 29
	The function yields the value $\lceil X \rceil$ , that is, the smallest (most negative) integral value greater than or equal to $X$ . When $X$ is zero, the result has the sign of $X$ ; a zero result otherwise has a negative sign when S'Signed_Zeros is True. See A.5.3.	30/5
S'Class	For every subtype <code>S</code> of a tagged type <code>T</code> (specific or class-wide):  S'Class denotes a subtype of the class-wide type (called <code>TClass</code> in this document) for the class rooted at <code>T</code> (or if <code>S</code> already denotes a class-wide subtype, then S'Class is the same as <code>S</code> ).  S'Class is unconstrained. However, if <code>S</code> is constrained, then the values of S'Class are only those that when converted to the type <code>T</code> belong to <code>S</code> . See 3.9.	31 32 33
S'Class	For every subtype <code>S</code> of an untagged private type whose full view is tagged:  Denotes the class-wide subtype corresponding to the full view of <code>S</code> . This attribute is allowed only from the beginning of the private part in which the full view is declared, until the declaration of the full view. After the full view, the <code>Class</code> attribute of the full view can be used. See 7.3.1.	34 35
X'Component_Size	For a prefix <code>X</code> that denotes an array subtype or array object (after any implicit dereference):  Denotes the size in bits of components of the type of <code>X</code> . The value of this attribute is of type <i>universal_integer</i> . See 13.3.	36/1 37
S'Compose	For every subtype <code>S</code> of a floating point type <code>T</code> :  S'Compose denotes a function with the following specification: <pre>function S'Compose (Fraction : T; Exponent : universal_integer) return T</pre>	38 39 40
	Let $v$ be the value $Fraction \cdot TMachine\_Radix^{Exponent-k}$ , where $k$ is the normalized exponent of <i>Fraction</i> . If $v$ is a machine number of the type <code>T</code> , or if $ v  \geq TModel\_Small$ , the function yields $v$ ; otherwise, it yields either one of the machine numbers of the type <code>T</code> adjacent to $v$ . <code>Constraint_Error</code> is optionally raised if $v$ is outside the base range of <code>S</code> . A zero result has the sign of <i>Fraction</i> when S'Signed_Zeros is True. See A.5.3.	41
A'Constrained	For a prefix <code>A</code> that is of a discriminated type (after any implicit dereference):  Yields the value <code>True</code> if <code>A</code> denotes a constant, a value, a tagged object, or a constrained variable, and <code>False</code> otherwise. The value of this attribute is of the predefined type <code>Boolean</code> . See 3.7.2.	42 43/5
S'Copy_Sign	For every subtype <code>S</code> of a floating point type <code>T</code> :  S'Copy_Sign denotes a function with the following specification: <pre>function S'Copy_Sign (Value, Sign : T) return T</pre>	44 45 46

- 47 If the value of *Value* is nonzero, the function yields a result whose magnitude is that of *Value* and whose sign is that of *Sign*; otherwise, it yields the value zero. *Constraint\_Error* is optionally raised if the result is outside the base range of *S*. A zero result has the sign of *Sign* when *S*'*Signed\_Zeros* is *True*. See A.5.3.
- 48 E'Count For a prefix *E* that denotes an entry of a task or protected unit:
- 49 Yields the number of calls presently queued on the entry *E* of the current instance of the unit. The value of this attribute is of the type *universal\_integer*. See 9.9.
- 50/1 S'Definite For a prefix *S* that denotes a formal indefinite subtype:
- 51/3 S'Definite yields *True* if the actual subtype corresponding to *S* is definite; otherwise, it yields *False*. The value of this attribute is of the predefined type *Boolean*. See 12.5.1.
- 52 S'Delta For every fixed point subtype *S*:
- 53 S'Delta denotes the *delta* of the fixed point subtype *S*. The value of this attribute is of the type *universal\_real*. See 3.5.10.
- 54 S'Denorm For every subtype *S* of a floating point type *T*:
- 55 Yields the value *True* if every value expressible in the form  
 $\pm \textit{mantissa} \cdot T\textit{Machine\_Radix}^{T\textit{Machine\_Emin}}$   
 where *mantissa* is a nonzero *T**Machine\_Mantissa*-digit fraction in the number base *T**Machine\_Radix*, the first digit of which is zero, is a machine number (see 3.5.7) of the type *T*; yields the value *False* otherwise. The value of this attribute is of the predefined type *Boolean*. See A.5.3.
- 56 S'Digits For every floating point subtype *S*:
- 57 S'Digits denotes the requested decimal precision for the subtype *S*. The value of this attribute is of the type *universal\_integer*. See 3.5.8.
- 58 S'Digits For every decimal fixed point subtype *S*:
- 59 S'Digits denotes the *digits* of the decimal fixed point subtype *S*, which corresponds to the number of decimal digits that are representable in objects of the subtype. The value of this attribute is of the type *universal\_integer*. See 3.5.10.
- 59.1/5 S'Enum\_Rep For every discrete subtype *S*:
- 59.2/5 S'Enum\_Rep denotes a function with the following specification:
- 59.3/5 **function** S'Enum\_Rep (Arg : S'Base) **return** *universal\_integer*
- 59.4/5 This function returns the representation value of the value of *Arg*, as a value of type *universal\_integer*. The *representation value* is the internal code specified in an enumeration representation clause, if any, for the type corresponding to the value of *Arg*, and otherwise is the position number of the value. See 13.4.
- 59.5/5 S'Enum\_Val For every discrete subtype *S*:
- 59.6/5 S'Enum\_Val denotes a function with the following specification:
- 59.7/5 **function** S'Enum\_Val (Arg : *universal\_integer*) **return** S'Base
- 59.8/5 This function returns a value of the type of *S* whose representation value equals the value of *Arg*. For the evaluation of a call on *S*'Enum\_Val, if there is no value in the base range of its type with the given representation value, *Constraint\_Error* is raised. See 13.4.
- 60 S'Exponent For every subtype *S* of a floating point type *T*:

	S'Exponent denotes a function with the following specification:	61
	<pre>function S'Exponent (X : T) return universal_integer</pre>	62
	The function yields the normalized exponent of $X$ . See A.5.3.	63
S'External_Tag	For every subtype $S$ of a tagged type $T$ (specific or class-wide):	64
	S'External_Tag denotes an external string representation for S'Tag; it is of the predefined type String. External_Tag may be specified for a specific tagged type via an attribute_definition_clause; the expression of such a clause shall be static. The default external tag representation is implementation defined. See 13.13.2. See 13.3.	65
A'First	For a prefix $A$ that is of an array type (after any implicit dereference), or denotes a constrained array subtype:	66/1
	A'First denotes the lower bound of the first index range; its type is the corresponding index type. See 3.6.2.	67
S'First	For every scalar subtype $S$ :	68
	S'First denotes the lower bound of the range of $S$ . The value of this attribute is of the type of $S$ . See 3.5.	69
A'First(N)	For a prefix $A$ that is of an array type (after any implicit dereference), or denotes a constrained array subtype:	70/1
	A'First(N) denotes the lower bound of the $N$ -th index range; its type is the corresponding index type. See 3.6.2.	71
R.C'First_Bit	For a component $C$ of a composite, non-array object $R$ :	72
	If the nondefault bit ordering applies to the composite type, and if a component_clause specifies the placement of $C$ , denotes the value given for the first_bit of the component_clause; otherwise, denotes the offset, from the start of the first of the storage elements occupied by $C$ , of the first bit occupied by $C$ . This offset is measured in bits. The first bit of a storage element is numbered zero. The value of this attribute is of the type universal_integer. See 13.5.2.	73/2
S'First_Valid	For every static discrete subtype $S$ for which there exists at least one value belonging to $S$ that satisfies the predicates of $S$ :	73.1/4
	S'First_Valid denotes the smallest value that belongs to $S$ and satisfies the predicates of $S$ . The value of this attribute is of the type of $S$ . See 3.5.5.	73.2/4
S'Floor	For every subtype $S$ of a floating point type $T$ :	74
	S'Floor denotes a function with the following specification:	75
	<pre>function S'Floor (X : T) return T</pre>	76
	The function yields the value $\lfloor X \rfloor$ , that is, the largest (most positive) integral value less than or equal to $X$ . When $X$ is zero, the result has the sign of $X$ ; a zero result otherwise has a positive sign. See A.5.3.	77/5
S'Fore	For every fixed point subtype $S$ :	78
	S'Fore yields the minimum number of characters needed before the decimal point for the decimal representation of any value of the subtype $S$ , assuming that the representation does not include an exponent, but includes a one-character prefix that is either a minus sign or a	79

space. (This minimum number does not include superfluous zeros or underlines, and is at least 2.) The value of this attribute is of the type *universal\_integer*. See 3.5.10.

80 S'Fraction For every subtype S of a floating point type T:

81 S'Fraction denotes a function with the following specification:

```
82     function S'Fraction (X : T)
       return T
```

83 The function yields the value  $X \cdot TMachine\_Radix^{-k}$ , where  $k$  is the normalized exponent of  $X$ . A zero result, which can only occur when  $X$  is zero, has the sign of  $X$ . See A.5.3.

83.1/3 X'Has\_Same\_Storage

For a prefix X that denotes an object:

83.2/4 X'Has\_Same\_Storage denotes a function with the following specification:

```
83.3/3     function X'Has_Same_Storage (Arg : any_type)
       return Boolean
```

83.4/4 The actual parameter shall be a name that denotes an object. The object denoted by the actual parameter can be of any type. This function evaluates the names of the objects involved. It returns True if the representation of the object denoted by the actual parameter occupies exactly the same bits as the representation of the object denoted by X and the objects occupy at least one bit; otherwise, it returns False. See 13.3.

84/1 E'Identity For a prefix E that denotes an exception:

85 E'Identity returns the unique identity of the exception. The type of this attribute is *Exception\_Id*. See 11.4.1.

86 T'Identity For a prefix T that is of a task type (after any implicit dereference):

87 Yields a value of the type *Task\_Id* that identifies the task denoted by T. See C.7.1.

88 S'Image For every subtype S of a type T:

89/5 S'Image denotes a function with the following specification:

```
90/5     function S'Image (Arg : S'Base)
       return String
```

91/5 S'Image calls S'Put\_Image passing Arg (which will typically store a sequence of character values in a text buffer) and then returns the result of retrieving the contents of that buffer with function Get. See 4.10.

91.1/5 X'Image

For a prefix X of a type T other than *universal\_real* or *universal\_fixed*:

91.2/5 X'Image denotes the result of calling function S'Image with Arg being X, where S is the nominal subtype of X. See 4.10.

91.3/5 E'Index

For a prefix E that denotes an entry declaration of an entry family:

91.4/5 Within a precondition or postcondition expression for entry family E, denotes the value of the entry index for the call of E. The nominal subtype of this attribute is the entry index subtype. See 6.1.1.

92 S'Class'Input

For every subtype S'Class of a class-wide type T'Class:

93 S'Class'Input denotes a function with the following specification:

```
94/2     function S'Class'Input (
       Stream : not null access Ada.Streams.Root_Stream_Type'Class)
       return T'Class
```



	First reads the external tag from <i>Stream</i> and determines the corresponding internal tag (by calling <code>Tags.Descendant_Tag(String'Input(Stream), S'Tag)</code> which can raise <code>Tag_Error</code> — see 3.9) and then dispatches to the subprogram denoted by the <code>Input</code> attribute of the specific type identified by the internal tag; returns that result. If the specific type identified by the internal tag is abstract, <code>Constraint_Error</code> is raised. See 13.13.2.	95/5
S'Input	For every subtype S of a specific type <i>T</i> : S'Input denotes a function with the following specification:	96
	<pre>function S'Input (     Stream : not null access Ada.Streams.Root_Stream_Type'Class)     return T</pre>	97 98/2
	S'Input reads and returns one value from <i>Stream</i> , using any bounds or discriminants written by a corresponding S'Output to determine how much to read. See 13.13.2.	99
A'Last	For a prefix A that is of an array type (after any implicit dereference), or denotes a constrained array subtype: A'Last denotes the upper bound of the first index range; its type is the corresponding index type. See 3.6.2.	100/1 101
S'Last	For every scalar subtype S: S'Last denotes the upper bound of the range of S. The value of this attribute is of the type of S. See 3.5.	102 103
A'Last(N)	For a prefix A that is of an array type (after any implicit dereference), or denotes a constrained array subtype: A'Last(N) denotes the upper bound of the N-th index range; its type is the corresponding index type. See 3.6.2.	104/1 105
R.C'Last_Bit	For a component C of a composite, non-array object R: If the nondefault bit ordering applies to the composite type, and if a <code>component_clause</code> specifies the placement of C, denotes the value given for the <code>last_bit</code> of the <code>component_clause</code> ; otherwise, denotes the offset, from the start of the first of the storage elements occupied by C, of the last bit occupied by C. This offset is measured in bits. The value of this attribute is of the type <i>universal_integer</i> . See 13.5.2.	106 107/2
S'Last_Valid	For every static discrete subtype S for which there exists at least one value belonging to S that satisfies the predicates of S: S'Last_Valid denotes the largest value that belongs to S and satisfies the predicates of S. The value of this attribute is of the type of S. See 3.5.5.	107.1/4 107.2/4
S'Leading_Part	For every subtype S of a floating point type <i>T</i> : S'Leading_Part denotes a function with the following specification:	108 109
	<pre>function S'Leading_Part (X : T;     Radix_Digits : universal_integer)     return T</pre>	110
	Let <i>v</i> be the value $T\text{Machine\_Radix}^{k-\text{Radix\_Digits}}$ , where <i>k</i> is the normalized exponent of <i>X</i> . The function yields the value	111
	<ul style="list-style-type: none"> <li>• <math>\lfloor X/v \rfloor \cdot v</math>, when <i>X</i> is nonnegative and <i>Radix_Digits</i> is positive;</li> <li>• <math>\lceil X/v \rceil \cdot v</math>, when <i>X</i> is negative and <i>Radix_Digits</i> is positive.</li> </ul>	112 113

- 114           Constraint\_Error is raised when *Radix\_Digits* is zero or negative. A zero result, which can only occur when *X* is zero, has the sign of *X*. See A.5.3.
- 115/1 A'Length    For a prefix *A* that is of an array type (after any implicit dereference), or denotes a constrained array subtype:
- 116           A'Length denotes the number of values of the first index range (zero for a null range); its type is *universal\_integer*. See 3.6.2.
- 117/1 A'Length(N) For a prefix *A* that is of an array type (after any implicit dereference), or denotes a constrained array subtype:
- 118           A'Length(N) denotes the number of values of the N-th index range (zero for a null range); its type is *universal\_integer*. See 3.6.2.
- 119 S'Machine   For every subtype *S* of a floating point type *T*:
- 120           S'Machine denotes a function with the following specification:
- 121           

```
function S'Machine (X : T)
return T
```
- 122           If *X* is a machine number of the type *T*, the function yields *X*; otherwise, it yields the value obtained by rounding or truncating *X* to either one of the adjacent machine numbers of the type *T*. Constraint\_Error is raised if rounding or truncating *X* to the precision of the machine numbers results in a value outside the base range of *S*. A zero result has the sign of *X* when S'Signed\_Zeros is True. See A.5.3.
- 123 S'Machine\_Emax   For every subtype *S* of a floating point type *T*:
- 124           Yields the largest (most positive) value of *exponent* such that every value expressible in the canonical form (for the type *T*), having a *mantissa* of *T'Machine\_Mantissa* digits, is a machine number (see 3.5.7) of the type *T*. This attribute yields a value of the type *universal\_integer*. See A.5.3.
- 125 S'Machine\_Emin   For every subtype *S* of a floating point type *T*:
- 126           Yields the smallest (most negative) value of *exponent* such that every value expressible in the canonical form (for the type *T*), having a *mantissa* of *T'Machine\_Mantissa* digits, is a machine number (see 3.5.7) of the type *T*. This attribute yields a value of the type *universal\_integer*. See A.5.3.
- 127 S'Machine\_Mantissa   For every subtype *S* of a floating point type *T*:
- 128           Yields the largest value of *p* such that every value expressible in the canonical form (for the type *T*), having a *p*-digit *mantissa* and an *exponent* between *T'Machine\_Emin* and *T'Machine\_Emax*, is a machine number (see 3.5.7) of the type *T*. This attribute yields a value of the type *universal\_integer*. See A.5.3.
- 129 S'Machine\_Overflows   For every subtype *S* of a floating point type *T*:
- 130           Yields the value True if overflow and divide-by-zero are detected and reported by raising Constraint\_Error for every predefined operation that yields a result of the type *T*; yields the value False otherwise. The value of this attribute is of the predefined type Boolean. See A.5.3.
- 131 S'Machine\_Overflows   For every subtype *S* of a fixed point type *T*:

	Yields the value True if overflow and divide-by-zero are detected and reported by raising Constraint_Error for every predefined operation that yields a result of the type <i>T</i> ; yields the value False otherwise. The value of this attribute is of the predefined type Boolean. See A.5.4.	132
S'Machine_Radix	For every subtype S of a floating point type <i>T</i> :  Yields the radix of the hardware representation of the type <i>T</i> . The value of this attribute is of the type <i>universal_integer</i> . See A.5.3.	133 134
S'Machine_Radix	For every subtype S of a fixed point type <i>T</i> :  Yields the radix of the hardware representation of the type <i>T</i> . The value of this attribute is of the type <i>universal_integer</i> . See A.5.4.	135 136
S'Machine_Rounding	For every subtype S of a floating point type <i>T</i> :  S'Machine_Rounding denotes a function with the following specification:	136.1/2 136.2/2
	<pre>function S'Machine_Rounding (X : T) return T</pre>	136.3/2
	The function yields the integral value nearest to <i>X</i> . If <i>X</i> lies exactly halfway between two integers, one of those integers is returned, but which of them is returned is unspecified. A zero result has the sign of <i>X</i> when S'Signed_Zeros is True. This function provides access to the rounding behavior which is most efficient on the target processor. See A.5.3.	136.4/2
S'Machine_Rounds	For every subtype S of a floating point type <i>T</i> :  Yields the value True if rounding is performed on inexact results of every predefined operation that yields a result of the type <i>T</i> ; yields the value False otherwise. The value of this attribute is of the predefined type Boolean. See A.5.3.	137 138
S'Machine_Rounds	For every subtype S of a fixed point type <i>T</i> :  Yields the value True if rounding is performed on inexact results of every predefined operation that yields a result of the type <i>T</i> ; yields the value False otherwise. The value of this attribute is of the predefined type Boolean. See A.5.4.	139 140
S'Max	For every scalar subtype S:  S'Max denotes a function with the following specification:	141 142
	<pre>function S'Max (Left, Right : S'Base) return S'Base</pre>	143
	The function returns the greater of the values of the two parameters. See 3.5.	144
S'Max_Alignment_For_Allocation	For every subtype S:  Denotes the maximum value for Alignment that can be requested by the implementation via Allocate for an access type whose designated subtype is S. The value of this attribute is of type <i>universal_integer</i> . See 13.11.1.	144.1/3 144.2/5
S'Max_Size_In_Storage_Elements	For every subtype S:	145

- 146/5 | Denotes the maximum value for `Size_In_Storage_Elements` that can be requested by the implementation via `Allocate` for an access type whose designated subtype is `S`. The value of this attribute is of type *universal\_integer*. See 13.11.1.
- 147 S'Min For every scalar subtype `S`:
- 148 S'Min denotes a function with the following specification:
- 149 

```
function S'Min(Left, Right : S'Base)
return S'Base
```
- 150 The function returns the lesser of the values of the two parameters. See 3.5.
- 150.1/2 S'Mod For every modular subtype `S`:
- 150.2/2 S'Mod denotes a function with the following specification:
- 150.3/2 

```
function S'Mod(Arg : universal_integer)
return S'Base
```
- 150.4/2 This function returns `Arg mod S'Modulus`, as a value of the type of `S`. See 3.5.4.
- 151 S'Model For every subtype `S` of a floating point type `T`:
- 152 S'Model denotes a function with the following specification:
- 153 

```
function S'Model(X : T)
return T
```
- 154 If the Numerics Annex is not supported, the meaning of this attribute is implementation defined; see G.2.2 for the definition that applies to implementations supporting the Numerics Annex. See A.5.3.
- 155 S'Model\_Emin For every subtype `S` of a floating point type `T`:
- 156 If the Numerics Annex is not supported, this attribute yields an implementation defined value that is greater than or equal to the value of `T'Machine_Emin`. See G.2.2 for further requirements that apply to implementations supporting the Numerics Annex. The value of this attribute is of the type *universal\_integer*. See A.5.3.
- 157 S'Model\_Epsilon For every subtype `S` of a floating point type `T`:
- 158 Yields the value  $T'Machine\_Radix^{1 - T'Model\_Mantissa}$ . The value of this attribute is of the type *universal\_real*. See A.5.3.
- 159 S'Model\_Mantissa For every subtype `S` of a floating point type `T`:
- 160 If the Numerics Annex is not supported, this attribute yields an implementation defined value that is greater than or equal to  $\lceil d \cdot \log(10) / \log(T'Machine\_Radix) \rceil + 1$ , where  $d$  is the requested decimal precision of `T`, and less than or equal to the value of `T'Machine_Mantissa`. See G.2.2 for further requirements that apply to implementations supporting the Numerics Annex. The value of this attribute is of the type *universal\_integer*. See A.5.3.
- 161 S'Model\_Small For every subtype `S` of a floating point type `T`:
- 162 Yields the value  $T'Machine\_Radix^{T'Model\_Emin - 1}$ . The value of this attribute is of the type *universal\_real*. See A.5.3.
- 163 S'Modulus For every modular subtype `S`:

	S'Modulus yields the modulus of the type of S, as a value of the type <i>universal_integer</i> . See 3.5.4.	164
S'Object_Size	For every subtype S: If S is definite, denotes the size (in bits) of a stand-alone aliased object, or a component of subtype S in the absence of an <i>aspect_specification</i> or representation item that specifies the size of the object or component. If S is indefinite, the meaning is implementation-defined. The value of this attribute is of the type <i>universal_integer</i> . See 13.3.	164.1/5 164.2/5
X'Old	For a prefix X that denotes an object of a nonlimited type: Each X'Old in a postcondition expression that is enabled, other than those that occur in subexpressions that are determined to be unevaluated, denotes a constant that is implicitly declared at the beginning of the subprogram body, entry body, or accept statement. See 6.1.1.	164.3/3 164.4/5
S'Class'Output	For every subtype S'Class of a class-wide type T'Class: S'Class'Output denotes a procedure with the following specification:	165 166
	<pre>procedure S'Class'Output (     Stream : not null access Ada.Streams.Root_Stream_Type'Class;     Item   : in T'Class)</pre>	167/2
	First writes the external tag of <i>Item</i> to <i>Stream</i> (by calling <i>String'Output(Stream, Tags.-External_Tag(Item'Tag))</i> — see 3.9) and then dispatches to the subprogram denoted by the <i>Output</i> attribute of the specific type identified by the tag. <i>Tag_Error</i> is raised if the tag of <i>Item</i> identifies a type declared at an accessibility level deeper than that of S. See 13.13.2.	168/2
S'Output	For every subtype S of a specific type T: S'Output denotes a procedure with the following specification:	169 170
	<pre>procedure S'Output (     Stream : not null access Ada.Streams.Root_Stream_Type'Class;     Item   : in T)</pre>	171/2
	S'Output writes the value of <i>Item</i> to <i>Stream</i> , including any bounds or discriminants. See 13.13.2.	172
X'Overlaps_Storage	For a prefix X that denotes an object: X'Overlaps_Storage denotes a function with the following specification:	172.1/3 172.2/3
	<pre>function X'Overlaps_Storage (Arg : any_type)     return Boolean</pre>	172.3/3
	The actual parameter shall be a name that denotes an object. The object denoted by the actual parameter can be of any type. This function evaluates the names of the objects involved and returns True if the representation of the object denoted by the actual parameter shares at least one bit with the representation of the object denoted by X; otherwise, it returns False. See 13.3.	172.4/3
X'Parallel_Reduce(Reducer, Initial_Value)	For a prefix X of an array type (after any implicit dereference), or that denotes an iterable container object (see 5.5.1): X'Parallel_Reduce is a reduction expression that yields a result equivalent to replacing the attribute identifier with <i>Reduce</i> and the prefix of the attribute with the <i>value_sequence</i> :	172.5/5 172.6/5
	<pre>[parallel for Item of X =&gt; Item]</pre>	172.7/5

172.8/5		See 4.5.10.
173/1	D'Partition_Id	For a prefix D that denotes a library-level declaration, excepting a declaration of or within a declared-pure library unit:
174		Denotes a value of the type <i>universal_integer</i> that identifies the partition in which D was elaborated. If D denotes the declaration of a remote call interface library unit (see E.2.3) the given partition is the one where the body of D was elaborated. See E.1.
175	S'Pos	For every discrete subtype S:
176		S'Pos denotes a function with the following specification:
177		<pre>function S'Pos (Arg : S'Base) return universal_integer</pre>
178		This function returns the position number of the value of <i>Arg</i> , as a value of type <i>universal_integer</i> . See 3.5.5.
179	R.C'Position	For a component C of a composite, non-array object R:
180/2		If the nondefault bit ordering applies to the composite type, and if a <i>component_clause</i> specifies the placement of C, denotes the value given for the position of the <i>component_clause</i> ; otherwise, denotes the same value as R.C'Address – R'Address. The value of this attribute is of the type <i>universal_integer</i> . See 13.5.2.
181	S'Pred	For every scalar subtype S:
182		S'Pred denotes a function with the following specification:
183		<pre>function S'Pred (Arg : S'Base) return S'Base</pre>
184		For an enumeration type, the function returns the value whose position number is one less than that of the value of <i>Arg</i> ; <i>Constraint_Error</i> is raised if there is no such value of the type. For an integer type, the function returns the result of subtracting one from the value of <i>Arg</i> . For a fixed point type, the function returns the result of subtracting <i>small</i> from the value of <i>Arg</i> . For a floating point type, the function returns the machine number (as defined in 3.5.7) immediately below the value of <i>Arg</i> ; <i>Constraint_Error</i> is raised if there is no such machine number. See 3.5.
184.1/5	S'Prelaborable_Initialization	For a nonformal composite subtype S declared within the visible part of a package or a generic package, or a generic formal private subtype or formal derived subtype:
184.2/5		This attribute is of Boolean type, and its value reflects whether the type of S has prelaborable initialization. See 10.2.1.
184.3/2	P'Priority	For a prefix P that denotes a protected object:
184.4/2		Denotes a non-aliased component of the protected object P. This component is of type <i>System.Any_Priority</i> and its value is the priority of P. P'Priority denotes a variable if and only if P denotes a variable. A reference to this attribute shall appear only within the body of P. See D.5.2.
184.5/5	S'Put_Image	For every subtype S of a type T other than <i>universal_real</i> or <i>universal_fixed</i> :
184.6/5		S'Put_Image denotes a procedure with the following specification:
184.7/5		<pre>procedure S'Put_Image (Buffer : in out Ada.Strings.Text_Buffers.Root_Buffer_Type'Class; Arg : in T);</pre>

	The default implementation of S'Put_Image writes (using Wide_Wide_Put) an <i>image</i> of the value of <i>Arg</i> . See 4.10.	184.8/5
A'Range	For a <b>prefix</b> <i>A</i> that is of an array type (after any implicit dereference), or denotes a constrained array subtype:  A'Range is equivalent to the range A'First .. A'Last, except that the <b>prefix</b> <i>A</i> is only evaluated once. See 3.6.2.	185/1  186
S'Range	For every scalar subtype <i>S</i> :  S'Range is equivalent to the <b>range</b> S'First .. S'Last. See 3.5.	187  188
A'Range(N)	For a <b>prefix</b> <i>A</i> that is of an array type (after any implicit dereference), or denotes a constrained array subtype:  A'Range(N) is equivalent to the range A'First(N) .. A'Last(N), except that the <b>prefix</b> <i>A</i> is only evaluated once. See 3.6.2.	189/1  190
S'Class'Read	For every subtype S'Class of a class-wide type <i>T</i> Class:  S'Class'Read denotes a procedure with the following specification:	191  192
	<pre>procedure S'Class'Read(     Stream : not null access Ada.Streams.Root_Stream_Type'Class;     Item   : out T'Class)</pre>	193/2
	Dispatches to the subprogram denoted by the Read attribute of the specific type identified by the tag of <i>Item</i> . See 13.13.2.	194
S'Read	For every subtype <i>S</i> of a specific type <i>T</i> :  S'Read denotes a procedure with the following specification:	195  196
	<pre>procedure S'Read(     Stream : not null access Ada.Streams.Root_Stream_Type'Class;     Item   : out T)</pre>	197/2
	S'Read reads the value of <i>Item</i> from <i>Stream</i> . See 13.13.2.	198
V'Reduce(Reducer, Initial_Value)	For a <b>value_sequence</b> <i>V</i> :  This attribute represents a <i>reduction expression</i> , and is in the form of a <b>reduction_attribute_reference</b> . See 4.5.10.	198.1/5  198.2/5
X'Reduce(Reducer, Initial_Value)	For a <b>prefix</b> <i>X</i> of an array type (after any implicit dereference), or that denotes an iterable container object (see 5.5.1):  X'Reduce is a reduction expression that yields a result equivalent to replacing the <b>prefix</b> of the attribute with the <b>value_sequence</b> : <pre>    [for Item of X =&gt; Item]</pre> See 4.5.10.	198.3/5  198.4/5  198.5/5  198.6/5
P'Relative_Deadline	For a <b>prefix</b> <i>P</i> that denotes a protected object:  Denotes a non-aliased component of the protected object <i>P</i> . This component is of type Ada.Real_Time.Time_Span and its value is the relative deadline of <i>P</i> . P'Relative_Deadline denotes a variable if and only if <i>P</i> denotes a variable. A reference to this attribute shall appear only within the body of <i>P</i> . See D.5.2.	198.7/5  198.8/5
S'Remainder	For every subtype <i>S</i> of a floating point type <i>T</i> :  S'Remainder denotes a function with the following specification:	199  200

201	<pre>function S'Remainder (X, Y : T) return T</pre>
202	<p>For nonzero <math>Y</math>, let <math>v</math> be the value <math>X - n \cdot Y</math>, where <math>n</math> is the integer nearest to the exact value of <math>X/Y</math>; if <math> n - X/Y  = 1/2</math>, then <math>n</math> is chosen to be even. If <math>v</math> is a machine number of the type <math>T</math>, the function yields <math>v</math>; otherwise, it yields zero. <code>Constraint_Error</code> is raised if <math>Y</math> is zero. A zero result has the sign of <math>X</math> when <code>S'Signed_Zeros</code> is <code>True</code>. See A.5.3.</p>
202.1/3	<b>F'Result</b> For a prefix <code>F</code> that denotes a function declaration or an access-to-function type:
202.2/5	<p>Within a postcondition expression for <code>F</code>, denotes the return object of the function call for which the postcondition expression is evaluated. The type of this attribute is that of the result subtype of the function or access-to-function type except within a <code>Post'Class</code> postcondition expression for a function with a controlling result or with a controlling access result; in those cases the type of the attribute is described above as part of the Name Resolution Rules for <code>Post'Class</code>. See 6.1.1.</p>
203	<b>S'Round</b> For every decimal fixed point subtype $S$ :
204	<code>S'Round</code> denotes a function with the following specification:
205	<pre>function S'Round (X : universal_real) return S'Base</pre>
206	The function returns the value obtained by rounding $X$ (away from 0, if $X$ is midway between two values of the type of $S$ ). See 3.5.10.
207	<b>S'Rounding</b> For every subtype $S$ of a floating point type $T$ :
208	<code>S'Rounding</code> denotes a function with the following specification:
209	<pre>function S'Rounding (X : T) return T</pre>
210	The function yields the integral value nearest to $X$ , rounding away from zero if $X$ lies exactly halfway between two integers. A zero result has the sign of $X$ when <code>S'Signed_Zeros</code> is <code>True</code> . See A.5.3.
211	<b>S'Safe_First</b> For every subtype $S$ of a floating point type $T$ :
212	Yields the lower bound of the safe range (see 3.5.7) of the type $T$ . If the Numerics Annex is not supported, the value of this attribute is implementation defined; see G.2.2 for the definition that applies to implementations supporting the Numerics Annex. The value of this attribute is of the type <i>universal_real</i> . See A.5.3.
213	<b>S'Safe_Last</b> For every subtype $S$ of a floating point type $T$ :
214	Yields the upper bound of the safe range (see 3.5.7) of the type $T$ . If the Numerics Annex is not supported, the value of this attribute is implementation defined; see G.2.2 for the definition that applies to implementations supporting the Numerics Annex. The value of this attribute is of the type <i>universal_real</i> . See A.5.3.
215	<b>S'Scale</b> For every decimal fixed point subtype $S$ :
216	<code>S'Scale</code> denotes the <i>scale</i> of the subtype $S$ , defined as the value $N$ such that <code>S'Delta</code> = $10.0^{*(-N)}$ . The scale indicates the position of the point relative to the rightmost significant digits of values of subtype $S$ . The value of this attribute is of the type <i>universal_integer</i> . See 3.5.10.
217	<b>S'Scaling</b> For every subtype $S$ of a floating point type $T$ :
218	<code>S'Scaling</code> denotes a function with the following specification:



	<pre> <b>function</b> S'Scaling (<i>X</i> : <i>T</i>;                     <i>Adjustment</i> : <i>universal_integer</i>)     <b>return</b> <i>T</i> </pre>	219
	<p>Let <math>v</math> be the value <math>X \cdot TMachine\_Radix^{Adjustment}</math>. If <math>v</math> is a machine number of the type <math>T</math>, or if <math> v  \geq TModel\_Small</math>, the function yields <math>v</math>; otherwise, it yields either one of the machine numbers of the type <math>T</math> adjacent to <math>v</math>. <code>Constraint_Error</code> is optionally raised if <math>v</math> is outside the base range of <math>S</math>. A zero result has the sign of <math>X</math> when <code>S'Signed_Zeros</code> is True. See A.5.3.</p>	220
S'Signed_Zeros	<p>For every subtype <math>S</math> of a floating point type <math>T</math>:</p> <p>Yields the value True if the hardware representation for the type <math>T</math> has the capability of representing both positively and negatively signed zeros, these being generated and used by the predefined operations of the type <math>T</math> as specified in IEC 559:1989; yields the value False otherwise. The value of this attribute is of the predefined type Boolean. See A.5.3.</p>	221
S'Size	<p>For every subtype <math>S</math>:</p> <p>If <math>S</math> is definite, denotes the size (in bits) that the implementation would choose for the following objects of subtype <math>S</math>:</p> <ul style="list-style-type: none"> <li>• A record component of subtype <math>S</math> when the record type is packed.</li> <li>• The formal parameter of an instance of <code>Unchecked_Conversion</code> that converts from subtype <math>S</math> to some other subtype.</li> </ul> <p>If <math>S</math> is indefinite, the meaning is implementation defined. The value of this attribute is of the type <i>universal_integer</i>. See 13.3.</p>	223
X'Size	<p>For a prefix <math>X</math> that denotes an object:</p> <p>Denotes the size in bits of the representation of the object. The value of this attribute is of the type <i>universal_integer</i>. See 13.3.</p>	224
S'Small	<p>For every fixed point subtype <math>S</math>:</p> <p>S'Small denotes the <i>small</i> of the type of <math>S</math>. The value of this attribute is of the type <i>universal_real</i>. See 3.5.10.</p>	225
S'Storage_Pool	<p>For every access-to-object subtype <math>S</math>:</p> <p>Denotes the storage pool of the type of <math>S</math>. The type of this attribute is <code>Root_Storage_Pool'Class</code>. See 13.11.</p>	226
S'Storage_Size	<p>For every access-to-object subtype <math>S</math>:</p> <p>Yields the result of calling <code>Storage_Size(S'Storage_Pool)</code>, which is intended to be a measure of the number of storage elements reserved for the pool. The type of this attribute is <i>universal_integer</i>. See 13.11.</p>	227
T'Storage_Size	<p>For a prefix <math>T</math> that denotes a task object (after any implicit dereference):</p> <p>Denotes the number of storage elements reserved for the task. The value of this attribute is of the type <i>universal_integer</i>. The <code>Storage_Size</code> includes the size of the task's stack, if any. The language does not specify whether or not it includes other storage associated with the task (such as the “task control block” used by some implementations.) See 13.3.</p>	228/1
S'Stream_Size	<p>For every subtype <math>S</math> of an elementary type <math>T</math>:</p>	229
		230
		231
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		236/1
		237
		237.1/2

- 237.2/3 Denotes the number of bits read from or written to a stream by the default implementations of S'Read and S'Write. Hence, the number of stream elements required per item of elementary type *T* is:
- 237.3/2  $T'Stream\_Size / Ada.Streams.Stream\_Element'Size$
- 237.4/2 The value of this attribute is of type *universal\_integer* and is a multiple of Stream\_Element'Size. See 13.13.2.
- 238 S'Succ For every scalar subtype *S*:
- 239 S'Succ denotes a function with the following specification:
- 240 

```
function S'Succ (Arg : S'Base)
return S'Base
```
- 241 For an enumeration type, the function returns the value whose position number is one more than that of the value of *Arg*; Constraint\_Error is raised if there is no such value of the type. For an integer type, the function returns the result of adding one to the value of *Arg*. For a fixed point type, the function returns the result of adding *small* to the value of *Arg*. For a floating point type, the function returns the machine number (as defined in 3.5.7) immediately above the value of *Arg*; Constraint\_Error is raised if there is no such machine number. See 3.5.
- 242 S'Tag For every subtype *S* of a tagged type *T* (specific or class-wide):
- 243 S'Tag denotes the tag of the type *T* (or if *T* is class-wide, the tag of the root type of the corresponding class). The value of this attribute is of type Tag. See 3.9.
- 244 X'Tag For a prefix *X* that is of a class-wide tagged type (after any implicit dereference):
- 245 X'Tag denotes the tag of *X*. The value of this attribute is of type Tag. See 3.9.
- 246 T'Terminated For a prefix *T* that is of a task type (after any implicit dereference):
- 247 Yields the value True if the task denoted by *T* is terminated, and False otherwise. The value of this attribute is of the predefined type Boolean. See 9.9.
- 248 S'Truncation For every subtype *S* of a floating point type *T*:
- 249 S'Truncation denotes a function with the following specification:
- 250 

```
function S'Truncation (X : T)
return T
```
- 251 The function yields the value  $\lceil X \rceil$  when *X* is negative, and  $\lfloor X \rfloor$  otherwise. A zero result has the sign of *X* when S'Signed\_Zeros is True. See A.5.3.
- 252 S'Unbiased\_Rounding For every subtype *S* of a floating point type *T*:
- 253 S'Unbiased\_Rounding denotes a function with the following specification:
- 254 

```
function S'Unbiased_Rounding (X : T)
return T
```
- 255 The function yields the integral value nearest to *X*, rounding toward the even integer if *X* lies exactly halfway between two integers. A zero result has the sign of *X* when S'Signed\_Zeros is True. See A.5.3.
- 256 X'Unchecked\_Access For a prefix *X* that denotes an aliased view of an object:
- 257 All rules and semantics that apply to X'Access (see 3.10.2) apply also to X'Unchecked\_Access, except that, for the purposes of accessibility rules and checks, it is as if *X* were declared immediately within a library package. See 13.10.

S'Val	For every discrete subtype S:	258
	S'Val denotes a function with the following specification:	259
	<pre>function S'Val (Arg : universal_integer) return S'Base</pre>	260
	This function returns a value of the type of S whose position number equals the value of Arg. See 3.5.5.	261
X'Valid	For a prefix X that denotes a scalar object (after any implicit dereference):	262
	Yields True if and only if the object denoted by X is normal, has a valid representation, and then, if the preceding conditions hold, the value of X also satisfies the predicates of the nominal subtype of X. The value of this attribute is of the predefined type Boolean. See 13.9.2.	263/4
S'Value	For every scalar subtype S:	264
	S'Value denotes a function with the following specification:	265
	<pre>function S'Value (Arg : String) return S'Base</pre>	266
	This function returns a value given an image of the value as a String, ignoring any leading or trailing spaces. See 3.5.	267
P'Version	For a prefix P that statically denotes a program unit:	268/1
	Yields a value of the predefined type String that identifies the version of the compilation unit that contains the declaration of the program unit. See E.3.	269
S'Wide_Image		270
	For every subtype S of a type T:	
	S'Wide_Image denotes a function with the following specification:	271/5
	<pre>function S'Wide_Image (Arg : S'Base) return Wide_String</pre>	272/5
	S'Wide_Image calls S'Put_Image passing Arg (which will typically store a sequence of character values in a text buffer) and then returns the result of retrieving the contents of that buffer with function Wide_Get. See 4.10.	273/5
X'Wide_Image		273.1/5
	For a prefix X of a type T other than <i>universal_real</i> or <i>universal_fixed</i> :	
	X'Wide_Image denotes the result of calling function S'Wide_Image with Arg being X, where S is the nominal subtype of X. See 4.10.	273.2/5
S'Wide_Value		274
	For every scalar subtype S:	
	S'Wide_Value denotes a function with the following specification:	275
	<pre>function S'Wide_Value (Arg : Wide_String) return S'Base</pre>	276
	This function returns a value given an image of the value as a Wide_String, ignoring any leading or trailing spaces. See 3.5.	277
S'Wide_Wide_Image		277.1/2
	For every subtype S of a type T:	
	S'Wide_Wide_Image denotes a function with the following specification:	277.2/5
	<pre>function S'Wide_Wide_Image (Arg : S'Base) return Wide_Wide_String</pre>	277.3/5

277.4/3	S'Wide_Wide_Image calls S'Put_Image passing <i>Arg</i> (which will typically store a sequence of character values in a text buffer) and then returns the result of retrieving the contents of that buffer with function Wide_Wide_Get. See 4.10.
277.5/3	X'Wide_Wide_Image For a prefix X of a type T other than <i>universal_real</i> or <i>universal_fixed</i> :
277.6/3	X'Wide_Wide_Image denotes the result of calling function S'Wide_Wide_Image with <i>Arg</i> being X, where S is the nominal subtype of X. See 4.10.
277.7/2	S'Wide_Wide_Value For every scalar subtype S:
277.8/2	S'Wide_Wide_Value denotes a function with the following specification:
277.9/2	<pre> <b>function</b> S'Wide_Wide_Value(<i>Arg</i> : Wide_Wide_String) <b>return</b> S'Base </pre>
277.10/2	This function returns a value given an image of the value as a Wide_Wide_String, ignoring any leading or trailing spaces. See 3.5.
277.11/2	S'Wide_Wide_Width For every scalar subtype S:
277.12/5	S'Wide_Wide_Width denotes the maximum length of a Wide_Wide_String returned by S'Wide_Wide_Image over all values of the subtype S, assuming a default implementation of S'Put_Image. It denotes zero for a subtype that has a null range. Its type is <i>universal_integer</i> . See 3.5.
278	S'Wide_Width For every scalar subtype S:
279/5	S'Wide_Width denotes the maximum length of a Wide_String returned by S'Wide_Image over all values of the subtype S, assuming a default implementation of S'Put_Image. It denotes zero for a subtype that has a null range. Its type is <i>universal_integer</i> . See 3.5.
280	S'Width For every scalar subtype S:
281/5	S'Width denotes the maximum length of a String returned by S'Image over all values of the subtype S, assuming a default implementation of S'Put_Image. It denotes zero for a subtype that has a null range. Its type is <i>universal_integer</i> . See 3.5.
282	S'Class'Write For every subtype S'Class of a class-wide type T'Class:
283	S'Class'Write denotes a procedure with the following specification:
284/2	<pre> <b>procedure</b> S'Class'Write(   <i>Stream</i> : <b>not null access</b> Ada.Streams.Root_Stream_Type'Class;   <i>Item</i>   : <b>in</b> T'Class) </pre>
285	Dispatches to the subprogram denoted by the Write attribute of the specific type identified by the tag of Item. See 13.13.2.
286	S'Write For every subtype S of a specific type T:
287	S'Write denotes a procedure with the following specification:
288/2	<pre> <b>procedure</b> S'Write(   <i>Stream</i> : <b>not null access</b> Ada.Streams.Root_Stream_Type'Class;   <i>Item</i>   : <b>in</b> T) </pre>
289	S'Write writes the value of <i>Item</i> to <i>Stream</i> . See 13.13.2.

# Annex L

## (informative)

### Language-Defined Pragmas

This Annex summarizes the definitions given elsewhere of the language-defined pragmas.	1
<b>pragma</b> Admission_Policy ( <i>policy_identifier</i> ); — See D.4.1.	1.1/5
<i>This paragraph was deleted.</i>	2/5
<b>pragma</b> All_Calls_Remote( <i>library_unit_name</i> ); — See J.15.15.	2.1/5
<b>pragma</b> Assert([Check =>] <i>boolean_expression</i> [, [Message =>] <i>string_expression</i> ]); — See 11.4.2.	2.2/2
<b>pragma</b> Assertion_Policy( <i>policy_identifier</i> ); — See 11.4.2.	2.3/2
<b>pragma</b> Assertion_Policy( <i>assertion_aspect_mark</i> => <i>policy_identifier</i> {, <i>assertion_aspect_mark</i> => <i>policy_identifier</i> }); — See 11.4.2.	2.4/3
<i>This paragraph was deleted.</i>	3/3
<b>pragma</b> Asynchronous ( <i>local_name</i> ); — See J.15.13.	3.1/3
<i>This paragraph was deleted.</i>	4/3
<b>pragma</b> Atomic ( <i>local_name</i> ); — See J.15.8.	4.1/3
<i>This paragraph was deleted.</i>	5/3
<b>pragma</b> Atomic_Components ( <i>array_local_name</i> ); — See J.15.8.	5.1/3
<i>This paragraph was deleted.</i>	6/3
<b>pragma</b> Attach_Handler ( <i>handler_name</i> , <i>expression</i> ); — See J.15.7.	6.1/3
<b>pragma</b> Conflict_Check_Policy ( <i>policy_identifier</i> [, <i>policy_identifier</i> ]); — See 9.10.1.	6.2/5
<i>This paragraph was deleted.</i>	7/3
<i>This paragraph was deleted.</i>	8/3
<b>pragma</b> Convention([Convention =>] <i>convention_identifier</i> [, [Entity =>] <i>local_name</i> ]); — See J.15.5.	8.1/3
<b>pragma</b> CPU ( <i>expression</i> ); — See J.15.9.	8.2/3
<b>pragma</b> Default_Storage_Pool ( <i>storage_pool_indicator</i> ); — See 13.11.3.	8.3/3
<b>pragma</b> Detect_Blocking; — See H.5.	8.4/2
<b>pragma</b> Discard_Names([On => ] <i>local_name</i> ); — See C.5.	9
<b>pragma</b> Dispatching_Domain ( <i>expression</i> ); — See J.15.10.	9.1/3
<b>pragma</b> Elaborate( <i>library_unit_name</i> {, <i>library_unit_name</i> }); — See 10.2.1.	10
<b>pragma</b> Elaborate_All( <i>library_unit_name</i> {, <i>library_unit_name</i> }); — See 10.2.1.	11
<i>This paragraph was deleted.;</i>	12/5

- 12.1/5 **pragma** Elaborate\_Body[(*library\_unit\_name*)]; — See J.15.14.
- 13/3 *This paragraph was deleted.*
- 13.1/3 **pragma** Export(  
     [Convention =>] *convention\_identifier*, [Entity =>] *local\_name*  
     [, [External\_Name =>] *external\_name\_string\_expression*]  
     [, [Link\_Name =>] *link\_name\_string\_expression*]); — See J.15.5.
- 13.2/5 **pragma** Generate\_Deadlines; — See D.2.6.
- 14/3 *This paragraph was deleted.*
- 14.1/3 **pragma** Import(  
     [Convention =>] *convention\_identifier*, [Entity =>] *local\_name*  
     [, [External\_Name =>] *external\_name\_string\_expression*]  
     [, [Link\_Name =>] *link\_name\_string\_expression*]); — See J.15.5.
- 14.2/3 **pragma** Independent (*component\_local\_name*); — See J.15.8.
- 14.3/3 **pragma** Independent\_Components (*local\_name*); — See J.15.8.
- 15/3 *This paragraph was deleted.*
- 15.1/3 **pragma** Inline (*name* {, *name*}); — See J.15.1.
- 16 **pragma** Inspection\_Point[(*object\_name* {, *object\_name*})]; — See H.3.2.
- 17/3 *This paragraph was deleted.*
- 17.1/3 **pragma** Interrupt\_Handler (*handler\_name*); — See J.15.7.
- 18/3 *This paragraph was deleted.*
- 18.1/3 **pragma** Interrupt\_Priority [(*expression*);] — See J.15.11.
- 19 **pragma** Linker\_Options(*string\_expression*); — See B.1.
- 20 **pragma** List(*identifier*); — See 2.8.
- 21 **pragma** Locking\_Policy(*policy\_identifier*); — See D.3.
- 21.1/3 *This paragraph was deleted.*
- 21.2/3 **pragma** No\_Return (*subprogram\_local\_name* {, *subprogram\_local\_name*}); — See J.15.2.
- 22 **pragma** Normalize\_Scalars; — See H.1.
- 23 **pragma** Optimize(*identifier*); — See 2.8.
- 24/3 *This paragraph was deleted.*
- 24.1/3 **pragma** Pack (*first\_subtype\_local\_name*); — See J.15.3.
- 25 **pragma** Page; — See 2.8.
- 25.1/2 **pragma** Partition\_Elaboration\_Policy (*policy\_identifier*); — See H.6.
- 25.2/5 *This paragraph was deleted.*
- 25.3/5 **pragma** Preelaborable\_Initialization(*direct\_name*); — See J.15.14.

<i>This paragraph was deleted.</i>	26/5
<b>pragma</b> Preelaborate[( <i>library_unit_name</i> )]; — See J.15.14.	26.1/5
<i>This paragraph was deleted.</i>	27/3
<b>pragma</b> Priority ( <i>expression</i> ); — See J.15.11.	27.1/3
<b>pragma</b> Priority_Specific_Dispatching ( <i>policy_identifier</i> , <i>first_priority_expression</i> , <i>last_priority_expression</i> ); — See D.2.2.	27.2/2
<b>pragma</b> Profile ( <i>profile_identifier</i> {, <i>profile_pragma_argument_association</i> }); — See 13.12.	27.3/3
<i>This paragraph was deleted.</i>	27.4/3
<i>This paragraph was deleted.</i>	28/5
<b>pragma</b> Pure[( <i>library_unit_name</i> )]; — See J.15.14.	28.1/5
<b>pragma</b> Queuing_Policy( <i>policy_identifier</i> ); — See D.4.	29
<i>This paragraph was deleted.</i>	29.1/3
<b>pragma</b> Relative_Deadline ( <i>relative_deadline_expression</i> ); — See J.15.12.	29.2/3
<i>This paragraph was deleted.</i>	30/5
<b>pragma</b> Remote_Call_Interface[( <i>library_unit_name</i> )]; — See J.15.15.	30.1/5
<i>This paragraph was deleted.</i>	31/5
<b>pragma</b> Remote_Types[( <i>library_unit_name</i> )]; — See J.15.15.	31.1/5
<b>pragma</b> Restrictions( <i>restriction</i> {, <i>restriction</i> }); — See 13.12.	32
<b>pragma</b> Reviewable; — See H.3.1.	33
<i>This paragraph was deleted.</i>	34/5
<b>pragma</b> Shared_Passive[( <i>library_unit_name</i> )]; — See J.15.15.	34.1/5
<i>This paragraph was deleted.</i>	35/3
<b>pragma</b> Storage_Size ( <i>expression</i> ); — See J.15.4.	35.1/3
<b>pragma</b> Suppress( <i>identifier</i> ); — See 11.5.	36
<b>pragma</b> Task_Dispatching_Policy( <i>policy_identifier</i> ); — See D.2.2.	37
<i>This paragraph was deleted.</i>	37.1/3
<b>pragma</b> Unchecked_Union ( <i>first_subtype_local_name</i> ); — See J.15.6.	37.2/3
<b>pragma</b> Unsuppress( <i>identifier</i> ); — See 11.5.	37.3/2
<i>This paragraph was deleted.</i>	38/3
<b>pragma</b> Volatile ( <i>local_name</i> ); — See J.15.8.	38.1/3
<i>This paragraph was deleted.</i>	39/3
<b>pragma</b> Volatile_Components ( <i>array_local_name</i> ); — See J.15.8.	39.1/3





# Annex M

## (informative)

### Summary of Documentation Requirements

The Ada language allows for certain target machine dependences in a controlled manner. Each Ada implementation is required to document many characteristics and properties of the target system. This Reference Manual contains specific documentation requirements. In addition, many characteristics that require documentation are identified throughout this Reference Manual as being implementation defined. Finally, this Reference Manual requires documentation of whether implementation advice is followed. The following subclauses provide summaries of these documentation requirements. 1/5

#### M.1 Specific Documentation Requirements

In addition to implementation-defined characteristics, each Ada implementation is required to document various properties of the implementation: 1/5

- The behavior of implementations in implementation-defined situations shall be documented — see M.2 for a listing. See 1.1.3(19). 2/2
- The set of values that a user-defined Allocate procedure needs to accept for the Alignment parameter. How the standard storage pool is chosen, and how storage is allocated by standard storage pools. See 13.11(22/5). 3/2
- The algorithm used for random number generation, including a description of its period. See A.5.2(44). 4/2
- The minimum time interval between calls to the time-dependent Reset procedure that is guaranteed to initiate different random number sequences. See A.5.2(45). 5/2
- The conditions under which Io\_Exceptions.Name\_Error, Io\_Exceptions.Use\_Error, and Io\_Exceptions.Device\_Error are propagated. See A.13(15). 6/2
- The behavior of package Environment\_Variables when environment variables are changed by external mechanisms. See A.17(30/2). 7/2
- The overhead of calling machine-code or intrinsic subprograms. See C.1(6). 8/2
- The types and attributes used in machine code insertions. See C.1(7). 9/2
- The subprogram calling conventions for all supported convention identifiers. See C.1(8/3). 10/2
- The mapping between the Link\_Name or Ada designator and the external link name. See C.1(9). 11/2
- The treatment of interrupts. See C.3(22). 12/2
- The metrics for interrupt handlers. See C.3.1(16). 13/2
- If the Ceiling\_Locking policy is in effect, the default ceiling priority for a protected object that specifies an interrupt handler aspect. See C.3.2(24/5). 14/3
- Any circumstances when the elaboration of a preelaborated package causes code to be executed. See C.4(12). 15/2
- Whether a partition can be restarted without reloading. See C.4(13). 16/2
- The effect of calling Current\_Task from an entry body or interrupt handler. See C.7.1(19). 17/2

- 18/2 • For package `Task_Attributes`, limits on the number and size of task attributes, and how to configure any limits. See C.7.2(19).
- 19/2 • The metrics for the `Task_Attributes` package. See C.7.2(27).
- 20/2 • The details of the configuration used to generate the values of all metrics. See D(2).
- 21/2 • The maximum priority inversion a user task can experience from the implementation. See D.2.3(12/2).
- 22/2 • The amount of time that a task can be preempted for processing on behalf of lower-priority tasks. See D.2.3(13/2).
- 23/2 • The quantum values supported for round robin dispatching. See D.2.5(16/2).
- 24/2 • The accuracy of the detection of the exhaustion of the budget of a task for round robin dispatching. See D.2.5(17/2).
- 25/2 • Any conditions that cause the completion of the setting of the deadline of a task to be delayed for a multiprocessor. See D.2.6(32/2).
- 26/2 • Any conditions that cause the completion of the setting of the priority of a task to be delayed for a multiprocessor. See D.5.1(12.1/2).
- 27/2 • The metrics for `Set_Priority`. See D.5.1(14).
- 28/2 • The metrics for setting the priority of a protected object. See D.5.2(10).
- 29/2 • On a multiprocessor, any conditions that cause the completion of an aborted construct to be delayed later than what is specified for a single processor. See D.6(3).
- 30/2 • The metrics for aborts. See D.6(8).
- 31/2 • The values of `Time_First`, `Time_Last`, `Time_Span_First`, `Time_Span_Last`, `Time_Span_Unit`, and `Tick` for package `Real_Time`. See D.8(33).
- 32/2 • The properties of the underlying time base used in package `Real_Time`. See D.8(34).
- 33/2 • Any synchronization of package `Real_Time` with external time references. See D.8(35).
- 34/5 • Any aspects of the external environment that can interfere with package `Real_Time`. See D.8(36/5).
- 35/2 • The metrics for package `Real_Time`. See D.8(45).
- 36/2 • The minimum value of the delay expression of a `delay_relative_statement` that causes a task to actually be blocked. See D.9(7).
- 37/2 • The minimum difference between the value of the delay expression of a `delay_until_statement` and the value of `Real_Time.Clock`, that causes the task to actually be blocked. See D.9(8).
- 38/2 • The metrics for delay statements. See D.9(13).
- 39/2 • The upper bound on the duration of interrupt blocking caused by the implementation. See D.12(5).
- 40/2 • The metrics for entry-less protected objects. See D.12(12).
- 41/2 • The values of `CPU_Time_First`, `CPU_Time_Last`, `CPU_Time_Unit`, and `CPU_Tick` of package `Execution_Time`. See D.14(21/2).
- 42/3 • The properties of the mechanism used to implement package `Execution_Time`, including the values of the constants defined in the package. See D.14(22/2).
- 43/2 • The metrics for execution time. See D.14(27).

- The metrics for timing events. See D.15(24). 44/2
- The processor(s) on which the clock interrupt is handled; the processors on which each Interrupt\_Id can be handled. See D.16.1(32). 44.1/3
- Whether the RPC-receiver is invoked from concurrent tasks, and if so, the number of such tasks. See E.5(25). 45/2
- Any techniques used to reduce cancellation errors in Numerics.Generic\_Real\_Arrays shall be documented. See G.3.1(86/2). 46/2
- Any techniques used to reduce cancellation errors in Numerics.Generic\_Complex\_Arrays shall be documented. See G.3.2(155/2). 47/2
- If a pragma Normalize\_Scalars applies, the implicit initial values of scalar subtypes shall be documented. Such a value should be an invalid representation when possible; any cases when it is not shall be documented. See H.1(5/2). 48/2
- The range of effects for each bounded error and each unspecified effect. If the effects of a given erroneous construct are constrained, the constraints shall be documented. See H.2(1/5). 49/2
- For each inspection point, a mapping between each inspectable object and the machine resources where the object's value can be obtained shall be provided. See H.3.2(8). 50/2
- If a pragma Restrictions(No\_Exceptions) is specified, the effects of all constructs where language-defined checks are still performed. See H.4(25). 51/2
- The interrupts to which a task entry may be attached. See J.7.1(12). 52/2
- The type of entry call invoked for an interrupt entry. See J.7.1(13). 53/2

## M.2 Implementation-Defined Characteristics

The Ada language allows for certain machine dependences in a controlled manner. Each Ada implementation is required to document all implementation-defined characteristics: 1/5

- Whether or not each recommendation given in Implementation Advice is followed — see M.3 for a listing. See 1.1.2(37). 2/2
- Capacity limitations of the implementation. See 1.1.3(3). 3
- Variations from the standard that are impractical to avoid given the implementation's execution environment. See 1.1.3(6). 4
- Which code\_statements cause external interactions. See 1.1.3(10). 5
- The coded representation for the text of an Ada program. See 2.1(4/5). 6
- The semantics of an Ada program whose text is not in Normalization Form C. See 2.1(4.1/5). 6.1/5
- *This paragraph was deleted.* 7/2
- The representation for an end of line. See 2.2(2/3). 8
- Maximum supported line length and lexical element length. See 2.2(14). 9
- Implementation-defined pragmas. See 2.8(14). 10
- Effect of pragma Optimize. See 2.8(27). 11
- The message string associated with the Assertion\_Error exception raised by the failure of a predicate check if there is no applicable Predicate\_Failure aspect. See 3.2.4(31). 11.1/4
- 11.2/5

- 12/5 •
- 13 • The predefined integer types declared in Standard. See 3.5.4(25).
- 14 • Any nonstandard integer types and the operators defined for them. See 3.5.4(26/5).
- 15 • Any nonstandard real types and the operators defined for them. See 3.5.6(8/5).
- 16 • What combinations of requested decimal precision and range are supported for floating point types. See 3.5.7(7).
- 17 • The predefined floating point types declared in Standard. See 3.5.7(16/5).
- 18 • The *small* of an ordinary fixed point type. See 3.5.9(8/2).
- 19 • What combinations of *small*, *range*, and *digits* are supported for fixed point types. See 3.5.9(10).
- 20/2 • The result of `Tags.Wide_Wide_Expanded_Name` for types declared within an unnamed `block_statement`. See 3.9(10).
- 20.1/2 • The sequence of characters of the value returned by `Tags.Expanded_Name` (respectively, `Tags.Wide_Expanded_Name`) when some of the graphic characters of `Tags.Wide_Wide_Expanded_Name` are not defined in `Character` (respectively, `Wide_Character`). See 3.9(10.1/2).
- 21 • Implementation-defined attributes. See 4.1.4(12/5).
- 21.1/5 • The value of the parameter `to Empty` for some `container_aggregates`. See 4.3.5(40).
- 21.2/5 • The maximum number of chunks for a parallel reduction expression without a `chunk_specification`. See 4.5.10(21).
- 21.3/2 • Rounding of real static expressions which are exactly half-way between two machine numbers. See 4.9(38/2).
- 21.4/5 • The maximum number of chunks for a parallel generalized iterator without a `chunk_specification`. See 5.5.2(10).
- 21.5/5 • The number of chunks for an array component iterator. See 5.5.2(11).
- 21.6/5 • Any extensions of the `Global` aspect. See 6.1.2(43).
- 21.7/5 • The circumstances in which the implementation passes in the null value for a view conversion of an access type used as an `out` parameter. See 6.4.1(19/5).
- 21.8/5 • Any extensions of the `Default_Initial_Condition` aspect. See 7.3.3(11).
- 22 • Any implementation-defined time types. See 9.6(6/3).
- 23 • The time base associated with relative delays. See 9.6(20).
- 24 • The time base of the type `Calendar.Time`. See 9.6(23).
- 25/2 • The time zone used for package `Calendar` operations. See 9.6(24/2).
- 26 • Any limit on `delay_until_statements` of `select_statements`. See 9.6(29).
- 26.1/2 • The result of `Calendar.Formatting.Image` if its argument represents more than 100 hours. See 9.6.1(86/5).
- 27/3 • *This paragraph was deleted.*
- 27.1/5 • Implementation-defined conflict check policies. See 9.10.1(5).
- 28 • The representation for a compilation. See 10.1(2).
- 29 • Any restrictions on compilations that contain multiple `compilation_units`. See 10.1(4).

- The mechanisms for creating an environment and for adding and replacing compilation units. See 10.1.4(3/2). 30
- The mechanisms for adding a compilation unit mentioned in a `limited_with_clause` to an environment. See 10.1.4(3/2). 30.1/2
- The manner of explicitly assigning library units to a partition. See 10.2(2). 31
- The implementation-defined means, if any, of specifying which compilation units are needed by a given compilation unit. See 10.2(2). 32
- The manner of designating the main subprogram of a partition. See 10.2(7). 33
- The order of elaboration of `library_items`. See 10.2(18). 34
- Parameter passing and function return for the main subprogram. See 10.2(21). 35
- The mechanisms for building and running partitions. See 10.2(24/5). 36
- The details of program execution, including program termination. See 10.2(25). 37
- The semantics of any nonactive partitions supported by the implementation. See 10.2(28/3). 38
- The information returned by `Exception_Message`. See 11.4.1(10.1/4). 39
- The result of `Exceptions.Wide_Wide_Exception_Name` for exceptions declared within an unnamed `block_statement`. See 11.4.1(12). 40/2
- The sequence of characters of the value returned by `Exceptions.Exception_Name` (respectively, `Exceptions.Wide_Exception_Name`) when some of the graphic characters of `Exceptions.Wide_Wide_Exception_Name` are not defined in `Character` (respectively, `Wide_Character`). See 11.4.1(12.1/2). 40.1/2
- The information returned by `Exception_Information`. See 11.4.1(13/2). 41
- Implementation-defined *policy identifiers* and *assertion\_aspect\_marks* allowed in a `pragma Assertion_Policy`. See 11.4.2(9/5). 41.1/3
- The default assertion policy. See 11.4.2(10). 41.2/2
- Implementation-defined check names. See 11.5(27). 42
- Existence and meaning of second parameter of `pragma Unsuppress`. See 11.5(27.1/2). 42.1/2
- The cases that cause conflicts between the representation of the ancestors of a `type_declaration`. See 13.1(13.1/3). 42.2/2
- The interpretation of each representation aspect. See 13.1(20). 43/3
- Any restrictions placed upon the specification of representation aspects. See 13.1(20). 44/3
- Implementation-defined aspects, including the syntax for specifying such aspects and the legality rules for such aspects. See 13.1.1(38). 44.1/3
- The set of machine scalars. See 13.3(8.1/3). 44.2/2
- The meaning of `Size` for indefinite subtypes. See 13.3(48). 45
- The meaning of `Object_Size` for indefinite subtypes. See 13.3(58). 45.1/5
- The default external representation for a `type tag`. See 13.3(75/3). 46
- What determines whether a compilation unit is the same in two different partitions. See 13.3(76). 47
- Implementation-defined components. See 13.5.1(15). 48
- If `Word_Size = Storage_Unit`, the default bit ordering. See 13.5.3(5). 49

- 50/2 • The contents of the visible part of package `System`. See 13.7(2).
- 50.1/2 • The range of `Storage_Elements.Storage_Offset`, the modulus of `Storage_Elements.Storage_Element`, and the declaration of `Storage_Elements.Integer_Address`. See 13.7.1(11).
- 51 • The contents of the visible part of package `System.Machine_Code`, and the meaning of `code_statements`. See 13.8(7).
- 51.1/2 • The result of unchecked conversion for instances with scalar result types whose result is not defined by the language. See 13.9(11).
- 52/2 • The effect of unchecked conversion for instances with nonscalar result types whose effect is not defined by the language. See 13.9(11).
- 53/2 • *This paragraph was deleted.*
- 54 • Whether or not the implementation provides user-accessible names for the standard pool type(s). See 13.11(17).
- 55/2 • The meaning of `Storage_Size` when neither the `Storage_Size` nor the `Storage_Pool` is specified for an access type. See 13.11(18).
- 56/2 • *This paragraph was deleted.*
- 56.1/4 • The effect of specifying aspect `Default_Storage_Pool` on an instance of a language-defined generic unit. See 13.11.3(5).
- 57/3 • *This paragraph was deleted.*
- 57.1/3 • Implementation-defined restrictions allowed in a `pragma Restrictions`. See 13.12(8.7/3).
- 58 • The consequences of violating limitations on `Restrictions` pragmas. See 13.12(9).
- 58.1/3 • Implementation-defined usage profiles allowed in a `pragma Profile`. See 13.12(15).
- 59/2 • The contents of the stream elements read and written by the `Read` and `Write` attributes of elementary types. See 13.13.2(9).
- 60 • The names and characteristics of the numeric subtypes declared in the visible part of package `Standard`. See A.1(3).
- 60.1/2 • The values returned by `Strings.Hash`. See A.4.9(3/2).
- 60.2/5 • The value returned by a call to a `Text_Buffer Get` procedure if any character in the returned sequence is not defined in `Character`. See A.4.12(34).
- 60.3/5 • The value returned by a call to a `Text_Buffer Wide_Get` procedure if any character in the returned sequence is not defined in `Wide_Character`. See A.4.12(34).
- 61 • The accuracy actually achieved by the elementary functions. See A.5.1(1).
- 62 • The sign of a zero result from some of the operators or functions in `Numerics.Generic_Elementary_Functions`, when `Float_Type'Signed_Zeros` is `True`. See A.5.1(46).
- 63 • The value of `Numerics.Float_Random.Max_Image_Width`. See A.5.2(27).
- 64 • The value of `Numerics.Discrete_Random.Max_Image_Width`. See A.5.2(27).
- 65/2 • *This paragraph was deleted.*
- 66 • The string representation of a random number generator's state. See A.5.2(38).
- 67/2 • *This paragraph was deleted.*

- The values of the `Model_Mantissa`, `Model_Emin`, `Model_Epsilon`, `Model`, `Safe_First`, and `Safe_Last` attributes, if the Numerics Annex is not supported. See A.5.3(72). 68
- *This paragraph was deleted.* 69/2
- The value of `Buffer_Size` in `Storage_IO`. See A.9(10). 70
- The external files associated with the standard input, standard output, and standard error files. See A.10(5). 71/2
- The accuracy of the value produced by `Put`. See A.10.9(36). 72
- Current size for a stream file for which positioning is not supported. See A.12.1(1.1/1). 72.1/1
- The meaning of `Argument_Count`, `Argument`, and `Command_Name` for package `Command_Line`. The bounds of type `Command_Line.Exit_Status`. See A.15(1). 73/2
- The interpretation of file names and directory names. See A.16(46/2). 73.1/2
- The maximum value for a file size in `Directories`. See A.16(87/2). 73.2/2
- The result for `Directories.Size` for a directory or special file. See A.16(93/2). 73.3/2
- The result for `Directories.Modification_Time` for a directory or special file. See A.16(95/2). 73.4/2
- The interpretation of a nonnull search pattern in `Directories`. See A.16(104/3). 73.5/2
- The results of a `Directories` search if the contents of the directory are altered while a search is in progress. See A.16(110/3). 73.6/2
- The definition and meaning of an environment variable. See A.17(1/2). 73.7/2
- The circumstances where an environment variable cannot be defined. See A.17(16/2). 73.8/2
- Environment names for which `Set` has the effect of `Clear`. See A.17(17/2). 73.9/2
- The value of `Containers.Hash_Type'Modulus`. The value of `Containers.Count_Type'Last`. See A.18.1(7/2). 73.10/2
- Implementation-defined convention names. See B.1(11/3). 74
- The meaning of link names. See B.1(36). 75
- The manner of choosing link names when neither the link name nor the address of an imported or exported entity is specified. See B.1(36). 76
- The effect of pragma `Linker_Options`. See B.1(37). 77
- The contents of the visible part of package `Interfaces` and its language-defined descendants. See B.2(1). 78
- Implementation-defined children of package `Interfaces`. See B.2(11). 79/2
- The definitions of certain types and constants in `Interfaces.C`. See B.3(41). 79.1/2
- The types `Floating`, `Long_Floating`, `Binary`, `Long_Binary`, `Decimal_Element`, and `COBOL_Character`; and the initializations of the variables `Ada_To_COBOL` and `COBOL_To_Ada`, in `Interfaces.COBOLE`. See B.4(50). 80/1
- The types `Fortran_Integer`, `Real`, `Double_Precision`, and `Character_Set` in `Interfaces.Fortran`. See B.5(17). 80.1/1
- Implementation-defined intrinsic subprograms. See C.1(1/3). 81/2
- *This paragraph was deleted.* 82/2
- *This paragraph was deleted.* 83/2

- 83.1/3 • Any restrictions on a protected procedure or its containing type when an aspect `Attach_handler` or `Interrupt_Handler` is specified. See C.3.1(17).
- 83.2/3 • Any other forms of interrupt handler supported by the `Attach_Handler` and `Interrupt_Handler` aspects. See C.3.1(19).
- 84/2 • *This paragraph was deleted.*
- 85/4 • The semantics of some attributes and functions of an entity for which aspect `Discard_Names` is `True`. See C.5(7).
- 85.1/5 • The modulus and size of `Test_and_Set_Flag`. See C.6.3(8).
- 85.2/5 • The value used to represent the set value for `Atomic_Test_and_Set`. See C.6.3(10).
- 86 • The result of the `Task_Identification.Image` attribute. See C.7.1(7).
- 87/2 • The value of `Current_Task` when in a protected entry, interrupt handler, or finalization of a task attribute. See C.7.1(17/3).
- 88/2 • *This paragraph was deleted.*
- 88.1/1 • Granularity of locking for `Task_Attributes`. See C.7.2(16/1).
- 89/2 • *This paragraph was deleted.*
- 90/2 • *This paragraph was deleted.*
- 91 • The declarations of `Any_Priority` and `Priority`. See D.1(11).
- 92 • Implementation-defined execution resources. See D.1(15/5).
- 93 • Whether, on a multiprocessor, a task that is waiting for access to a protected object keeps its processor busy. See D.2.1(3).
- 94/2 • The effect of implementation-defined execution resources on task dispatching. See D.2.1(9/2).
- 95/2 • *This paragraph was deleted.*
- 96/2 • *This paragraph was deleted.*
- 97/2 • Implementation defined task dispatching policies. See D.2.2(18).
- 97.1/2 • The value of `Default_Quantum` in `Dispatching.Round_Robin`. See D.2.5(4).
- 98 • Implementation-defined *policy\_identifiers* allowed in a `pragma Locking_Policy`. See D.3(4).
- 98.1/2 • The locking policy if no `Locking_Policy` pragma applies to any unit of a partition. See D.3(6).
- 99 • Default ceiling priorities. See D.3(10/4).
- 100 • The ceiling of any protected object used internally by the implementation. See D.3(16).
- 101 • Implementation-defined queuing policies. See D.4(1/5).
- 101.1/3 • Implementation-defined admission policies. See D.4.1(1).
- 102/2 • *This paragraph was deleted.*
- 103 • Any operations that implicitly require heap storage allocation. See D.7(8).
- 103.1/4 • When restriction `No_Dynamic_CPU_Assignment` applies to a partition, the processor on which a task with a CPU value of a `Not_A_Specific_CPU` will execute. See D.7(10).
- 103.2/2 • When restriction `No_Task_Termination` applies to a partition, what happens when a task terminates. See D.7(15.1/2).
- 103.3/2 • The behavior when restriction `Max_Storage_At_Blocking` is violated. See D.7(17/1).



- The behavior when restriction `Max_Asynchronous_Select_Nesting` is violated. See D.7(18/1). 103.4/2
- The behavior when restriction `Max_Tasks` is violated. See D.7(19). 103.5/2
- Whether the use of pragma Restrictions results in a reduction in program code or data size or execution time. See D.7(20). 104/2
- *This paragraph was deleted.* 105/2
- *This paragraph was deleted.* 106/2
- The value of `Barrier_Limit'Last` in `Synchronous_Barriers`. See D.10.1(4/3). 106.1/3
- When an aborted task that is waiting on a `Synchronous_Barrier` is aborted. See D.10.1(13/3). 106.2/3
- *This paragraph was deleted.* 107/2
- The value of `Min_Handler_Ceiling` in `Execution_Time.Group_Budgets`. See D.14.2(7/2). 107.1/3
- The value of `CPU_Range'Last` in `System.Multiprocessors`. See D.16(4/3). 107.2/3
- The processor on which the environment task executes in the absence of a value for the aspect `CPU`. See D.16(13/3). 107.3/3
- The means for creating and executing distributed programs. See E(5). 108
- Any events that can result in a partition becoming inaccessible. See E.1(7). 109
- The scheduling policies, treatment of priorities, and management of shared resources between partitions in certain cases. See E.1(11). 110
- *This paragraph was deleted.* 111/1
- Whether the execution of the remote subprogram is immediately aborted as a result of cancellation. See E.4(13). 112
- The range of type `System.RPC.Partition_Id`. See E.5(14). 112.1/2
- *This paragraph was deleted.* 113/2
- Implementation-defined interfaces in the PCS. See E.5(26). 114
- The values of named numbers in the package `Decimal`. See F.2(7). 115
- The value of `Max_Picture_Length` in the package `Text_IO.Editing` See F.3.3(16). 116
- The value of `Max_Picture_Length` in the package `Wide_Text_IO.Editing` See F.3.4(5). 117
- The value of `Max_Picture_Length` in the package `Wide_Wide_Text_IO.Editing` See F.3.5(5). 117.1/2
- The accuracy actually achieved by the complex elementary functions and by other complex arithmetic operations. See G.1(1). 118
- The sign of a zero result (or a component thereof) from any operator or function in `Numerics.Generic_Complex_Types`, when `Real'Signed_Zeros` is `True`. See G.1.1(53). 119
- The sign of a zero result (or a component thereof) from any operator or function in `Numerics.Generic_Complex_Elementary_Functions`, when `Complex_Types.Real'Signed_Zeros` is `True`. See G.1.2(45). 120
- Whether the strict mode or the relaxed mode is the default. See G.2(2). 121
- The result interval in certain cases of fixed-to-float conversion. See G.2.1(10). 122
- The result of a floating point arithmetic operation in overflow situations, when the `Machine_Overflows` attribute of the result type is `False`. See G.2.1(13). 123

- 124 • The result interval for division (or exponentiation by a negative exponent), when the floating point hardware implements division as multiplication by a reciprocal. See G.2.1(16).
- 125 • The definition of *close result set*, which determines the accuracy of certain fixed point multiplications and divisions. See G.2.3(5).
- 126 • Conditions on a *universal\_real* operand of a fixed point multiplication or division for which the result shall be in the *perfect result set*. See G.2.3(22).
- 127 • The result of a fixed point arithmetic operation in overflow situations, when the `Machine_Overflows` attribute of the result type is `False`. See G.2.3(27).
- 128 • The result of an elementary function reference in overflow situations, when the `Machine_Overflows` attribute of the result type is `False`. See G.2.4(4).
- 129 • The value of the *angle threshold*, within which certain elementary functions, complex arithmetic operations, and complex elementary functions yield results conforming to a maximum relative error bound. See G.2.4(10).
- 130 • The accuracy of certain elementary functions for parameters beyond the angle threshold. See G.2.4(10).
- 131 • The result of a complex arithmetic operation or complex elementary function reference in overflow situations, when the `Machine_Overflows` attribute of the corresponding real type is `False`. See G.2.6(5).
- 132 • The accuracy of certain complex arithmetic operations and certain complex elementary functions for parameters (or components thereof) beyond the angle threshold. See G.2.6(8).
- 132.1/2 • The accuracy requirements for the subprograms `Solve`, `Inverse`, `Determinant`, `Eigenvalues` and `Eigensystem` for type `Real_Matrix`. See G.3.1(81/2).
- 132.2/2 • The accuracy requirements for the subprograms `Solve`, `Inverse`, `Determinant`, `Eigenvalues` and `Eigensystem` for type `Complex_Matrix`. See G.3.2(149/2).
- 133/2 • *This paragraph was deleted.*
- 134/2 • *This paragraph was deleted.*
- 134.1/4 • The consequences of violating `No_Hidden_Indirect_Globals`. See H.4(23.9/5).
- 135/2 • *This paragraph was deleted.*
- 136/2 • *This paragraph was deleted.*
- 136.1/2 • Implementation-defined *policy\_identifiers* allowed in a `pragma Partition_Elaboration_Policy`. See H.6(4/2).

## M.3 Implementation Advice

- 1/5 This Reference Manual sometimes gives advice about handling certain target machine dependences. Each Ada implementation is required to document whether that advice is followed:
- 2/2 • `Program_Error` should be raised when an unsupported `Specialized Needs Annex` feature is used at run time. See 1.1.3(20).
- 3/2 • Implementation-defined extensions to the functionality of a language-defined library unit should be provided by adding children to the library unit. See 1.1.3(21).
- 4/2 • If a bounded error or erroneous execution is detected, `Program_Error` should be raised. See 1.1.5(12).

- Implementation-defined pragmas should have no semantic effect for error-free programs. See 2.8(16/3). 5/2
- Implementation-defined pragmas should not make an illegal program legal, unless they complete a declaration or configure the `library_items` in an environment. See 2.8(19). 6/2
- `Long_Integer` should be declared in Standard if the target supports 32-bit arithmetic. No other named integer subtypes should be declared in Standard. See 3.5.4(28). 7/2
- For a two's complement target, modular types with a binary modulus up to `System.Max_Int*2+2` should be supported. A nonbinary modulus up to `Integer'Last` should be supported. See 3.5.4(29). 8/2
- `Program_Error` should be raised for the evaluation of S'Pos for an enumeration type, if the value of the operand does not correspond to the internal code for any enumeration literal of the type. See 3.5.5(8). 9/2
- `Long_Float` should be declared in Standard if the target supports 11 or more digits of precision. No other named float subtypes should be declared in Standard. See 3.5.7(17). 10/2
- Multidimensional arrays should be represented in row-major order, unless the array has convention Fortran. See 3.6.2(11/3). 11/2
- `Tags.Internal_Tag` should return the tag of a type, if one exists, whose innermost master is a master of the point of the function call. See 3.9(26.1/3). 12/3
- A real static expression with a nonformal type that is not part of a larger static expression should be rounded the same as the target system. See 4.9(38.1/2). 13/2
- For each language-defined private type T, T'Image should generate an image that would be meaningful based only on the relevant public interfaces. See 4.10(56). 13.1/5
- The value of `Duration'Small` should be no greater than 100 microseconds. See 9.6(30). 14/2
- The time base for `delay_relative_statements` should be monotonic. See 9.6(31/5). 15/2
- Leap seconds should be supported if the target system supports them. Otherwise, operations in `Calendar.Formatting` should return results consistent with no leap seconds. See 9.6.1(89/2). 16/2
- *This paragraph was deleted.* 17/5
- A type declared in a preelaborated package should have the same representation in every elaboration of a given version of the package. See 10.2.1(12). 18/2
- `Exception_Information` should provide information useful for debugging, and should include the `Exception_Name` and `Exception_Message`. See 11.4.1(19). 19/2
- `Exception_Message` by default should be short, provide information useful for debugging, and should not include the `Exception_Name`. See 11.4.1(19). 20/2
- Code executed for checks that have been suppressed should be minimized. See 11.5(28). 21/2
- The recommended level of support for all representation items should be followed. See 13.1(28/5). 22/2
- Storage allocated to objects of a packed type should be minimized. See 13.2(6). 23/2
- The recommended level of support for the Pack aspect should be followed. See 13.2(9). 24/3
- For an array X, X'Address should point at the first component of the array rather than the array bounds. See 13.3(14). 25/2
- The recommended level of support for the Address attribute should be followed. See 13.3(19). 26/2
- For any tagged specific subtype S, S'Class'Alignment should equal S'Alignment. See 13.3(28). 26.1/3

- 27/2 • The recommended level of support for the Alignment attribute should be followed. See 13.3(35).
- 28/2 • The Size of an array object should not include its bounds. See 13.3(41.1/2).
- 29/5 • If the Size of a subtype is nonconfirming and allows for efficient independent addressability, then the Object\_Size of the subtype (unless otherwise specified) should equal the Size of the subtype. See 13.3(52).
- 30/2 • A Size clause on a composite subtype should not affect the internal layout of components. See 13.3(53).
- 31/2 • The recommended level of support for the Size attribute should be followed. See 13.3(56).
- 31.1/5 • An Object\_Size clause on a composite type should not affect the internal layout of components. See 13.3(58).
- 31.2/5 • If S is a definite first subtype for which Object\_Size is not specified, S'Object\_Size should be the smallest multiple of the storage element size larger than or equal to S'Size that is consistent with the alignment of S. See 13.3(58).
- 31.3/5 • The recommended level of support for the Object\_Size attribute should be followed. See 13.3(58).
- 31.4/5 • The Size of most objects of a subtype should equal the Object\_Size of the subtype. See 13.3(58).
- 32/2 • The recommended level of support for the Component\_Size attribute should be followed. See 13.3(73).
- 33/2 • The recommended level of support for enumeration\_representation\_clauses should be followed. See 13.4(10).
- 34/2 • The recommended level of support for record\_representation\_clauses should be followed. See 13.5.1(22).
- 35/2 • If a component is represented using a pointer to the actual data of the component which is contiguous with the rest of the object, then the storage place attributes should reflect the place of the actual data. If a component is allocated discontinuously from the rest of the object, then a warning should be generated upon reference to one of its storage place attributes. See 13.5.2(5).
- 36/2 • The recommended level of support for the nondefault bit ordering should be followed. See 13.5.3(8).
- 37/2 • Type System.Address should be a private type. See 13.7(37).
- 38/2 • Operations in System and its children should reflect the target environment; operations that do not make sense should raise Program\_Error. See 13.7.1(16).
- 39/2 • Since the Size of an array object generally does not include its bounds, the bounds should not be part of the converted data in an instance of Unchecked\_Conversion. See 13.9(14/2).
- 40/2 • There should not be unnecessary runtime checks on the result of an Unchecked\_Conversion; the result should be returned by reference when possible. Restrictions on Unchecked\_Conversions should be avoided. See 13.9(15).
- 41/2 • The recommended level of support for Unchecked\_Conversion should be followed. See 13.9(17).
- 42/2 • Any cases in which heap storage is dynamically allocated other than as part of the evaluation of an allocator should be documented. See 13.11(23).
- 43/2 • A default storage pool for an access-to-constant type should not have overhead to support deallocation of individual objects. See 13.11(24).

- Usually, a storage pool for an access discriminant or access parameter should be created at the point of an `allocator`, and be reclaimed when the designated object becomes inaccessible. For other anonymous access types, the pool should be created at the point where the type is elaborated and may have no mechanism for the deallocation of individual objects. See 13.11(25). 44/2
- For a standard storage pool, an instance of `Unchecked_Deallocation` should actually reclaim the storage. See 13.11.2(17). 45/2
- A call on an instance of `Unchecked_Deallocation` with a nonnull access value should raise `Program_Error` if the actual access type of the instance is a type for which the `Storage_Size` has been specified to be zero or is defined by the language to be zero. See 13.11.2(17.1/3). 45.1/3
- `Streams.Storage.Bounded.Stream_Type` objects should be implemented without implicit pointers or dynamic allocation. See 13.13.1(37). 45.2/5
- If not specified, the value of `Stream_Size` for an elementary type should be the number of bits that corresponds to the minimum number of stream elements required by the first subtype of the type, rounded up to the nearest factor or multiple of the word size that is also a multiple of the stream element size. See 13.13.2(1.6/2). 46/2
- The recommended level of support for the `Stream_Size` attribute should be followed. See 13.13.2(1.8/2). 47/2
- If an implementation provides additional named predefined integer types, then the names should end with “Integer”. If an implementation provides additional named predefined floating point types, then the names should end with “Float”. See A.1(52). 48/2
- Implementation-defined operations on `Wide_Character`, `Wide_String`, `Wide_Wide_Character`, and `Wide_Wide_String` should be child units of `Wide_Characters` or `Wide_Wide_Characters`. See A.3.1(7/3). 49/2
- The string returned by `Wide_Characters.Handling.Character_Set_Version` should include either “10646:” or “Unicode”. See A.3.5(62). 49.1/3
- Bounded string objects should not be implemented by implicit pointers and dynamic allocation. See A.4.4(106). 50/2
- `Strings.Hash` should be good a hash function, returning a wide spread of values for different string values, and similar strings should rarely return the same value. See A.4.9(12/2). 51/2
- If an implementation supports other string encoding schemes, a child of `Ada.Strings` similar to `UTF_Encoding` should be defined. See A.4.11(107/3). 51.1/3
- Bounded buffer objects should be implemented without dynamic allocation. See A.4.12(36). 51.2/5
- Any storage associated with an object of type `Generator` of the random number packages should be reclaimed on exit from the scope of the object. See A.5.2(46). 52/2
- Each value of `Initiator` passed to `Reset` for the random number packages should initiate a distinct sequence of random numbers, or, if that is not possible, be at least a rapidly varying function of the initiator value. See A.5.2(47). 53/2
- `Get_Immediate` should be implemented with unbuffered input; input should be available immediately; line-editing should be disabled. See A.10.7(23). 54/2
- `Package Directories.Information` should be provided to retrieve other information about a file. See A.16(124/2). 55/2
- `Directories.Start_Search` and `Directories.Search` should raise `Name_Error` for malformed patterns. See A.16(125). 56/3

- 57/2 • Directories.Rename should be supported at least when both New\_Name and Old\_Name are simple names and New\_Name does not identify an existing external file. See A.16(126/2).
- 57.1/3 • Directories.Hierarchical\_File\_Names should be provided for systems with hierarchical file naming, and should not be provided on other systems. See A.16.1(36/3).
- 58/2 • If the execution environment supports subprocesses, the current environment variables should be used to initialize the environment variables of a subprocess. See A.17(32/2).
- 59/2 • Changes to the environment variables made outside the control of Environment\_Variables should be reflected immediately. See A.17(33/2).
- 60/2 • Containers.Hash\_Type'Modulus should be at least  $2^{**32}$ . Containers.Count\_Type'Last should be at least  $2^{**31}-1$ . See A.18.1(8/2).
- 61/2 • The worst-case time complexity of Element for Containers.Vector should be  $O(\log N)$ . See A.18.2(256/2).
- 62/2 • The worst-case time complexity of Append with Count = 1 when  $N$  is less than the capacity for Containers.Vector should be  $O(\log N)$ . See A.18.2(257/2).
- 63/2 • The worst-case time complexity of Prepend with Count = 1 and Delete\_First with Count=1 for Containers.Vectors should be  $O(N \log N)$ . See A.18.2(258/2).
- 64/2 • The worst-case time complexity of a call on procedure Sort of an instance of Containers.Vectors.Generic\_Sorting should be  $O(N^{**2})$ , and the average time complexity should be better than  $O(N^{**2})$ . See A.18.2(259/2).
- 65/2 • Containers.Vectors.Generic\_Sorting.Sort and Containers.Vectors.Generic\_Sorting.Merge should minimize copying of elements. See A.18.2(260/2).
- 66/2 • Containers.Vectors.Move should not copy elements, and should minimize copying of internal data structures. See A.18.2(261/2).
- 67/2 • If an exception is propagated from a vector operation, no storage should be lost, nor any elements removed from a vector unless specified by the operation. See A.18.2(262/2).
- 68/2 • The worst-case time complexity of Element, Insert with Count=1, and Delete with Count=1 for Containers.Doubly\_Linked\_Lists should be  $O(\log N)$ . See A.18.3(160/2).
- 69/2 • A call on procedure Sort of an instance of Containers.Doubly\_Linked\_Lists.Generic\_Sorting should have an average time complexity better than  $O(N^{**2})$  and worst case no worse than  $O(N^{**2})$ . See A.18.3(161/2).
- 70/2 • Containers.Doubly\_Linked\_Lists.Move should not copy elements, and should minimize copying of internal data structures. See A.18.3(162/2).
- 71/2 • If an exception is propagated from a list operation, no storage should be lost, nor any elements removed from a list unless specified by the operation. See A.18.3(163/2).
- 72/2 • Move for a map should not copy elements, and should minimize copying of internal data structures. See A.18.4(83/2).
- 73/2 • If an exception is propagated from a map operation, no storage should be lost, nor any elements removed from a map unless specified by the operation. See A.18.4(84/2).
- 74/2 • The average time complexity of Element, Insert, Include, Replace, Delete, Exclude, and Find operations that take a key parameter for Containers.Hashing\_Maps should be  $O(\log N)$ . The average time complexity of the subprograms of Containers.Hashing\_Maps that take a cursor parameter should be  $O(1)$ . The average time complexity of Containers.Hashing\_Maps.Reserve\_Capacity should be  $O(N)$ . See A.18.5(62/2).

- The worst-case time complexity of Element, Insert, Include, Replace, Delete, Exclude, and Find operations that take a key parameter for Containers.Ordered\_Maps should be  $O((\log N)**2)$  or better. The worst-case time complexity of the subprograms of Containers.Ordered\_Maps that take a cursor parameter should be  $O(1)$ . See A.18.6(95/2). 75/2
- Move for sets should not copy elements, and should minimize copying of internal data structures. See A.18.7(104/2). 76/2
- If an exception is propagated from a set operation, no storage should be lost, nor any elements removed from a set unless specified by the operation. See A.18.7(105/2). 77/2
- The average time complexity of the Insert, Include, Replace, Delete, Exclude, and Find operations of Containers.Hashtable\_Sets that take an element parameter should be  $O(\log N)$ . The average time complexity of the subprograms of Containers.Hashtable\_Sets that take a cursor parameter should be  $O(1)$ . The average time complexity of Containers.Hashtable\_Sets.-Reserve\_Capacity should be  $O(N)$ . See A.18.8(88/2). 78/2
- The worst-case time complexity of the Insert, Include, Replace, Delete, Exclude, and Find operations of Containers.Ordered\_Sets that take an element parameter should be  $O((\log N)**2)$ . The worst-case time complexity of the subprograms of Containers.Ordered\_Sets that take a cursor parameter should be  $O(1)$ . See A.18.9(116/2). 79/2
- The worst-case time complexity of the Element, Parent, First\_Child, Last\_Child, Next\_Sibling, Previous\_Sibling, Insert\_Child with Count=1, and Delete operations of Containers.Multiway\_Trees should be  $O(\log N)$ . See A.18.10(231/3). 79.1/3
- Containers.Multiway\_Trees.Move should not copy elements, and should minimize copying of internal data structures. See A.18.10(232/3). 79.2/3
- If an exception is propagated from a tree operation, no storage should be lost, nor any elements removed from a tree unless specified by the operation. See A.18.10(233/3). 79.3/3
- Move and Swap in Containers.Indefinite\_Holders should not copy any elements, and should minimize copying of internal data structures. See A.18.18(73/5). 79.4/5
- If an exception is propagated from a holder operation, no storage should be lost, nor should the element be removed from a holder container unless specified by the operation. See A.18.18(74/3). 79.5/3
- Bounded vector objects should be implemented without implicit pointers or dynamic allocation. See A.18.19(16/3). 79.6/3
- The implementation advice for procedure Move to minimize copying does not apply to bounded vectors. See A.18.19(17/3). 79.7/3
- Bounded list objects should be implemented without implicit pointers or dynamic allocation. See A.18.20(19/3). 79.8/3
- The implementation advice for procedure Move to minimize copying does not apply to bounded lists. See A.18.20(20/3). 79.9/3
- Bounded hashed map objects should be implemented without implicit pointers or dynamic allocation. See A.18.21(21/3). 79.10/3
- The implementation advice for procedure Move to minimize copying does not apply to bounded hashed maps. See A.18.21(22/3). 79.11/3
- Bounded ordered map objects should be implemented without implicit pointers or dynamic allocation. See A.18.22(18/3). 79.12/3
- The implementation advice for procedure Move to minimize copying does not apply to bounded ordered maps. See A.18.22(19/3). 79.13/3

- 79.14/3 • Bounded hashed set objects should be implemented without implicit pointers or dynamic allocation. See A.18.23(20/3).
- 79.15/3 • The implementation advice for procedure Move to minimize copying does not apply to bounded hashed sets. See A.18.23(21/3).
- 79.16/3 • Bounded ordered set objects should be implemented without implicit pointers or dynamic allocation. See A.18.24(17/3).
- 79.17/3 • The implementation advice for procedure Move to minimize copying does not apply to bounded ordered sets. See A.18.24(18/3).
- 79.18/3 • Bounded tree objects should be implemented without implicit pointers or dynamic allocation. See A.18.25(19/3).
- 79.19/3 • The implementation advice for procedure Move to minimize copying does not apply to bounded trees. See A.18.25(20/3).
- 80/2 • Containers.Generic\_Array\_Sort and Containers.Generic\_Constrained\_Array\_Sort should have an average time complexity better than  $O(N**2)$  and worst case no worse than  $O(N**2)$ . See A.18.26(10/2).
- 81/2 • Containers.Generic\_Array\_Sort and Containers.Generic\_Constrained\_Array\_Sort should minimize copying of elements. See A.18.26(11/2).
- 81.1/3 • Containers.Generic\_Sort should have an average time complexity better than  $O(N**2)$  and worst case no worse than  $O(N**2)$ . See A.18.26(12/3).
- 81.2/3 • Containers.Generic\_Sort should minimize calls to the generic formal Swap. See A.18.26(13/3).
- 81.3/3 • Bounded queue objects should be implemented without implicit pointers or dynamic allocation. See A.18.29(13/3).
- 81.4/3 • Bounded priority queue objects should be implemented without implicit pointers or dynamic allocation. See A.18.31(14/3).
- 81.5/5 • Bounded holder objects should be implemented without dynamic allocation. See A.18.32(15/5).
- 82/3 • If Export is supported for a language, the main program should be able to be written in that language. Subprograms named "adainit" and "adafinal" should be provided for elaboration and finalization of the environment task. See B.1(39/3).
- 83/3 • Automatic elaboration of preelaborated packages should be provided when specifying the Export aspect as True is supported. See B.1(40/3).
- 84/3 • For each supported convention *L* other than Intrinsic, specifying the aspects Import and Export should be supported for objects of *L*-compatible types and for subprograms, and aspect Convention should be supported for *L*-eligible types and for subprograms. See B.1(41/5).
- 85/2 • If an interface to C, COBOL, or Fortran is provided, the corresponding package or packages described in Annex B, "Interface to Other Languages" should also be provided. See B.2(13/3).
- 86/2 • The constants nul, wide\_nul, char16\_nul, and char32\_nul in package Interfaces.C should have a representation of zero. See B.3(62.5/3).
- 87/2 • If C interfacing is supported, the interface correspondences between Ada and C should be supported. See B.3(71).
- 87.1/5 • If the C implementation supports unsigned long long and long long, unsigned\_long\_long and long\_long should be supported. See B.3(71).
- 88/2 • If COBOL interfacing is supported, the interface correspondences between Ada and COBOL should be supported. See B.4(98).



- If Fortran interfacing is supported, the interface correspondences between Ada and Fortran should be supported. See B.5(26). 89/2
- The machine code or intrinsics support should allow access to all operations normally available to assembly language programmers for the target environment. See C.1(3). 90/2
- Interface to assembler should be supported; the default assembler should be associated with the convention identifier Assembler. See C.1(4/3). 91/2
- If an entity is exported to assembly language, then the implementation should allocate it at an addressable location even if not otherwise referenced from the Ada code. A call to a machine code or assembler subprogram should be treated as if it can read or update every object that is specified as exported. See C.1(5). 92/5
- Little or no overhead should be associated with calling intrinsic and machine-code subprograms. See C.1(10). 93/2
- Intrinsic subprograms should be provided to access any machine operations that provide special capabilities or efficiency not normally available. See C.1(16). 94/2
- If the Ceiling\_Locking policy is not in effect and the target system allows for finer-grained control of interrupt blocking, a means for the application to specify which interrupts are to be blocked during protected actions should be provided. See C.3(28/2). 95/2
- Interrupt handlers should be called directly by the hardware. See C.3.1(20). 96/2
- Violations of any implementation-defined restrictions on interrupt handlers should be detected before run time. See C.3.1(21). 97/2
- If implementation-defined forms of interrupt handler procedures are supported, then for each such form of a handler, a type analogous to Parameterless\_Handler should be specified in a child package of Interrupts, with the same operations as in the predefined package Interrupts. See C.3.2(25). 98/2
- Preelaborated packages should be implemented such that little or no code is executed at run time for the elaboration of entities. See C.4(14). 99/2
- If aspect Discard\_Names is True for an entity, then the amount of storage used for storing names associated with that entity should be reduced. See C.5(8/4). 100/4
- A load or store of a volatile object whose size is a multiple of System.Storage\_Unit and whose alignment is nonzero, should be implemented by accessing exactly the bits of the object and no others. See C.6(22/5). 101/2
- A load or store of an atomic object should be implemented by a single load or store instruction. See C.6(23/2). 102/2
- If the target domain requires deterministic memory use at run time, storage for task attributes should be pre-allocated statically and the number of attributes pre-allocated should be documented. See C.7.2(30). 103/2
- Finalization of task attributes and reclamation of associated storage should be performed as soon as possible after task termination. See C.7.2(30.1/2). 104/2
- Names that end with “\_Locking” should be used for implementation-defined locking policies. See D.3(17). 105/2
- Names that end with “\_Queuing” should be used for implementation-defined queuing policies. See D.4(16). 106/2
- The abort\_statement should not require the task executing the statement to block. See D.6(9). 107/2

- 108/2 • On a multi-processor, the delay associated with aborting a task on another processor should be bounded. See D.6(10).
- 109/2 • When feasible, specified restrictions should be used to produce a more efficient implementation. See D.7(21).
- 110/2 • When appropriate, mechanisms to change the value of Tick should be provided. See D.8(47).
- 111/2 • Calendar.Clock and Real\_Time.Clock should be transformations of the same time base. See D.8(48).
- 112/2 • The “best” time base which exists in the underlying system should be available to the application through Real\_Time.Clock. See D.8(49).
- 112.1/3 • On a multiprocessor system, each processor should have a separate and disjoint ready queue. See D.13(9).
- 113/2 • When appropriate, implementations should provide configuration mechanisms to change the value of Execution\_Time.CPU\_Tick. See D.14(29/2).
- 114/2 • For a timing event, the handler should be executed directly by the real-time clock interrupt mechanism. See D.15(25).
- 114.1/3 • Starting a protected action on a protected object statically assigned to a processor should not use busy-waiting. See D.16(16).
- 114.2/3 • Each dispatching domain should have separate and disjoint ready queues. See D.16.1(31).
- 115/2 • The PCS should allow for multiple tasks to call the RPC-receiver. See E.5(28).
- 116/2 • The System.RPC.Write operation should raise Storage\_Error if it runs out of space when writing an item. See E.5(29).
- 117/2 • If COBOL (respectively, C) is supported in the target environment, then interfacing to COBOL (respectively, C) should be supported as specified in Annex B. See F(7/3).
- 118/2 • Packed decimal should be used as the internal representation for objects of subtype *S* when *S*Machine\_Radix = 10. See F.1(2).
- 119/2 • If Fortran (respectively, C) is supported in the target environment, then interfacing to Fortran (respectively, C) should be supported as specified in Annex B. See G(7/3).
- 120/2 • Mixed real and complex operations (as well as pure-imaginary and complex operations) should not be performed by converting the real (resp. pure-imaginary) operand to complex. See G.1.1(56/5).
- 121/3 • If Real'Signed\_Zeros is True for Numerics.Generic\_Complex\_Types, a rational treatment of the signs of zero results and result components should be provided. See G.1.1(58).
- 122/3 • If Complex\_Types.Real'Signed\_Zeros is True for Numerics.Generic\_Complex\_Elementary\_Functions, a rational treatment of the signs of zero results and result components should be provided. See G.1.2(49).
- 123/2 • For elementary functions, the forward trigonometric functions without a Cycle parameter should not be implemented by calling the corresponding version with a Cycle parameter. Log without a Base parameter should not be implemented by calling Log with a Base parameter. See G.2.4(19).
- 124/2 • For complex arithmetic, the Compose\_From\_Polar function without a Cycle parameter should not be implemented by calling Compose\_From\_Polar with a Cycle parameter. See G.2.6(15).

- Solve and Inverse for `Numerics.Generic_Real_Arrays` should be implemented using established techniques such as LU decomposition and the result should be refined by an iteration on the residuals. See G.3.1(88/3). 125/2
- The equality operator should be used to test that a matrix in `Numerics.Generic_Real_Arrays` is symmetric. See G.3.1(90/2). 126/2
- An implementation should minimize the circumstances under which the algorithm used for `Numerics.Generic_Real_Arrays.Eigenvalues` and `Numerics.Generic_Real_Arrays.Eigensystem` fails to converge. See G.3.1(91/3). 126.1/3
- Solve and Inverse for `Numerics.Generic_Complex_Arrays` should be implemented using established techniques and the result should be refined by an iteration on the residuals. See G.3.2(158/3). 127/2
- The equality and negation operators should be used to test that a matrix is Hermitian. See G.3.2(160/2). 128/2
- An implementation should minimize the circumstances under which the algorithm used for `Numerics.Generic_Complex_Arrays.Eigenvalues` and `Numerics.Generic_Complex_Arrays.Eigensystem` fails to converge. See G.3.2(160.1/3). 128.1/3
- Mixed real and complex operations should not be performed by converting the real operand to complex. See G.3.2(161/2). 129/2
- The information produced by `pragma Reviewable` should be provided in both a human-readable and machine-readable form, and the latter form should be documented. See H.3.1(19). 130/2
- Object code listings should be provided both in a symbolic format and in a numeric format. See H.3.1(20). 131/2
- If the partition elaboration policy is `Sequential` and the `Environment` task becomes permanently blocked during elaboration, then the partition should be immediately terminated. See H.6(15/3). 132/3
- When applied to a generic unit, a program unit `pragma` that is not a library unit `pragma` should apply to each instance of the generic unit for which there is not an overriding `pragma` applied directly to the instance. See J.15(9/5). 132.1/5



# Annex N (informative) Glossary

*This paragraph was deleted.*

*Informal definitions of various terms are now found in 1.3.*

1/5



# Annex P (informative) Syntax Summary

This Annex summarizes the complete syntax of the language.

## P.1 Syntax Rules

This subclause lists the complete syntax of the language in the order it appears in this Reference Manual. | 1/5  
See 1.1.4 for a description of the notation used.

```

2.3:
identifier ::=
  identifier_start {identifier_start | identifier_extend}

2.3:
identifier_start ::=
  letter_uppercase
  | letter_lowercase
  | letter_titlecase
  | letter_modifier
  | letter_other
  | number_letter

2.3:
identifier_extend ::=
  mark_non_spacing
  | mark_spacing_combining
  | number_decimal
  | punctuation_connector

2.4:
numeric_literal ::= decimal_literal | based_literal

2.4.1:
decimal_literal ::= numeral [.numeral] [exponent]

2.4.1:
numeral ::= digit {[underline] digit}

2.4.1:
exponent ::= E [+] numeral | E - numeral

2.4.1:
digit ::= 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9

2.4.2:
based_literal ::=
  base # based_numeral [.based_numeral] # [exponent]

2.4.2:
base ::= numeral

2.4.2:
based_numeral ::=
  extended_digit {[underline] extended_digit}

2.4.2:
extended_digit ::= digit | A | B | C | D | E | F

2.5:

```

```

character_literal ::= 'graphic_character'

2.6:
string_literal ::= "{string_element}"

2.6:
string_element ::= "" | non_quotation_mark_graphic_character

2.7:
comment ::= --{non_end_of_line_character}

2.8:
pragma ::=
  pragma identifier [(pragma_argument_association {, pragma_argument_association})];

2.8:
pragma_argument_association ::=
  [pragma_argument_identifier =>] name
  | [pragma_argument_identifier =>] expression
  | [pragma_argument_aspect_mark =>] name
  | [pragma_argument_aspect_mark =>] expression

3.1:
basic_declaration ::=
  type_declaration           | subtype_declaration
  | object_declaration       | number_declaration
  | subprogram_declaration   | abstract_subprogram_declaration
  | null_procedure_declaration | expression_function_declaration
  | package_declaration      | renaming_declaration
  | exception_declaration    | generic_declaration
  | generic_instantiation

3.1:
defining_identifier ::= identifier

3.2.1:
type_declaration ::= full_type_declaration
  | incomplete_type_declaration
  | private_type_declaration
  | private_extension_declaration

3.2.1:
full_type_declaration ::=
  type defining_identifier [known_discriminant_part] is type_definition
    [aspect_specification];
  | task_type_declaration
  | protected_type_declaration

3.2.1:
type_definition ::=
  enumeration_type_definition | integer_type_definition
  | real_type_definition       | array_type_definition
  | record_type_definition     | access_type_definition
  | derived_type_definition    | interface_type_definition

3.2.2:
subtype_declaration ::=
  subtype defining_identifier is subtype_indication
    [aspect_specification];

3.2.2:
subtype_indication ::= [null_exclusion] subtype_mark [constraint]

3.2.2:
subtype_mark ::= subtype_name

3.2.2:

```



constraint ::= scalar\_constraint | composite\_constraint

3.2.2:

scalar\_constraint ::=  
     range\_constraint | digits\_constraint | delta\_constraint

3.2.2:

composite\_constraint ::=  
     index\_constraint | discriminant\_constraint

3.3.1:

object\_declaration ::=  
     defining\_identifier\_list : [**aliased**] [**constant**] subtype\_indication [:= expression]  
         [aspect\_specification];  
     | defining\_identifier\_list : [**aliased**] [**constant**] access\_definition [:= expression]  
         [aspect\_specification];  
     | defining\_identifier\_list : [**aliased**] [**constant**] array\_type\_definition [:= expression]  
         [aspect\_specification];  
     | single\_task\_declaration  
     | single\_protected\_declaration

3.3.1:

defining\_identifier\_list ::=  
     defining\_identifier {, defining\_identifier}

3.3.2:

number\_declaration ::=  
     defining\_identifier\_list : **constant** := *static*\_expression;

3.4:

derived\_type\_definition ::=  
     [**abstract**] [**limited**] **new** *parent*\_subtype\_indication [[**and** interface\_list] record\_extension\_part]

3.5:

range\_constraint ::= **range** range

3.5:

range ::= range\_attribute\_reference  
     | simple\_expression .. simple\_expression

3.5.1:

enumeration\_type\_definition ::=  
     (enumeration\_literal\_specification {, enumeration\_literal\_specification})

3.5.1:

enumeration\_literal\_specification ::=  
     defining\_identifier | defining\_character\_literal

3.5.1:

defining\_character\_literal ::= character\_literal

3.5.4:

integer\_type\_definition ::=  
     signed\_integer\_type\_definition | modular\_type\_definition

3.5.4:

signed\_integer\_type\_definition ::=  
     **range** *static*\_simple\_expression .. *static*\_simple\_expression

3.5.4:

modular\_type\_definition ::= **mod** *static*\_expression

3.5.6:

real\_type\_definition ::=  
     floating\_point\_definition | fixed\_point\_definition

3.5.7:

floating\_point\_definition ::=

**digits** *static\_expression* [*real\_range\_specification*]

3.5.7:

*real\_range\_specification* ::=  
**range** *static\_simple\_expression* .. *static\_simple\_expression*

3.5.9:

*fixed\_point\_definition* ::=  
*ordinary\_fixed\_point\_definition* | *decimal\_fixed\_point\_definition*

3.5.9:

*ordinary\_fixed\_point\_definition* ::=  
**delta** *static\_expression* *real\_range\_specification*

3.5.9:

*decimal\_fixed\_point\_definition* ::=  
**delta** *static\_expression* **digits** *static\_expression* [*real\_range\_specification*]

3.5.9:

*digits\_constraint* ::=  
**digits** *static\_simple\_expression* [*range\_constraint*]

3.6:

*array\_type\_definition* ::=  
*unconstrained\_array\_definition* | *constrained\_array\_definition*

3.6:

*unconstrained\_array\_definition* ::=  
**array**(*index\_subtype\_definition* {, *index\_subtype\_definition*}) **of** *component\_definition*

3.6:

*index\_subtype\_definition* ::= *subtype\_mark* **range**  $\langle \rangle$

3.6:

*constrained\_array\_definition* ::=  
**array** (*discrete\_subtype\_definition* {, *discrete\_subtype\_definition*}) **of** *component\_definition*

3.6:

*discrete\_subtype\_definition* ::= *discrete\_subtype\_indication* | *range*

3.6:

*component\_definition* ::=  
[**aliased**] *subtype\_indication*  
| [**aliased**] *access\_definition*

3.6.1:

*index\_constraint* ::= (*discrete\_range* {, *discrete\_range*})

3.6.1:

*discrete\_range* ::= *discrete\_subtype\_indication* | *range*

3.7:

*discriminant\_part* ::= *unknown\_discriminant\_part* | *known\_discriminant\_part*

3.7:

*unknown\_discriminant\_part* ::= ( $\langle \rangle$ )

3.7:

*known\_discriminant\_part* ::=  
(*discriminant\_specification* {; *discriminant\_specification*})

3.7:

*discriminant\_specification* ::=  
*defining\_identifier\_list* : [*null\_exclusion*] *subtype\_mark* [:= *default\_expression*]  
[*aspect\_specification*]  
| *defining\_identifier\_list* : *access\_definition* [:= *default\_expression*]  
[*aspect\_specification*]

3.7:

default\_expression ::= expression

3.7.1:

discriminant\_constraint ::=  
 (discriminant\_association {, discriminant\_association})

3.7.1:

discriminant\_association ::=  
 [*discriminant\_selector\_name* {"| *discriminant\_selector\_name*} =>] expression

3.8:

record\_type\_definition ::= [[**abstract**] **tagged**] [**limited**] record\_definition

3.8:

record\_definition ::=  
**record**  
 component\_list  
**end record** [*record\_identifier*]  
 | **null record**

3.8:

component\_list ::=  
 component\_item {component\_item}  
 | {component\_item} variant\_part  
 | **null**;

3.8:

component\_item ::= component\_declaration | aspect\_clause

3.8:

component\_declaration ::=  
 defining\_identifier\_list : component\_definition [:= default\_expression]  
 [aspect\_specification];

3.8.1:

variant\_part ::=  
**case** *discriminant\_direct\_name* **is**  
 variant  
 {variant}  
**end case**;

3.8.1:

variant ::=  
**when** discrete\_choice\_list =>  
 component\_list

3.8.1:

discrete\_choice\_list ::= discrete\_choice {"| discrete\_choice}

3.8.1:

discrete\_choice ::=  
 choice\_expression | *discrete\_subtype\_indication* | range | **others**

3.9.1:

record\_extension\_part ::= **with** record\_definition

3.9.3:

abstract\_subprogram\_declaration ::=  
 [overriding\_indicator]  
 subprogram\_specification **is abstract**  
 [aspect\_specification];

3.9.4:

interface\_type\_definition ::=  
 [**limited** | **task** | **protected** | **synchronized**] **interface** [**and** interface\_list]

3.9.4:

interface\_list ::= *interface\_subtype\_mark* {**and** *interface\_subtype\_mark*}

3.10:

access\_type\_definition ::=  
 [null\_exclusion] access\_to\_object\_definition  
 | [null\_exclusion] access\_to\_subprogram\_definition

3.10:

access\_to\_object\_definition ::=  
**access** [general\_access\_modifier] subtype\_indication

3.10:

general\_access\_modifier ::= **all** | **constant**

3.10:

access\_to\_subprogram\_definition ::=  
**access** [**protected**] **procedure** parameter\_profile  
 | **access** [**protected**] **function** parameter\_and\_result\_profile

3.10:

null\_exclusion ::= **not null**

3.10:

access\_definition ::=  
 [null\_exclusion] **access** [**constant**] subtype\_mark  
 | [null\_exclusion] **access** [**protected**] **procedure** parameter\_profile  
 | [null\_exclusion] **access** [**protected**] **function** parameter\_and\_result\_profile

3.10.1:

incomplete\_type\_declaration ::=  
**type** defining\_identifier [discriminant\_part] [**is tagged**];

3.11:

declarative\_part ::= {declarative\_item}

3.11:

declarative\_item ::=  
 basic\_declarative\_item | body

3.11:

basic\_declarative\_item ::=  
 basic\_declaration | aspect\_clause | use\_clause

3.11:

body ::= proper\_body | body\_stub

3.11:

proper\_body ::=  
 subprogram\_body | package\_body | task\_body | protected\_body

4.1:

name ::=  
 direct\_name | explicit\_dereference  
 | indexed\_component | slice  
 | selected\_component | attribute\_reference  
 | type\_conversion | function\_call  
 | character\_literal | qualified\_expression  
 | generalized\_reference | generalized\_indexing  
 | target\_name

4.1:

direct\_name ::= identifier | operator\_symbol

4.1:

prefix ::= name | implicit\_dereference

4.1:

explicit\_dereference ::= name.all

4.1:  
`implicit_dereference ::= name`

4.1.1:  
`indexed_component ::= prefix(expression {, expression})`

4.1.2:  
`slice ::= prefix(discrete_range)`

4.1.3:  
`selected_component ::= prefix . selector_name`

4.1.3:  
`selector_name ::= identifier | character_literal | operator_symbol`

4.1.4:  
`attribute_reference ::=`  
`prefix'attribute_designator`  
`| reduction_attribute_reference`

4.1.4:  
`attribute_designator ::=`  
`identifier[(static_expression)]`  
`| Access | Delta | Digits | Mod`

4.1.4:  
`range_attribute_reference ::= prefix'range_attribute_designator`

4.1.4:  
`range_attribute_designator ::= Range[(static_expression)]`

4.1.5:  
`generalized_reference ::= reference_object_name`

4.1.6:  
`generalized_indexing ::= indexable_container_object_prefix actual_parameter_part`

4.3:  
`aggregate ::=`  
`record_aggregate | extension_aggregate | array_aggregate`  
`| delta_aggregate | container_aggregate`

4.3.1:  
`record_aggregate ::= (record_component_association_list)`

4.3.1:  
`record_component_association_list ::=`  
`record_component_association {, record_component_association}`  
`| null record`

4.3.1:  
`record_component_association ::=`  
`[component_choice_list =>] expression`  
`| component_choice_list => <>`

4.3.1:  
`component_choice_list ::=`  
`component_selector_name {'| component_selector_name}`  
`| others`

4.3.2:  
`extension_aggregate ::=`  
`(ancestor_part with record_component_association_list)`

4.3.2:  
`ancestor_part ::= expression | subtype_mark`

4.3.3:  
`array_aggregate ::=`

positional\_array\_aggregate | null\_array\_aggregate | named\_array\_aggregate

4.3.3:

```
positional_array_aggregate ::=
  (expression, expression {, expression})
| (expression {, expression}, others => expression)
| (expression {, expression}, others => <>)
| '[' expression {, expression} [, others => expression] '['
| '[' expression {, expression}, others => <> '['
```

4.3.3:

```
null_array_aggregate ::= '[' '['
```

4.3.3:

```
named_array_aggregate ::=
  (array_component_association_list)
| '[' array_component_association_list '['
```

4.3.3:

```
array_component_association_list ::=
  array_component_association {, array_component_association}
```

4.3.3:

```
array_component_association ::=
  discrete_choice_list => expression
| discrete_choice_list => <>
| iterated_component_association
```

4.3.3:

```
iterated_component_association ::=
  for defining_identifier in discrete_choice_list => expression
| for iterator_specification => expression
```

4.3.4:

```
delta_aggregate ::= record_delta_aggregate | array_delta_aggregate
```

4.3.4:

```
record_delta_aggregate ::=
  (base_expression with delta record_component_association_list)
```

4.3.4:

```
array_delta_aggregate ::=
  (base_expression with delta array_component_association_list)
| '[' base_expression with delta array_component_association_list '['
```

4.3.5:

```
container_aggregate ::=
  null_container_aggregate
| positional_container_aggregate
| named_container_aggregate
```

4.3.5:

```
null_container_aggregate ::= '[' '['
```

4.3.5:

```
positional_container_aggregate ::= '[' expression {, expression} '['
```

4.3.5:

```
named_container_aggregate ::= '[' container_element_association_list '['
```

4.3.5:

```
container_element_association_list ::=
  container_element_association {, container_element_association}
```

4.3.5:

```
container_element_association ::=
  key_choice_list => expression
```

```

| key_choice_list => <>
| iterated_element_association

4.3.5:
key_choice_list ::= key_choice {"|" key_choice}

4.3.5:
key_choice ::= key_expression | discrete_range

4.3.5:
iterated_element_association ::=
  for loop_parameter_specification[ use key_expression] => expression
  | for iterator_specification[ use key_expression] => expression

4.4:
expression ::=
  relation {and relation} | relation {and then relation}
  | relation {or relation} | relation {or else relation}
  | relation {xor relation}

4.4:
choice_expression ::=
  choice_relation {and choice_relation}
  | choice_relation {or choice_relation}
  | choice_relation {xor choice_relation}
  | choice_relation {and then choice_relation}
  | choice_relation {or else choice_relation}

4.4:
choice_relation ::=
  simple_expression [relational_operator simple_expression]

4.4:
relation ::=
  simple_expression [relational_operator simple_expression]
  | tested_simple_expression [not] in membership_choice_list
  | raise_expression

4.4:
membership_choice_list ::= membership_choice {"|" membership_choice}

4.4:
membership_choice ::= choice_simple_expression | range | subtype_mark

4.4:
simple_expression ::=
  [unary_adding_operator] term {binary_adding_operator term}

4.4:
term ::= factor {multiplying_operator factor}

4.4:
factor ::= primary [** primary] | abs primary | not primary

4.4:
primary ::=
  numeric_literal | null | string_literal | aggregate
  | name | allocator | (expression)
  | (conditional_expression) | (quantified_expression)
  | (declare_expression)

4.5:
logical_operator ::= and | or | xor

4.5:
relational_operator ::= = | /= | < | <= | > | >=

4.5:

```

```

binary_adding_operator ::=          + | - | &
4.5:
unary_adding_operator ::=          + | -
4.5:
multiplying_operator ::=          * | / | mod | rem
4.5:
highest_precedence_operator ::=    ** | abs | not
4.5.7:
conditional_expression ::= if_expression | case_expression
4.5.7:
if_expression ::=
  if condition then dependent_expression
  { elsif condition then dependent_expression }
  [ else dependent_expression ]
4.5.7:
condition ::= boolean_expression
4.5.7:
case_expression ::=
  case selecting_expression is
  case_expression_alternative {
  case_expression_alternative }
4.5.7:
case_expression_alternative ::=
  when discrete_choice_list =>
  dependent_expression
4.5.8:
quantified_expression ::=
  for quantifier loop_parameter_specification => predicate
  | for quantifier iterator_specification => predicate
4.5.8:
quantifier ::= all | some
4.5.8:
predicate ::= boolean_expression
4.5.9:
declare_expression ::=
  declare {declare_item}
  begin body_expression
4.5.9:
declare_item ::= object_declaration | object_renaming_declaration
4.5.10:
reduction_attribute_reference ::=
  value_sequence'reduction_attribute_designator
  | prefix'reduction_attribute_designator
4.5.10:
value_sequence ::=
  '[' [parallel[(chunk_specification)] [aspect_specification]]
  iterated_element_association ']'
4.5.10:
reduction_attribute_designator ::=
  reduction_identifier(reduction_specification)
4.5.10:

```



reduction\_specification ::= *reducer\_name*, *initial\_value\_expression*

4.6:

```
type_conversion ::=
  subtype_mark(expression)
  | subtype_mark(name)
```

4.7:

```
qualified_expression ::=
  subtype_mark'(expression) | subtype_mark'aggregate
```

4.8:

```
allocator ::=
  new [subpool_specification] subtype_indication
  | new [subpool_specification] qualified_expression
```

4.8:

```
subpool_specification ::= (subpool_handle_name)
```

5.1:

```
sequence_of_statements ::= statement {statement} {label}
```

5.1:

```
statement ::=
  {label} simple_statement | {label} compound_statement
```

5.1:

```
simple_statement ::= null_statement
  | assignment_statement          | exit_statement
  | goto_statement                | procedure_call_statement
  | simple_return_statement       | entry_call_statement
  | requeue_statement            | delay_statement
  | abort_statement               | raise_statement
  | code_statement
```

5.1:

```
compound_statement ::=
  if_statement                    | case_statement
  | loop_statement                | block_statement
  | extended_return_statement
  | parallel_block_statement
  | accept_statement              | select_statement
```

5.1:

```
null_statement ::= null;
```

5.1:

```
label ::= <<label_statement_identifier>>
```

5.1:

```
statement_identifier ::= direct_name
```

5.2:

```
assignment_statement ::=
  variable_name := expression;
```

5.2.1:

```
target_name ::= @
```

5.3:

```
if_statement ::=
  if condition then
    sequence_of_statements
  {elsif condition then
    sequence_of_statements}
  [else
    sequence_of_statements]
```

**end if;**

5.4:

```
case_statement ::=
  case selecting_expression is
    case_statement_alternative
    {case_statement_alternative}
  end case;
```

5.4:

```
case_statement_alternative ::=
  when discrete_choice_list =>
  sequence_of_statements
```

5.5:

```
loop_statement ::=
  [loop_statement_identifier:]
  [iteration_scheme] loop
  sequence_of_statements
  end loop [loop_identifier];
```

5.5:

```
iteration_scheme ::= while condition
| for loop_parameter_specification
| for iterator_specification
| [parallel [aspect_specification]]
  for procedural_iterator
| parallel [(chunk_specification)] [aspect_specification]
  for loop_parameter_specification
| parallel [(chunk_specification)] [aspect_specification]
  for iterator_specification
```

5.5:

```
chunk_specification ::=
  integer_simple_expression
| defining_identifier in discrete_subtype_definition
```

5.5:

```
loop_parameter_specification ::=
  defining_identifier in [reverse] discrete_subtype_definition
  [iterator_filter]
```

5.5:

```
iterator_filter ::= when condition
```

5.5.2:

```
iterator_specification ::=
  defining_identifier [: loop_parameter_subtype_indication] in [reverse] iterator_name
  [iterator_filter]
| defining_identifier [: loop_parameter_subtype_indication] of [reverse] iterable_name
  [iterator_filter]
```

5.5.2:

```
loop_parameter_subtype_indication ::= subtype_indication | access_definition
```

5.5.3:

```
procedural_iterator ::=
  iterator_parameter_specification of iterator_procedure_call
  [iterator_filter]
```

5.5.3:

```
iterator_parameter_specification ::=
  formal_part
| (defining_identifier{, defining_identifier})
```

5.5.3:

```

iterator_procedure_call ::=
    procedure_name
    | procedure_prefix iterator_actual_parameter_part

5.5.3:
iterator_actual_parameter_part ::=
    (iterator_parameter_association {, iterator_parameter_association})

5.5.3:
iterator_parameter_association ::=
    parameter_association
    | parameter_association_with_box

5.5.3:
parameter_association_with_box ::=
    [formal_parameter_selector_name =>] <>

5.6:
block_statement ::=
    [block_statement_identifier:]
    declare
        declarative_part
    begin
        handled_sequence_of_statements
    end [block_identifier];

5.6.1:
parallel_block_statement ::=
    parallel [(chunk_specification)] [aspect_specification] do
        sequence_of_statements
    and
        sequence_of_statements
    {and
        sequence_of_statements}
    end do;

5.7:
exit_statement ::=
    exit [loop_name] [when condition];

5.8:
goto_statement ::= goto label_name;

6.1:
subprogram_declaration ::=
    [overriding_indicator]
    subprogram_specification
    [aspect_specification];

6.1:
subprogram_specification ::=
    procedure_specification
    | function_specification

6.1:
procedure_specification ::=
    procedure defining_program_unit_name parameter_profile

6.1:
function_specification ::=
    function defining_designator parameter_and_result_profile

6.1:
designator ::= [parent_unit_name . ]identifier | operator_symbol

6.1:

```

```

defining_designator ::=
    defining_program_unit_name | defining_operator_symbol

6.1:
defining_program_unit_name ::= [parent_unit_name . ]defining_identifier

6.1:
operator_symbol ::= string_literal

6.1:
defining_operator_symbol ::= operator_symbol

6.1:
parameter_profile ::= [formal_part]

6.1:
parameter_and_result_profile ::=
    [formal_part] return [null_exclusion] subtype_mark
    | [formal_part] return access_definition

6.1:
formal_part ::=
    (parameter_specification {; parameter_specification})

6.1:
parameter_specification ::=
    defining_identifier_list : [aliased] mode [null_exclusion] subtype_mark [:= default_expression]
    [aspect_specification]
    | defining_identifier_list : access_definition [:= default_expression]
    [aspect_specification]

6.1:
mode ::= [in] | in out | out

6.1.2:
global_aspect_definition ::=
    null
    | Unspecified
    | global_mode global_designator
    | (global_aspect_element {; global_aspect_element})

6.1.2:
global_aspect_element ::=
    global_mode global_set
    | global_mode all
    | global_mode synchronized

6.1.2:
global_mode ::=
    basic_global_mode
    | extended_global_mode

6.1.2:
basic_global_mode ::= in | in out | out

6.1.2:
global_set ::= global_name {, global_name}

6.1.2:
global_designator ::= all | synchronized | global_name

6.1.2:
global_name ::= object_name | package_name

6.3:
subprogram_body ::=
    [overriding_indicator]
    subprogram_specification

```

```

    [aspect_specification] is
    declarative_part
begin
    handled_sequence_of_statements
end [designator];

6.4:
procedure_call_statement ::=
    procedure_name;
    | procedure_prefix actual_parameter_part;

6.4:
function_call ::=
    function_name
    | function_prefix actual_parameter_part

6.4:
actual_parameter_part ::=
    (parameter_association {, parameter_association})

6.4:
parameter_association ::=
    [formal_parameter_selector_name =>] explicit_actual_parameter

6.4:
explicit_actual_parameter ::= expression | variable_name

6.5:
simple_return_statement ::= return [expression];

6.5:
extended_return_object_declaration ::=
    defining_identifier : [aliased] [constant] return_subtype_indication [:= expression]
    [aspect_specification]

6.5:
extended_return_statement ::=
return extended_return_object_declaration [do
    handled_sequence_of_statements
end return];

6.5:
return_subtype_indication ::= subtype_indication | access_definition

6.7:
null_procedure_declaration ::=
    [overriding_indicator]
    procedure_specification is null
    [aspect_specification];

6.8:
expression_function_declaration ::=
    [overriding_indicator]
    function_specification is
    (expression)
    [aspect_specification];
    | [overriding_indicator]
    function_specification is
    aggregate
    [aspect_specification];

7.1:
package_declaration ::= package_specification;

7.1:
package_specification ::=

```

```

package defining_program_unit_name
  [aspect_specification] is
  {basic_declarative_item}
  [private
   {basic_declarative_item}]
  end [[parent_unit_name.]identifier]

```

7.2:

```

package_body ::=
  package body defining_program_unit_name
    [aspect_specification] is
    declarative_part
  [begin
   handled_sequence_of_statements]
  end [[parent_unit_name.]identifier];

```

7.3:

```

private_type_declaration ::=
  type defining_identifier [discriminant_part] is [[abstract] tagged] [limited] private
  [aspect_specification];

```

7.3:

```

private_extension_declaration ::=
  type defining_identifier [discriminant_part] is
  [abstract] [limited | synchronized] new ancestor_subtype_indication
  [and interface_list] with private
  [aspect_specification];

```

8.3.1:

```

overriding_indicator ::= [not] overriding

```

8.4:

```

use_clause ::= use_package_clause | use_type_clause

```

8.4:

```

use_package_clause ::= use package_name {, package_name};

```

8.4:

```

use_type_clause ::= use [all] type subtype_mark {, subtype_mark};

```

8.5:

```

renaming_declaration ::=
  object_renaming_declaration
  | exception_renaming_declaration
  | package_renaming_declaration
  | subprogram_renaming_declaration
  | generic_renaming_declaration

```

8.5.1:

```

object_renaming_declaration ::=
  defining_identifier [: [null_exclusion] subtype_mark] renames object_name
  [aspect_specification];
| defining_identifier : access_definition renames object_name
  [aspect_specification];

```

8.5.2:

```

exception_renaming_declaration ::=
  defining_identifier : exception renames exception_name
  [aspect_specification];

```

8.5.3:

```

package_renaming_declaration ::=
  package defining_program_unit_name renames package_name
  [aspect_specification];

```

8.5.4:

```

subprogram_renaming_declaration ::=
  [overriding_indicator]
  subprogram_specification renames callable_entity_name
  [aspect_specification];

```

8.5.5:

```

generic_renaming_declaration ::=
  generic package defining_program_unit_name renames generic_package_name
  [aspect_specification];
| generic procedure defining_program_unit_name renames generic_procedure_name
  [aspect_specification];
| generic function defining_program_unit_name renames generic_function_name
  [aspect_specification];

```

9.1:

```

task_type_declaration ::=
  task type defining_identifier [known_discriminant_part]
  [aspect_specification] [is
  [new interface_list with
  task_definition];

```

9.1:

```

single_task_declaration ::=
  task defining_identifier
  [aspect_specification] [is
  [new interface_list with
  task_definition];

```

9.1:

```

task_definition ::=
  {task_item}
  [private
  {task_item}]
  end [task_identifier];

```

9.1:

```

task_item ::= entry_declaration | aspect_clause

```

9.1:

```

task_body ::=
  task body defining_identifier
  [aspect_specification] is
  declarative_part
  begin
  handled_sequence_of_statements
  end [task_identifier];

```

9.4:

```

protected_type_declaration ::=
  protected type defining_identifier [known_discriminant_part]
  [aspect_specification] is
  [new interface_list with
  protected_definition];

```

9.4:

```

single_protected_declaration ::=
  protected defining_identifier
  [aspect_specification] is
  [new interface_list with
  protected_definition];

```

9.4:

```

protected_definition ::=
  { protected_operation_declaration }

```

```

[ private
  { protected_element_declaration } ]
end [protected_identifier]

9.4:
protected_operation_declaration ::= subprogram_declaration
  | entry_declaration
  | aspect_clause

9.4:
protected_element_declaration ::= protected_operation_declaration
  | component_declaration

9.4:
protected_body ::=
protected body defining_identifier
  [aspect_specification] is
  { protected_operation_item }
end [protected_identifier];

9.4:
protected_operation_item ::= subprogram_declaration
  | subprogram_body
  | null_procedure_declaration
  | expression_function_declaration
  | entry_body
  | aspect_clause

9.5:
synchronization_kind ::= By_Entry | By_Protected_Procedure | Optional

9.5.2:
entry_declaration ::=
  [overriding_indicator]
  entry defining_identifier [(discrete_subtype_definition)] parameter_profile
  [aspect_specification];

9.5.2:
accept_statement ::=
  accept entry_direct_name [(entry_index)] parameter_profile [do
  handled_sequence_of_statements
  end [entry_identifier]];

9.5.2:
entry_index ::= expression

9.5.2:
entry_body ::=
  entry defining_identifier entry_body_formal_part
  [aspect_specification]
  entry_barrier is
  declarative_part
  begin
  handled_sequence_of_statements
  end [entry_identifier];

9.5.2:
entry_body_formal_part ::= [(entry_index_specification)] parameter_profile

9.5.2:
entry_barrier ::= when condition

9.5.2:
entry_index_specification ::=
  for defining_identifier in discrete_subtype_definition [aspect_specification]

```



9.5.3:  
`entry_call_statement ::= entry_name [actual_parameter_part];`

9.5.4:  
`requeue_statement ::= requeue procedure_or_entry_name [with abort];`

9.6:  
`delay_statement ::= delay_until_statement | delay_relative_statement`

9.6:  
`delay_until_statement ::= delay until delay_expression;`

9.6:  
`delay_relative_statement ::= delay delay_expression;`

9.7:  
`select_statement ::=`  
`selective_accept`  
`| timed_entry_call`  
`| conditional_entry_call`  
`| asynchronous_select`

9.7.1:  
`selective_accept ::=`  
`select`  
`[guard]`  
`select_alternative`  
`{ or`  
`[guard]`  
`select_alternative }`  
`[ else`  
`sequence_of_statements ]`  
`end select;`

9.7.1:  
`guard ::= when condition =>`

9.7.1:  
`select_alternative ::=`  
`accept_alternative`  
`| delay_alternative`  
`| terminate_alternative`

9.7.1:  
`accept_alternative ::=`  
`accept_statement [sequence_of_statements]`

9.7.1:  
`delay_alternative ::=`  
`delay_statement [sequence_of_statements]`

9.7.1:  
`terminate_alternative ::= terminate;`

9.7.2:  
`timed_entry_call ::=`  
`select`  
`entry_call_alternative`  
`or`  
`delay_alternative`  
`end select;`

9.7.2:  
`entry_call_alternative ::=`  
`procedure_or_entry_call [sequence_of_statements]`

9.7.2:

```
procedure_or_entry_call ::=  
  procedure_call_statement | entry_call_statement
```

9.7.3:

```
conditional_entry_call ::=  
  select  
    entry_call_alternative  
  else  
    sequence_of_statements  
  end select;
```

9.7.4:

```
asynchronous_select ::=  
  select  
    triggering_alternative  
  then abort  
    abortable_part  
  end select;
```

9.7.4:

```
triggering_alternative ::= triggering_statement [sequence_of_statements]
```

9.7.4:

```
triggering_statement ::= procedure_or_entry_call | delay_statement
```

9.7.4:

```
abortable_part ::= sequence_of_statements
```

9.8:

```
abort_statement ::= abort task_name {, task_name};
```

10.1.1:

```
compilation ::= {compilation_unit}
```

10.1.1:

```
compilation_unit ::=  
  context_clause library_item  
  | context_clause subunit
```

10.1.1:

```
library_item ::= [private] library_unit_declaration  
  | library_unit_body  
  | [private] library_unit_renaming_declaration
```

10.1.1:

```
library_unit_declaration ::=  
  subprogram_declaration | package_declaration  
  | generic_declaration | generic_instantiation
```

10.1.1:

```
library_unit_renaming_declaration ::=  
  package_renaming_declaration  
  | generic_renaming_declaration  
  | subprogram_renaming_declaration
```

10.1.1:

```
library_unit_body ::= subprogram_body | package_body
```

10.1.1:

```
parent_unit_name ::= name
```

10.1.2:

```
context_clause ::= {context_item}
```

10.1.2:

```
context_item ::= with_clause | use_clause
```

10.1.2:

with\_clause ::= limited\_with\_clause | nonlimited\_with\_clause

10.1.2:

limited\_with\_clause ::= **limited** [**private**] **with** *library\_unit\_name* {, *library\_unit\_name*};

10.1.2:

nonlimited\_with\_clause ::= [**private**] **with** *library\_unit\_name* {, *library\_unit\_name*};

10.1.3:

body\_stub ::=  
 subprogram\_body\_stub | package\_body\_stub  
 | task\_body\_stub | protected\_body\_stub

10.1.3:

subprogram\_body\_stub ::=  
 [overriding\_indicator]  
 subprogram\_specification **is separate**  
 [aspect\_specification];

10.1.3:

package\_body\_stub ::=  
**package body** defining\_identifier **is separate**  
 [aspect\_specification];

10.1.3:

task\_body\_stub ::=  
**task body** defining\_identifier **is separate**  
 [aspect\_specification];

10.1.3:

protected\_body\_stub ::=  
**protected body** defining\_identifier **is separate**  
 [aspect\_specification];

10.1.3:

subunit ::= **separate** (parent\_unit\_name) proper\_body

11.1:

exception\_declaration ::= defining\_identifier\_list : **exception**  
 [aspect\_specification];

11.2:

handled\_sequence\_of\_statements ::=  
 sequence\_of\_statements  
 [**exception**  
 exception\_handler  
 {exception\_handler}]

11.2:

exception\_handler ::=  
**when** [choice\_parameter\_specification:] exception\_choice {'| exception\_choice} =>  
 sequence\_of\_statements

11.2:

choice\_parameter\_specification ::= defining\_identifier

11.2:

exception\_choice ::= *exception\_name* | **others**

11.3:

raise\_statement ::= **raise**;  
 | **raise** *exception\_name* [**with** *string\_expression*];

11.3:

raise\_expression ::= **raise** *exception\_name* [**with** *string\_simple\_expression*]

12.1:

generic\_declaration ::=

generic\_subprogram\_declaration | generic\_package\_declaration

12.1:

```
generic_subprogram_declaration ::=
  generic_formal_part subprogram_specification
  [aspect_specification];
```

12.1:

```
generic_package_declaration ::=
  generic_formal_part package_specification;
```

12.1:

```
generic_formal_part ::=
  generic {generic_formal_parameter_declaration | use_clause}
```

12.1:

```
generic_formal_parameter_declaration ::=
  formal_object_declaration
  | formal_type_declaration
  | formal_subprogram_declaration
  | formal_package_declaration
```

12.3:

```
generic_instantiation ::=
  package defining_program_unit_name is
  new generic_package_name [generic_actual_part]
  [aspect_specification];
| [overriding_indicator]
  procedure defining_program_unit_name is
  new generic_procedure_name [generic_actual_part]
  [aspect_specification];
| [overriding_indicator]
  function defining_designator is
  new generic_function_name [generic_actual_part]
  [aspect_specification];
```

12.3:

```
generic_actual_part ::=
  (generic_association {, generic_association})
```

12.3:

```
generic_association ::=
  [generic_formal_parameter_selector_name =>] explicit_generic_actual_parameter
```

12.3:

```
explicit_generic_actual_parameter ::= expression | variable_name
  | subprogram_name | entry_name | subtype_mark
  | package_instance_name
```

12.4:

```
formal_object_declaration ::=
  defining_identifier_list : mode [null_exclusion] subtype_mark [:= default_expression]
  [aspect_specification];
| defining_identifier_list : mode access_definition [:= default_expression]
  [aspect_specification];
```

12.5:

```
formal_type_declaration ::=
  formal_complete_type_declaration
  | formal_incomplete_type_declaration
```

12.5:

```
formal_complete_type_declaration ::=
  type defining_identifier[discriminant_part] is formal_type_definition
  [or use default_subtype_mark] [aspect_specification];
```

12.5:

```
formal_incomplete_type_declaration ::=
  type defining_identifier[discriminant_part] [is tagged]
    [or use default_subtype_mark];
```

12.5:

```
formal_type_definition ::=
  formal_private_type_definition
| formal_derived_type_definition
| formal_discrete_type_definition
| formal_signed_integer_type_definition
| formal_modular_type_definition
| formal_floating_point_definition
| formal_ordinary_fixed_point_definition
| formal_decimal_fixed_point_definition
| formal_array_type_definition
| formal_access_type_definition
| formal_interface_type_definition
```

12.5.1:

```
formal_private_type_definition ::= [[abstract] tagged] [limited] private
```

12.5.1:

```
formal_derived_type_definition ::=
  [abstract] [limited | synchronized] new subtype_mark [[and interface_list] with private]
```

12.5.2:

```
formal_discrete_type_definition ::= (<◇>)
```

12.5.2:

```
formal_signed_integer_type_definition ::= range <◇>
```

12.5.2:

```
formal_modular_type_definition ::= mod <◇>
```

12.5.2:

```
formal_floating_point_definition ::= digits <◇>
```

12.5.2:

```
formal_ordinary_fixed_point_definition ::= delta <◇>
```

12.5.2:

```
formal_decimal_fixed_point_definition ::= delta <◇> digits <◇>
```

12.5.3:

```
formal_array_type_definition ::= array_type_definition
```

12.5.4:

```
formal_access_type_definition ::= access_type_definition
```

12.5.5:

```
formal_interface_type_definition ::= interface_type_definition
```

12.6:

```
formal_subprogram_declaration ::= formal_concrete_subprogram_declaration
| formal_abstract_subprogram_declaration
```

12.6:

```
formal_concrete_subprogram_declaration ::=
  with subprogram_specification [is subprogram_default]
    [aspect_specification];
```

12.6:

```
formal_abstract_subprogram_declaration ::=
  with subprogram_specification is abstract [subprogram_default]
    [aspect_specification];
```

12.6:

subprogram\_default ::= default\_name |  $\langle \rangle$  | **null**

12.6:

default\_name ::= name

12.7:

formal\_package\_declaration ::=

**with package** defining\_identifier **is new** *generic\_package\_name* formal\_package\_actual\_part  
[aspect\_specification];

12.7:

formal\_package\_actual\_part ::=

([**others** =>]  $\langle \rangle$ )  
| [generic\_actual\_part]  
| (formal\_package\_association {, formal\_package\_association} [, **others** =>  $\langle \rangle$ ])

12.7:

formal\_package\_association ::=

generic\_association  
| *generic\_formal\_parameter\_selector\_name* =>  $\langle \rangle$

13.1:

aspect\_clause ::= attribute\_definition\_clause

| enumeration\_representation\_clause  
| record\_representation\_clause  
| at\_clause

13.1:

local\_name ::= direct\_name

| direct\_name'attribute\_designator  
| *library\_unit\_name*

13.1.1:

aspect\_specification ::=

**with** aspect\_mark [=> aspect\_definition] {,  
aspect\_mark [=> aspect\_definition] }

13.1.1:

aspect\_mark ::= *aspect\_identifier*['Class]

13.1.1:

aspect\_definition ::=

name | expression | identifier  
| aggregate | global\_aspect\_definition

13.3:

attribute\_definition\_clause ::=

**for** local\_name'attribute\_designator **use** expression;  
| **for** local\_name'attribute\_designator **use** name;

13.4:

enumeration\_representation\_clause ::=

**for** *first\_subtype\_local\_name* **use** enumeration\_aggregate;

13.4:

enumeration\_aggregate ::= array\_aggregate

13.5.1:

record\_representation\_clause ::=

**for** *first\_subtype\_local\_name* **use**  
**record** [mod\_clause]  
{component\_clause}  
**end record** [local\_name];

13.5.1:

component\_clause ::=

*component\_local\_name* **at** position **range** first\_bit .. last\_bit;

13.5.1:  
`position ::= static_expression`

13.5.1:  
`first_bit ::= static_simple_expression`

13.5.1:  
`last_bit ::= static_simple_expression`

13.8:  
`code_statement ::= qualified_expression;`

13.11.3:  
`storage_pool_indicator ::= storage_pool_name | null | Standard`

13.12:  
`restriction ::= restriction_identifier  
| restriction_parameter_identifier => restriction_parameter_argument`

13.12:  
`restriction_parameter_argument ::= name | expression`

H.7:  
`extended_global_mode ::=  
overriding basic_global_mode`

H.7.1:  
`formal_parameter_set ::=  
formal_group_designator  
| formal_parameter_name  
| (formal_parameter_name{, formal_parameter_name})`

H.7.1:  
`formal_group_designator ::= null | all`

H.7.1:  
`formal_parameter_name ::=  
formal_subtype_mark  
| formal_subprogram_name  
| formal_access_to_subprogram_object_name`

H.7.1:  
`dispatching_operation_set ::=  
dispatching_operation_specifier  
| (dispatching_operation_specifier{, dispatching_operation_specifier})`

H.7.1:  
`dispatching_operation_specifier ::=  
dispatching_operation_name (object_name)`

J.3:  
`delta_constraint ::= delta static_simple_expression [range_constraint]`

J.7:  
`at_clause ::= for direct_name use at expression;`

J.8:  
`mod_clause ::= at mod static_expression;`

## P.2 Syntax Cross Reference

1/3

In the following syntax cross reference, each syntactic category is followed by the subclause number where it is defined. In addition, each syntactic category *S* is followed by a list of the categories that use *S* in their definitions. For example, the first listing below shows that `abort_statement` appears in the definition of `simple_statement`.

<code>abort_statement</code>	9.8	<code>extension_aggregate</code>	4.3.2
<code>simple_statement</code>	5.1	<code>array_aggregate</code>	4.3.3
<code>abortable_part</code>	9.7.4	<code>aggregate</code>	4.3
<code>asynchronous_select</code>	9.7.4	<code>enumeration_aggregate</code>	13.4
<code>abstract_subprogram_declaration</code>	3.9.3	<code>array_component_association</code>	4.3.3
<code>basic_declaration</code>	3.1	<code>array_component_association_list</code>	4.3.3
<code>accept_alternative</code>	9.7.1	<code>named_array_aggregate</code>	4.3.3
<code>select_alternative</code>	9.7.1	<code>array_component_association_list</code>	4.3.3
<code>accept_statement</code>	9.5.2	<code>array_delta_aggregate</code>	4.3.4
<code>accept_alternative</code>	9.7.1	<code>named_array_aggregate</code>	4.3.3
<code>compound_statement</code>	5.1	<code>array_delta_aggregate</code>	4.3.4
<code>access_definition</code>	3.10	<code>delta_aggregate</code>	4.3.4
<code>component_definition</code>	3.6	<code>array_type_definition</code>	3.6
<code>discriminant_specification</code>	3.7	<code>formal_array_type_definition</code>	12.5.3
<code>formal_object_declaration</code>	12.4	<code>object_declaration</code>	3.3.1
<code>loop_parameter_subtype_indication</code>	5.5.2	<code>type_definition</code>	3.2.1
<code>object_declaration</code>	3.3.1	<code>aspect_clause</code>	13.1
<code>object_renaming_declaration</code>	8.5.1	<code>basic_declarative_item</code>	3.11
<code>parameter_and_result_profile</code>	6.1	<code>component_item</code>	3.8
<code>parameter_specification</code>	6.1	<code>protected_operation_declaration</code>	9.4
<code>return_subtype_indication</code>	6.5	<code>protected_operation_item</code>	9.4
<code>access_to_object_definition</code>	3.10	<code>task_item</code>	9.1
<code>access_type_definition</code>	3.10	<code>aspect_definition</code>	13.1.1
<code>access_to_subprogram_definition</code>	3.10	<code>aspect_specification</code>	13.1.1
<code>access_type_definition</code>	3.10	<code>aspect_mark</code>	13.1.1
<code>formal_access_type_definition</code>	12.5.4	<code>aspect_specification</code>	13.1.1
<code>type_definition</code>	3.2.1	<code>pragma_argument_association</code>	2.8
<code>actual_parameter_part</code>	6.4	<code>aspect_specification</code>	13.1.1
<code>entry_call_statement</code>	9.5.3	<code>abstract_subprogram_declaration</code>	3.9.3
<code>function_call</code>	6.4	<code>component_declaration</code>	3.8
<code>generalized_indexing</code>	4.1.6	<code>discriminant_specification</code>	3.7
<code>procedure_call_statement</code>	6.4	<code>entry_body</code>	9.5.2
<code>aggregate</code>	4.3	<code>entry_declaration</code>	9.5.2
<code>aspect_definition</code>	13.1.1	<code>entry_index_specification</code>	9.5.2
<code>expression_function_declaration</code>	6.8	<code>exception_declaration</code>	11.1
<code>primary</code>	4.4	<code>exception_renaming_declaration</code>	8.5.2
<code>qualified_expression</code>	4.7	<code>expression_function_declaration</code>	6.8
<code>allocator</code>	4.8	<code>extended_return_object_Declaration</code>	6.5
<code>primary</code>	4.4	<code>formal_abstract_subprogram_declaration</code>	12.6
<code>ancestor_part</code>	4.3.2	<code>formal_complete_type_declaration</code>	12.5
		<code>formal_concrete_subprogram_declaration</code>	12.6
		<code>formal_object_declaration</code>	12.4
		<code>formal_package_declaration</code>	12.7
		<code>full_type_declaration</code>	3.2.1



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generic_renaming_declaration	8.5.5	declarative_item	3.11
generic_subprogram_declaration	12.1	package_specification	7.1
iteration_scheme	5.5	basic_global_mode	6.1.2
null_procedure_declaration	6.7	extended_global_mode	H.7
object_declaration	3.3.1	global_mode	6.1.2
object_renaming_declaration	8.5.1	binary_adding_operator	4.5
package_body	7.2	simple_expression	4.4
package_body_stub	10.1.3	block_statement	5.6
package_renaming_declaration	8.5.3	compound_statement	5.1
package_specification	7.1	body	3.11
parallel_block_statement	5.6.1	declarative_item	3.11
parameter_specification	6.1	body_stub	10.1.3
private_extension_declaration	7.3	body	3.11
private_type_declaration	7.3	case_expression	4.5.7
protected_body	9.4	conditional_expression	4.5.7
protected_body_stub	10.1.3	case_expression_alternative	4.5.7
protected_type_declaration	9.4	case_expression	4.5.7
single_protected_declaration	9.4	case_statement	5.4
single_task_declaration	9.1	compound_statement	5.1
subprogram_body	6.3	case_statement_alternative	5.4
subprogram_body_stub	10.1.3	case_statement	5.4
subprogram_declaration	6.1	character	2.1
subprogram_renaming_declaration	8.5.4	comment	2.7
subtype_declaration	3.2.2	character_literal	2.5
task_body	9.1	defining_character_literal	3.5.1
task_body_stub	10.1.3	name	4.1
task_type_declaration	9.1	selector_name	4.1.3
value_sequence	4.5.10	choice_expression	4.4
assignment_statement	5.2	discrete_choice	3.8.1
simple_statement	5.1	membership_choice	4.4
asynchronous_select	9.7.4	choice_parameter_specification	11.2
select_statement	9.7	exception_handler	11.2
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aspect_clause	13.1	choice_expression	4.4
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aspect_clause	13.1	iteration_scheme	5.5
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attribute_definition_clause	13.3	value_sequence	4.5.10
attribute_reference	4.1.4	code_statement	13.8
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attribute_reference	4.1.4	compilation_unit	10.1.1
name	4.1	compilation	10.1.1
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based_literal	2.4.2		
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based_literal	2.4.2		
basic_declaration	3.1		
basic_declarative_item	3.11		

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component_declaration	3.8	declarative_item	3.11
component_item	3.8	declarative_part	3.11
protected_element_declaration	9.4	declarative_part	3.11
component_definition	3.6	block_statement	5.6
component_declaration	3.8	entry_body	9.5.2
constrained_array_definition	3.6	package_body	7.2
unconstrained_array_definition	3.6	subprogram_body	6.3
component_item	3.8	task_body	9.1
component_list	3.8	declare_expression	4.5.9
component_list	3.8	primary	4.4
record_definition	3.8	declare_item	4.5.9
variant	3.8.1	declare_expression	4.5.9
composite_constraint	3.2.2	default_expression	3.7
constraint	3.2.2	component_declaration	3.8
compound_statement	5.1	discriminant_specification	3.7
statement	5.1	formal_object_declaration	12.4
condition	4.5.7	parameter_specification	6.1
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exit_statement	5.7	subprogram_default	12.6
guard	9.7.1	defining_character_literal	3.5.1
if_expression	4.5.7	enumeration_literal_specification	3.5.1
if_statement	5.3	defining_designator	6.1
iteration_scheme	5.5	function_specification	6.1
iterator_filter	5.5	generic_instantiation	12.3
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select_statement	9.7	choice_parameter_specification	11.2
conditional_expression	4.5.7	chunk_specification	5.5
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constrained_array_definition	3.6	defining_program_unit_name	6.1
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proper_body	3.11	unary_adding_operator	4.5
task_body_stub	10.1.3	simple_expression	4.4
body_stub	10.1.3	unconstrained_array_definition	3.6
task_definition	9.1	array_type_definition	3.6
single_task_declaration	9.1	underline	...
task_type_declaration	9.1	based_numeral	2.4.2
task_item	9.1	numeral	2.4.1
task_definition	9.1	unknown_discriminant_part	3.7
task_type_declaration	9.1	discriminant_part	3.7
full_type_declaration	3.2.1	use_clause	8.4
term 4.4		basic_declarative_item	3.11
simple_expression	4.4	context_item	10.1.2
terminate_alternative	9.7.1	generic_formal_part	12.1
select_alternative	9.7.1	use_package_clause	8.4
timed_entry_call	9.7.2	use_clause	8.4
select_statement	9.7	use_type_clause	8.4
triggering_alternative	9.7.4	use_clause	8.4
asynchronous_select	9.7.4	value_sequence	4.5.10
triggering_statement	9.7.4	reduction_attribute_reference	4.5.10
triggering_alternative	9.7.4	variant	3.8.1
type_conversion	4.6	variant_part	3.8.1
name	4.1	component_list	3.8
type_declaration	3.2.1	with_clause	10.1.2
basic_declaration	3.1	context_item	10.1.2

# Annex Q

## (informative)

### Language-Defined Entities

This annex lists the language-defined entities of the language. A list of language-defined library units can be found in Annex A, “Predefined Language Environment”.

#### Q.1 Language-Defined Packages

This subclause lists all language-defined packages.

<p>Ada A.2(2/5)</p> <p>Address_To_Access_Conversions <i>child of System</i> 13.7.2(2/5)</p> <p>Arithmetic <i>child of Ada.Calendar</i> 9.6.1(8/5)</p> <p>ASCII <i>in Standard</i> A.1(36.3/2)</p> <p>Assertions <i>child of Ada</i> 11.4.2(12/5)</p> <p>Asynchronous_Task_Control <i>child of Ada</i> D.11(3/5)</p> <p>Atomic_Operations <i>child of System</i> C.6.1(3/5)</p> <p>Big_Integers <i>child of Ada.Numerics.Big_Numbers</i> A.5.5(3/5), A.5.6(2/5)</p> <p>Big_Reals <i>child of Ada.Numerics.Big_Numbers</i> A.5.7(2/5)</p> <p>Bounded <i>child of Ada.Streams.Storage</i> 13.13.1(26/5) <i>child of Ada.Strings</i> A.4.4(3/5) <i>child of Ada.Strings.Text_Buffers</i> A.4.12(26/5)</p> <p>Bounded_Doubly_Linked_Lists <i>child of Ada.Containers</i> A.18.20(1/3)</p> <p>Bounded_Hashed_Maps <i>child of Ada.Containers</i> A.18.21(1/3)</p> <p>Bounded_Hashed_Sets <i>child of Ada.Containers</i> A.18.23(1/3)</p> <p>Bounded_Indefinite_Holders <i>child of Ada.Containers</i> A.18.32(1/5)</p> <p>Bounded_IO <i>child of Ada.Text_IO</i> A.10.11(3/5)</p> <p>Bounded_Multiway_Trees <i>child of Ada.Containers</i> A.18.25(1/3)</p> <p>Bounded_Ordered_Maps <i>child of Ada.Containers</i> A.18.22(1/3)</p> <p>Bounded_Ordered_Sets <i>child of Ada.Containers</i> A.18.24(1/3)</p> <p>Bounded_Priority_Queues <i>child of Ada.Containers</i> A.18.31(2/5)</p> <p>Bounded_Synchronized_Queues <i>child of Ada.Containers</i> A.18.29(2/5)</p>	<p>Bounded_Vectors <i>child of Ada.Containers</i> A.18.19(1/3)</p> <p>C <i>child of Interfaces</i> B.3(4/5)</p> <p>Calendar <i>child of Ada</i> 9.6(10/5)</p> <p>Characters <i>child of Ada</i> A.3.1(2/5)</p> <p>COBOL <i>child of Interfaces</i> B.4(7/5)</p> <p>Command_Line <i>child of Ada</i> A.15(3/5)</p> <p>Complex_Arrays <i>child of Ada.Numerics</i> G.3.2(53/2)</p> <p>Complex_Elementary_Functions <i>child of Ada.Numerics</i> G.1.2(9/1)</p> <p>Complex_Text_IO <i>child of Ada</i> G.1.3(9.1/2)</p> <p>Complex_Types <i>child of Ada.Numerics</i> G.1.1(25/1)</p> <p>Complex_IO <i>child of Ada.Text_IO</i> G.1.3(3/5) <i>child of Ada.Wide_Text_IO</i> G.1.4(1) <i>child of Ada.Wide_Wide_Text_IO</i> G.1.5(1/2)</p> <p>Constants <i>child of Ada.Strings.Maps</i> A.4.6(3/5)</p> <p>Containers <i>child of Ada</i> A.18.1(3/5)</p> <p>Conversions <i>child of Ada.Characters</i> A.3.4(2/5) <i>child of Ada.Strings.UTF_Encoding</i> A.4.11(15/5)</p> <p>Decimal <i>child of Ada</i> F.2(2/5)</p> <p>Decimal_Conversions <i>in Interfaces.COBOL</i> B.4(31)</p> <p>Decimal_IO <i>in Ada.Text_IO</i> A.10.1(73)</p> <p>Decimal_Output <i>in Ada.Text_IO.Editing</i> F.3.3(11)</p> <p>Direct_IO <i>child of Ada</i> A.8.4(2/5)</p>
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- Directories
  - child of* Ada A.16(3/5)
- Discrete\_Random
  - child of* Ada.Numerics A.5.2(17/5)
- Dispatching
  - child of* Ada D.2.1(1.2/5)
- Dispatching\_Domains
  - child of* System.Multiprocessors D.16.1(3/5)
- Double\_Precision\_Complex\_Types
  - in* Interfaces.Fortran B.5(10.1/5)
- Doubly\_Linked\_Lists
  - child of* Ada.Containers A.18.3(5/5)
- Dynamic\_Priorities
  - child of* Ada D.5.1(3/5)
- EDF
  - child of* Ada.Dispatching D.2.6(9/5)
  - child of* Ada.Synchronous\_Task\_Control D.10(5.2/5)
- Editing
  - child of* Ada.Text\_IO F.3.3(3/5)
  - child of* Ada.Wide\_Text\_IO F.3.4(1)
  - child of* Ada.Wide\_Wide\_Text\_IO F.3.5(1/2)
- Elementary\_Functions
  - child of* Ada.Numerics A.5.1(9/1)
- Enumeration\_IO
  - in* Ada.Text\_IO A.10.1(79)
- Environment\_Variables
  - child of* Ada A.17(3/5)
- Exceptions
  - child of* Ada 11.4.1(2/5)
- Exchange
  - child of* System.Atomic\_Operations C.6.2(5/5)
- Execution\_Time
  - child of* Ada D.14(3/5)
- Finalization
  - child of* Ada 7.6(4/5)
- Fixed
  - child of* Ada.Strings A.4.3(5/5)
- Fixed\_Conversions
  - in* Ada.Numerics.Big\_Numbers.Big\_Reals A.5.7(14/5)
- Fixed\_IO
  - in* Ada.Text\_IO A.10.1(68)
- Float\_Random
  - child of* Ada.Numerics A.5.2(5/5)
- Float\_Text\_IO
  - child of* Ada A.10.9(33)
- Float\_Wide\_Text\_IO
  - child of* Ada A.11(2/2)
- Float\_Wide\_Wide\_Text\_IO
  - child of* Ada A.11(3/2)
- Float\_Conversions
  - in* Ada.Numerics.Big\_Numbers.Big\_Reals A.5.7(13/5)
- Float\_IO
  - in* Ada.Text\_IO A.10.1(63)
- Formatting
  - child of* Ada.Calendar 9.6.1(15/5)
- Fortran
  - child of* Interfaces B.5(4/5)
- Generic\_Complex\_Arrays
  - child of* Ada.Numerics G.3.2(2/5)
- Generic\_Complex\_Elementary\_Functions
  - child of* Ada.Numerics G.1.2(2/5)
- Generic\_Complex\_Types
  - child of* Ada.Numerics G.1.1(2/5)
- Generic\_Dispatching\_Constructor
  - child of* Ada.Tags 3.9(18.2/5)
- Generic\_Elementary\_Functions
  - child of* Ada.Numerics A.5.1(3/5)
- Generic\_Bounded\_Length
  - in* Ada.Strings.Bounded A.4.4(4)
- Generic\_Keys
  - in* Ada.Containers.Hashtable\_Sets A.18.8(50/5)
  - in* Ada.Containers.Ordered\_Sets A.18.9(62/5)
- Generic\_Real\_Arrays
  - child of* Ada.Numerics G.3.1(2/5)
- Generic\_Sorting
  - in* Ada.Containers.Doubly\_Linked\_Lists A.18.3(47/5)
  - in* Ada.Containers.Vectors A.18.2(75/5)
- Group\_Budgets
  - child of* Ada.Execution\_Time D.14.2(3/5)
- Handling
  - child of* Ada.Characters A.3.2(2/5)
  - child of* Ada.Wide\_Characters A.3.5(3/5)
  - child of* Ada.Wide\_Wide\_Characters A.3.6(1/3)
- Hashed\_Maps
  - child of* Ada.Containers A.18.5(2/5)
- Hashed\_Sets
  - child of* Ada.Containers A.18.8(2/5)
- Hierarchical\_File\_Names
  - child of* Ada.Directories A.16.1(3/5)
  - child of* Ada.Wide\_Directories A.16.2(2/5)
  - child of* Ada.Wide\_Wide\_Directories A.16.2(3/5)
- Indefinite\_Doubly\_Linked\_Lists
  - child of* Ada.Containers A.18.12(2/3)
- Indefinite\_Hashed\_Maps
  - child of* Ada.Containers A.18.13(2/3)
- Indefinite\_Hashed\_Sets
  - child of* Ada.Containers A.18.15(2/3)
- Indefinite\_Holders
  - child of* Ada.Containers A.18.18(5/5)
- Indefinite\_Multiway\_Trees
  - child of* Ada.Containers A.18.17(2/3)
- Indefinite\_Ordered\_Maps
  - child of* Ada.Containers A.18.14(2/3)
- Indefinite\_Ordered\_Sets
  - child of* Ada.Containers A.18.16(2/3)
- Indefinite\_Vectors
  - child of* Ada.Containers A.18.11(2/3)
- Information
  - child of* Ada.Directories A.16(124/2)
  - child of* Ada.Wide\_Directories A.16.2(2/5)
  - child of* Ada.Wide\_Wide\_Directories A.16.2(3/5)
- Integer\_Text\_IO
  - child of* Ada A.10.8(21)
- Integer\_Wide\_Text\_IO
  - child of* Ada A.11(2/2)
- Integer\_Wide\_Wide\_Text\_IO
  - child of* Ada A.11(3/2)
- Integer\_Arithmetic
  - child of* System.Atomic\_Operations C.6.4(3/5)

- Integer\_IO
  - in* Ada.Text\_IO A.10.1(52)
- Interfaces B.2(3/5)
- Interrupts
  - child of* Ada C.3.2(2/5)
  - child of* Ada.Execution\_Time D.14.3(3/5)
- IO\_Exceptions
  - child of* Ada A.13(3/5)
- Iterator\_Interfaces
  - child of* Ada 5.5.1(2/5)
- Latin\_1
  - child of* Ada.Characters A.3.3(3/5)
- List\_Iterator\_Interfaces
  - in* Ada.Containers.Doubly\_Linked\_Lists A.18.3(9.3/3), A.18.3(51.7/5)
- Locales
  - child of* Ada A.19(3/5)
- Machine\_Code
  - child of* System 13.8(7)
- Map\_Iterator\_Interfaces
  - in* Ada.Containers.Hashed\_Maps A.18.5(6.3/5), A.18.5(37.8/5)
  - in* Ada.Containers.Ordered\_Maps A.18.6(7.3/5), A.18.6(51.9/5)
- Maps
  - child of* Ada.Strings A.4.2(3/5)
- Modular\_Arithmetic
  - child of* System.Atomic\_Operations C.6.5(3/5)
- Modular\_IO
  - in* Ada.Text\_IO A.10.1(57)
- Multiprocessors
  - child of* System D.16(3/5)
- Multitway\_Trees
  - child of* Ada.Containers A.18.10(7/5)
- Names
  - child of* Ada.Interrupts C.3.2(12/5)
- Non\_Preemptive
  - child of* Ada.Dispatching D.2.4(2.2/5)
- Numerics
  - child of* Ada A.5(3/5)
- Ordered\_Maps
  - child of* Ada.Containers A.18.6(2/5)
- Ordered\_Sets
  - child of* Ada.Containers A.18.9(2/5)
- Pointers
  - child of* Interfaces.C B.3.2(4/5)
- Real\_Arrays
  - child of* Ada.Numerics G.3.1(31/2)
- Real\_Time
  - child of* Ada D.8(3/5)
- Round\_Robin
  - child of* Ada.Dispatching D.2.5(4/5)
- RPC
  - child of* System E.5(3/5)
- Sequential\_IO
  - child of* Ada A.8.1(2/5)
- Set\_Iterator\_Interfaces
  - in* Ada.Containers.Hashed\_Sets A.18.8(6.3/3), A.18.8(59.7/5)
  - in* Ada.Containers.Ordered\_Sets A.18.9(7.3/3), A.18.9(74.7/5)
- Signed\_Conversions
  - in* Ada.Numerics.Big\_Numbers.Big\_Integers A.5.6(12/5)
- Single\_Precision\_Complex\_Types
  - in* Interfaces.Fortran B.5(8)
- Stable
  - in* Ada.Containers.Doubly\_Linked\_Lists A.18.3(51.1/5)
  - in* Ada.Containers.Hashed\_Maps A.18.5(37.2/5)
  - in* Ada.Containers.Hashed\_Sets A.18.8(59.1/5)
  - in* Ada.Containers.Multitway\_Trees A.18.10(70.1/5)
  - in* Ada.Containers.Ordered\_Maps A.18.6(51.3/5)
  - in* Ada.Containers.Ordered\_Sets A.18.9(74.1/5)
  - in* Ada.Containers.Vectors A.18.2(79.1/5)
- Standard A.1(4/5)
- Storage
  - child of* Ada.Streams 13.13.1(12/5)
- Storage\_Elements
  - child of* System 13.7.1(2/5)
- Storage\_IO
  - child of* Ada A.9(3/5)
- Storage\_Pools
  - child of* System 13.11(5/5)
- Stream\_IO
  - child of* Ada.Streams A.12.1(3/5)
- Streams
  - child of* Ada 13.13.1(2/5)
- Strings
  - child of* Ada A.4.1(3/5)
  - child of* Ada.Strings.UTF\_Encoding A.4.11(22/5)
  - child of* Interfaces.C B.3.1(3/5)
- Subpools
  - child of* System.Storage\_Pools 13.11.4(3/5)
- Synchronized\_Queue\_Interfaces
  - child of* Ada.Containers A.18.27(3/5)
- Synchronous\_Barriers
  - child of* Ada D.10.1(3/5)
- Synchronous\_Task\_Control
  - child of* Ada D.10(3/5)
- System 13.7(3/5)
- Tags
  - child of* Ada 3.9(6/5)
- Task\_Attributes
  - child of* Ada C.7.2(2/5)
- Task\_Identification
  - child of* Ada C.7.1(2/5)
- Task\_Termination
  - child of* Ada C.7.3(2/5)
- Test\_And\_Set
  - child of* System.Atomic\_Operations C.6.3(3/5)
- Text\_Streams
  - child of* Ada.Text\_IO A.12.2(3/5)
  - child of* Ada.Wide\_Text\_IO A.12.3(3/5)
  - child of* Ada.Wide\_Wide\_Text\_IO A.12.4(3/5)
- Text\_Buffers
  - child of* Ada.Strings A.4.12(3/5)

- Text\_IO
  - child of* Ada A.10.1(2/5)
- Time\_Zones
  - child of* Ada.Calendar 9.6.1(2/5)
- Timers
  - child of* Ada.Execution\_Time D.14.1(3/5)
- Timing\_Events
  - child of* Ada.Real\_Time D.15(3/5)
- Tree\_Iterator\_Interfaces
  - in* Ada.Containers.Multiway\_Trees A.18.10(13/3), A.18.10(70.7/5)
- Unbounded
  - child of* Ada.Streams.Storage 13.13.1(18/5)
  - child of* Ada.Strings A.4.5(3/5)
  - child of* Ada.Strings.Text\_Buffers A.4.12(18/5)
- Unbounded\_IO
  - child of* Ada.Text\_IO A.10.12(3/5)
- Unbounded\_Priority\_Queues
  - child of* Ada.Containers A.18.30(2/5)
- Unbounded\_Synchronized\_Queues
  - child of* Ada.Containers A.18.28(2/5)
- Unsigned\_Conversions
  - in* Ada.Numerics.Big\_Numbers.Big\_Integers A.5.6(13/5)
- UTF\_Encoding
  - child of* Ada.Strings A.4.11(3/5)
- Vector\_Iterator\_Interfaces
  - in* Ada.Containers.Vectors A.18.2(11.3/5), A.18.2(79.7/5)
- Vectors
  - child of* Ada.Containers A.18.2(6/5)
- Wide\_Bounded
  - child of* Ada.Strings A.4.7(1/3)
- Wide\_Constants
  - child of* Ada.Strings.Wide\_Maps A.4.7(1/3), A.4.8(28/2)
- Wide\_Equal\_Case\_Insensitive
  - child of* Ada.Strings A.4.7(1/3)
- Wide\_Fixed
  - child of* Ada.Strings A.4.7(1/3)
- Wide\_Hash
  - child of* Ada.Strings A.4.7(1/3)
- Wide\_Hash\_Case\_Insensitive
  - child of* Ada.Strings A.4.7(1/3)
- Wide\_Maps
  - child of* Ada.Strings A.4.7(3/5)
- Wide\_Text\_IO
  - child of* Ada A.11(2/2)
- Wide\_Unbounded
  - child of* Ada.Strings A.4.7(1/3)
- Wide\_Bounded\_IO
  - child of* Ada.Wide\_Text\_IO A.11(4/3)
- Wide\_Characters
  - child of* Ada A.3.1(4/5)
- Wide\_Command\_Line
  - child of* Ada A.15.1(2/5)
- Wide\_Directories
  - child of* Ada A.16.2(2/5)
- Wide\_Environment\_Variables
  - child of* Ada A.17.1(2/5)
- Wide\_File\_Names
  - in* Ada.Direct\_IO A.8.4(18.1/5)
  - in* Ada.Sequential\_IO A.8.1(15.1/5)
  - in* Ada.Streams.Stream\_IO A.12.1(26.1/5)
  - in* Ada.Text\_IO A.10.1(85.1/5)
- Wide\_Strings
  - child of* Ada.Strings.UTF\_Encoding A.4.11(30/5)
- Wide\_Unbounded\_IO
  - child of* Ada.Wide\_Text\_IO A.11(5/3)
- Wide\_Wide\_Constants
  - child of* Ada.Strings.Wide\_Wide\_Maps A.4.8(1/3)
- Wide\_Wide\_Equal\_Case\_Insensitive
  - child of* Ada.Strings A.4.8(1/3)
- Wide\_Wide\_Hash
  - child of* Ada.Strings A.4.8(1/3)
- Wide\_Wide\_Hash\_Case\_Insensitive
  - child of* Ada.Strings A.4.8(1/3)
- Wide\_Wide\_Text\_IO
  - child of* Ada A.11(3/2)
- Wide\_Wide\_Bounded
  - child of* Ada.Strings A.4.8(1/3)
- Wide\_Wide\_Bounded\_IO
  - child of* Ada.Wide\_Wide\_Text\_IO A.11(4/3)
- Wide\_Wide\_Characters
  - child of* Ada A.3.1(6/5)
- Wide\_Wide\_Command\_Line
  - child of* Ada A.15.1(3/5)
- Wide\_Wide\_Directories
  - child of* Ada A.16.2(3/5)
- Wide\_Wide\_Environment\_Variables
  - child of* Ada A.17.1(3/5)
- Wide\_Wide\_File\_Names
  - in* Ada.Direct\_IO A.8.4(18.8/5)
  - in* Ada.Sequential\_IO A.8.1(15.8/5)
  - in* Ada.Streams.Stream\_IO A.12.1(26.8/5)
  - in* Ada.Text\_IO A.10.1(85.8/5)
- Wide\_Wide\_Fixed
  - child of* Ada.Strings A.4.8(1/3)
- Wide\_Wide\_Maps
  - child of* Ada.Strings A.4.8(3/5)
- Wide\_Wide\_Strings
  - child of* Ada.Strings.UTF\_Encoding A.4.11(38/5)
- Wide\_Wide\_Unbounded
  - child of* Ada.Strings A.4.8(1/3)
- Wide\_Wide\_Unbounded\_IO
  - child of* Ada.Wide\_Wide\_Text\_IO A.11(5/3)



## Q.2 Language-Defined Types and Subtypes

This subclause lists all language-defined types and subtypes.

1/3

Address  
   *in* System 13.7(12)

Alignment  
   *in* Ada.Strings A.4.1(6)

Alphanumeric  
   *in* Interfaces.COBOL B.4(16/3)

Any\_Priority *subtype of* Integer  
   *in* System 13.7(16)

Attribute\_Handle  
   *in* Ada.Task\_Attributes C.7.2(3)

Barrier\_Limit *subtype of* Positive  
   *in* Ada.Synchronous\_Barriers D.10.1(4/3)

Big\_Integer  
   *in* Ada.Numerics.Big\_Numbers.Big\_Integers A.5.6(3/5)

Big\_Natural *subtype of* Positive  
   *in* Ada.Numerics.Big\_Numbers.Big\_Integers A.5.6(9/5)

Big\_Positive *subtype of* Big\_Integer  
   *in* Ada.Numerics.Big\_Numbers.Big\_Integers A.5.6(8/5)

Big\_Real  
   *in* Ada.Numerics.Big\_Numbers.Big\_Reals A.5.7(3/5)

Binary  
   *in* Interfaces.COBOL B.4(10)

Binary\_Format  
   *in* Interfaces.COBOL B.4(24)

Bit\_Order  
   *in* System 13.7(15/2)

Boolean  
   *in* Standard A.1(5)

Bounded\_String  
   *in* Ada.Strings.Bounded A.4.4(6)

Buffer\_Type  
   *in* Ada.Strings.Text\_Buffers.Bounded A.4.12(27/5)  
   *in* Ada.Strings.Text\_Buffers.Unbounded A.4.12(19/5)

Buffer\_Type *subtype of* Storage\_Array  
   *in* Ada.Storage\_IO A.9(4)

Byte  
   *in* Interfaces.COBOL B.4(29/3)

Byte\_Array  
   *in* Interfaces.COBOL B.4(29/3)

C\_bool  
   *in* Interfaces.C B.3(13.1/5)

C\_float  
   *in* Interfaces.C B.3(15)

Cause\_Of\_Termination  
   *in* Ada.Task\_Termination C.7.3(3/2)

char  
   *in* Interfaces.C B.3(19)

char16\_array  
   *in* Interfaces.C B.3(39.5/3)

char16\_t  
   *in* Interfaces.C B.3(39.2/2)

char32\_array  
   *in* Interfaces.C B.3(39.14/3)

char32\_t  
   *in* Interfaces.C B.3(39.11/2)

char\_array  
   *in* Interfaces.C B.3(23/3)

char\_array\_access  
   *in* Interfaces.C.Strings B.3.1(4)

Character  
   *in* Standard A.1(35/3)

Character\_Mapping  
   *in* Ada.Strings.Maps A.4.2(20/5)

Character\_Mapping\_Function  
   *in* Ada.Strings.Maps A.4.2(25)

Character\_Range  
   *in* Ada.Strings.Maps A.4.2(6)

Character\_Ranges  
   *in* Ada.Strings.Maps A.4.2(7)

Character\_Sequence *subtype of* String  
   *in* Ada.Strings.Maps A.4.2(16)

Character\_Set  
   *in* Ada.Strings.Maps A.4.2(4/5)  
   *in* Interfaces.Fortran B.5(11)

chars\_ptr  
   *in* Interfaces.C.Strings B.3.1(5/5)

chars\_ptr\_array  
   *in* Interfaces.C.Strings B.3.1(6/2)

Chunk\_Index *subtype of* Positive  
   *in* Ada.Iterator\_Interfaces 5.5.1(4.2/5)

COBOL\_Character  
   *in* Interfaces.COBOL B.4(13)

Complex  
   *in* Ada.Numerics.Generic\_Complex\_Types G.1.1(3)  
   *in* Interfaces.Fortran B.5(9)

Complex\_Matrix  
   *in* Ada.Numerics.Generic\_Complex\_Arrays G.3.2(4/2)

Complex\_Vector  
   *in* Ada.Numerics.Generic\_Complex\_Arrays G.3.2(4/2)

Constant\_Reference\_Type  
   *in* Ada.Containers.Doubly\_Linked\_Lists A.18.3(51.10/5)  
   *in* Ada.Containers.Hashing\_Maps A.18.5(37.11/5)  
   *in* Ada.Containers.Hashing\_Sets A.18.8(59.10/5)  
   *in* Ada.Containers.Indefinite\_Holders A.18.18(16/5)  
   *in* Ada.Containers.Multiway\_Trees A.18.10(70.10/5)  
   *in* Ada.Containers.Ordered\_Maps A.18.6(51.12/5)  
   *in* Ada.Containers.Ordered\_Sets A.18.9(74.10/5)  
   *in* Ada.Containers.Vectors A.18.2(79.10/5)

Controlled  
   *in* Ada.Finalization 7.6(5/5)

Count  
   *in* Ada.Direct\_IO A.8.4(4)  
   *in* Ada.Streams.Stream\_IO A.12.1(7)

- in* Ada.Text\_IO A.10.1(5)
- Count\_Type
  - in* Ada.Containers A.18.1(5/2)
- Country\_Code
  - in* Ada.Locales A.19(4/4)
- CPU\_subtype of CPU\_Range
  - in* System.Multiprocessors D.16(4/3)
- CPU\_Range
  - in* System.Multiprocessors D.16(4/3)
- CPU\_Set
  - in* System.Multiprocessors.Dispatching\_Domains D.16.1(9.1/4)
- CPU\_Time
  - in* Ada.Execution\_Time D.14(4/2)
- Cursor
  - in* Ada.Containers.Doubly\_Linked\_Lists A.18.3(7/5), A.18.3(51.3/5)
  - in* Ada.Containers.Hashed\_Maps A.18.5(4/5), A.18.5(37.4/5)
  - in* Ada.Containers.Hashed\_Sets A.18.8(4/5), A.18.8(59.3/5)
  - in* Ada.Containers.Multiway\_Trees A.18.10(9/5), A.18.10(70.3/5)
  - in* Ada.Containers.Ordered\_Maps A.18.6(5/5), A.18.6(51.5/5)
  - in* Ada.Containers.Ordered\_Sets A.18.9(5/5), A.18.9(74.3/5)
  - in* Ada.Containers.Vectors A.18.2(9/5), A.18.2(79.3/5)
- Day\_Count
  - in* Ada.Calendar.Arithmetic 9.6.1(10/2)
- Day\_Duration\_subtype of Duration
  - in* Ada.Calendar 9.6(11/2)
- Day\_Name
  - in* Ada.Calendar.Formatting 9.6.1(17/2)
- Day\_Number\_subtype of Integer
  - in* Ada.Calendar 9.6(11/2)
- Deadline\_subtype of Time
  - in* Ada.Dispatching.EDF D.2.6(9/5)
- Decimal\_Element
  - in* Interfaces.COBOL B.4(12/3)
- Direction
  - in* Ada.Strings A.4.1(6)
- Directory\_Entry\_Type
  - in* Ada.Directories A.16(29/2)
- Dispatching\_Domain
  - in* System.Multiprocessors.Dispatching\_Domains D.16.1(5/3)
- Display\_Format
  - in* Interfaces.COBOL B.4(22)
- double
  - in* Interfaces.C B.3(16)
- Double\_Complex
  - in* Interfaces.Fortran B.5(10.2/5)
- Double\_Imaginary\_subtype of Imaginary
  - in* Interfaces.Fortran B.5(10.3/5)
- Double\_Precision
  - in* Interfaces.Fortran B.5(6)
- Duration
  - in* Standard A.1(43)
- Encoding\_Scheme
  - in* Ada.Strings.UTF\_Encoding A.4.11(4/3)
- Exception\_Id
  - in* Ada.Exceptions 11.4.1(2/5)
- Exception\_Occurrence
  - in* Ada.Exceptions 11.4.1(3/5)
- Exception\_Occurrence\_Access
  - in* Ada.Exceptions 11.4.1(3/5)
- Exit\_Status
  - in* Ada.Command\_Line A.15(7)
- Extended\_Index\_subtype of Index\_TypeBase
  - in* Ada.Containers.Vectors A.18.2(7/2)
- Field\_subtype of Integer
  - in* Ada.Numerics.Big\_Numbers.Big\_Integers A.5.5(3/5)
  - in* Ada.Text\_IO A.10.1(6)
- File\_Access
  - in* Ada.Text\_IO A.10.1(18)
- File\_Kind
  - in* Ada.Directories A.16(22/2)
- File\_Mode
  - in* Ada.Direct\_IO A.8.4(4)
  - in* Ada.Sequential\_IO A.8.1(4)
  - in* Ada.Streams.Stream\_IO A.12.1(6)
  - in* Ada.Text\_IO A.10.1(4)
- File\_Size
  - in* Ada.Directories A.16(23/2)
- File\_Type
  - in* Ada.Direct\_IO A.8.4(3)
  - in* Ada.Sequential\_IO A.8.1(3)
  - in* Ada.Streams.Stream\_IO A.12.1(5/5)
  - in* Ada.Text\_IO A.10.1(3)
- Filter\_Type
  - in* Ada.Directories A.16(30/2)
- Float
  - in* Standard A.1(21)
- Floating
  - in* Interfaces.COBOL B.4(9)
- Fortran\_Character
  - in* Interfaces.Fortran B.5(12/3)
- Fortran\_Integer
  - in* Interfaces.Fortran B.5(5)
- Forward\_Iterator
  - in* Ada.Iterator\_Interfaces 5.5.1(3/3)
- Generator
  - in* Ada.Numerics.Discrete\_Random A.5.2(19)
  - in* Ada.Numerics.Float\_Random A.5.2(7)
- Group\_Budget
  - in* Ada.Execution\_Time.Group\_Budgets D.14.2(4/3)
- Group\_Budget\_Handler
  - in* Ada.Execution\_Time.Group\_Budgets D.14.2(5/5)
- Hash\_Type
  - in* Ada.Containers A.18.1(4/2)
- Holder
  - in* Ada.Containers.Indefinite\_Holders A.18.18(6/5)
- Hour\_Number\_subtype of Natural
  - in* Ada.Calendar.Formatting 9.6.1(20/2)
- Imaginary
  - in* Ada.Numerics.Generic\_Complex\_Types G.1.1(4/5)
- Imaginary\_subtype of Imaginary
  - in* Interfaces.Fortran B.5(10)
- int
  - in* Interfaces.C B.3(7)

- Integer
  - in* Standard A.1(12)
- Integer\_Address
  - in* System.Storage\_Elements 13.7.1(10/3)
- Interrupt\_Id
  - in* Ada.Interrupts C.3.2(2/5)
- Interrupt\_Priority *subtype of* Any\_Priority
  - in* System 13.7(16)
- ISO\_646 *subtype of* Character
  - in* Ada.Characters.Handling A.3.2(9)
- Language\_Code
  - in* Ada.Locales A.19(4/4)
- Leap\_Seconds\_Count *subtype of* Integer
  - in* Ada.Calendar.Arithmetic 9.6.1(11/2)
- Length\_Range *subtype of* Natural
  - in* Ada.Strings.Bounded A.4.4(8)
- Limited\_Controlled
  - in* Ada.Finalization 7.6(7/5)
- List
  - in* Ada.Containers.Doubly\_Linked\_Lists A.18.3(6/5), A.18.3(51.2/5)
- Logical
  - in* Interfaces.Fortran B.5(7)
- long
  - in* Interfaces.C B.3(7)
- Long\_Binary
  - in* Interfaces.COBOl B.4(10)
- long\_double
  - in* Interfaces.C B.3(17)
- Long\_Floating
  - in* Interfaces.COBOl B.4(9)
- Map
  - in* Ada.Containers.Hashed\_Maps A.18.5(3/5), A.18.5(37.3/5)
  - in* Ada.Containers.Ordered\_Maps A.18.6(4/5), A.18.6(51.4/5)
- Membership
  - in* Ada.Strings A.4.1(6)
- Minute\_Number *subtype of* Natural
  - in* Ada.Calendar.Formatting 9.6.1(20/2)
- Month\_Number *subtype of* Integer
  - in* Ada.Calendar 9.6(11/2)
- Name
  - in* System 13.7(4)
- Name\_Case\_Kind
  - in* Ada.Directories A.16(20.1/3)
- Natural *subtype of* Integer
  - in* Standard A.1(13)
- Number\_Base *subtype of* Integer
  - in* Ada.Numerics.Big\_Numbers.Big\_Integers A.5.5(3/5)
  - in* Ada.Text\_IO A.10.1(6)
- Numeric
  - in* Interfaces.COBOl B.4(20/3)
- Packed\_Decimal
  - in* Interfaces.COBOl B.4(12/3)
- Packed\_Format
  - in* Interfaces.COBOl B.4(26)
- Parallel\_Iterator
  - in* Ada.Iterator\_Interfaces 5.5.1(4.1/5)
- Parallel\_Reversible\_Iterator
  - in* Ada.Iterator\_Interfaces 5.5.1(4.8/5)
- Parameterless\_Handler
  - in* Ada.Interrupts C.3.2(2/5)
- Params\_Stream\_Type
  - in* System.RPC E.5(6)
- Partition\_Id
  - in* System.RPC E.5(4)
- Picture
  - in* Ada.Text\_IO.Editing F.3.3(4)
- plain\_char
  - in* Interfaces.C B.3(11)
- Pointer
  - in* Interfaces.C.Pointers B.3.2(5)
- Positive *subtype of* Integer
  - in* Standard A.1(13)
- Positive\_Count *subtype of* Count
  - in* Ada.Direct\_IO A.8.4(4)
  - in* Ada.Streams.Stream\_IO A.12.1(7)
  - in* Ada.Text\_IO A.10.1(5)
- Priority *subtype of* Any\_Priority
  - in* System 13.7(16)
- ptrdiff\_t
  - in* Interfaces.C B.3(12)
- Queue
  - in* Ada.Containers.Bounded\_Priority\_Queues A.18.31(4/3)
  - in* Ada.Containers.Bounded\_Synchronized\_Queues A.18.29(4/3)
  - in* Ada.Containers.Synchronized\_Queue\_Interfaces A.18.27(4/3)
  - in* Ada.Containers.Unbounded\_Priority\_Queues A.18.30(4/3)
  - in* Ada.Containers.Unbounded\_Synchronized\_Queues A.18.28(4/3)
- Real
  - in* Interfaces.Fortran B.5(6)
- Real\_Matrix
  - in* Ada.Numerics.Generic\_Real\_Arrays G.3.1(4/2)
- Real\_Vector
  - in* Ada.Numerics.Generic\_Real\_Arrays G.3.1(4/2)
- Reference\_Type
  - in* Ada.Containers.Doubly\_Linked\_Lists A.18.3(17.2/5), A.18.3(51.11/5)
  - in* Ada.Containers.Hashed\_Maps A.18.5(17.2/5), A.18.5(37.12/5)
  - in* Ada.Containers.Hashed\_Sets A.18.8(58.1/5)
  - in* Ada.Containers.Indefinite\_Holders A.18.18(17/5)
  - in* Ada.Containers.Multiway\_Trees A.18.10(29/5), A.18.10(70.11/5)
  - in* Ada.Containers.Ordered\_Maps A.18.6(16.2/5), A.18.6(51.13/5)
  - in* Ada.Containers.Ordered\_Sets A.18.9(73.1/5)
  - in* Ada.Containers.Vectors A.18.2(34.2/5), A.18.2(79.11/5)
- Relative\_Deadline *subtype of* Time\_Span
  - in* Ada.Dispatching.EDF D.2.6(9/5)
- Reversible\_Iterator
  - in* Ada.Iterator\_Interfaces 5.5.1(4/3)
- Root\_Buffer\_Type
  - in* Ada.Strings.Text\_Buffers A.4.12(6/5)

- Root\_Storage\_Pool
  - in* System.Storage\_Pools 13.11(6/5)
- Root\_Storage\_Pool\_With\_Subpools
  - in* System.Storage\_Pools.Subpools 13.11.4(4/5)
- Root\_Stream\_Type
  - in* Ada.Streams 13.13.1(3/2)
- Root\_Subpool
  - in* System.Storage\_Pools.Subpools 13.11.4(5/5)
- RPC\_Receiver
  - in* System.RPC E.5(11)
- Search\_Type
  - in* Ada.Directories A.16(31/2)
- Second\_Duration *subtype of* Day\_Duration
  - in* Ada.Calendar.Formatting 9.6.1(20/2)
- Second\_Number *subtype of* Natural
  - in* Ada.Calendar.Formatting 9.6.1(20/2)
- Seconds\_Count
  - in* Ada.Real\_Time D.8(15)
- Set
  - in* Ada.Containers.Hashed\_Sets A.18.8(3/5), A.18.8(59.2/5)
  - in* Ada.Containers.Ordered\_Sets A.18.9(4/5), A.18.9(74.2/5)
- short
  - in* Interfaces.C B.3(7)
- signed\_char
  - in* Interfaces.C B.3(8)
- size\_t
  - in* Interfaces.C B.3(13)
- State
  - in* Ada.Numerics.Discrete\_Random A.5.2(23)
  - in* Ada.Numerics.Float\_Random A.5.2(11)
- Storage\_Array
  - in* System.Storage\_Elements 13.7.1(5)
- Storage\_Count *subtype of* Storage\_Offset
  - in* System.Storage\_Elements 13.7.1(4)
- Storage\_Element
  - in* System.Storage\_Elements 13.7.1(5)
- Storage\_Offset
  - in* System.Storage\_Elements 13.7.1(3)
- Storage\_Stream\_Type
  - in* Ada.Streams.Storage 13.13.1(13/5)
- Stream\_Access
  - in* Ada.Streams.Stream\_IO A.12.1(4)
  - in* Ada.Text\_IO.Text\_Streams A.12.2(3/5)
  - in* Ada.Wide\_Text\_IO.Text\_Streams A.12.3(3/5)
  - in* Ada.Wide\_Wide\_Text\_IO.Text\_Streams A.12.4(3/5)
- Stream\_Element
  - in* Ada.Streams 13.13.1(4/1)
- Stream\_Element\_Array
  - in* Ada.Streams 13.13.1(4/1)
- Stream\_Element\_Count *subtype of* Stream\_Element\_Offset
  - in* Ada.Streams 13.13.1(4/1)
- Stream\_Element\_Offset
  - in* Ada.Streams 13.13.1(4/1)
- Stream\_Type
  - in* Ada.Streams.Storage.Bounded 13.13.1(27/5)
  - in* Ada.Streams.Storage.Unbounded 13.13.1(19/5)
- String
  - in* Standard A.1(37/3)
- String\_Access
  - in* Ada.Strings.Unbounded A.4.5(7)
- Subpool\_Handle
  - in* System.Storage\_Pools.Subpools 13.11.4(6/3)
- Suspension\_Object
  - in* Ada.Synchronous\_Task\_Control D.10(4/5)
- Synchronous\_Barrier
  - in* Ada.Synchronous\_Barriers D.10.1(5/3)
- Tag
  - in* Ada.Tags 3.9(6/5)
- Tag\_Array
  - in* Ada.Tags 3.9(7.3/2)
- Task\_Array
  - in* Ada.Execution\_Time.Group\_Budgets D.14.2(6/2)
- Task\_Id
  - in* Ada.Task\_Identification C.7.1(2/5)
- Termination\_Handler
  - in* Ada.Task\_Termination C.7.3(4/2)
- Test\_And\_Set\_Flag
  - in* System.Atomic\_Operations.Test\_And\_Set C.6.3(4/5)
- Text\_Buffer\_Count
  - in* Ada.Strings.Text\_Buffers A.4.12(4/5)
- Time
  - in* Ada.Calendar 9.6(10/5)
  - in* Ada.Real\_Time D.8(4)
- Time\_Offset
  - in* Ada.Calendar.Time\_Zones 9.6.1(4/2)
- Time\_Span
  - in* Ada.Real\_Time D.8(5)
- Timer
  - in* Ada.Execution\_Time.Timers D.14.1(4/2)
- Timer\_Handler
  - in* Ada.Execution\_Time.Timers D.14.1(5/5)
- Timing\_Event
  - in* Ada.Real\_Time.Timing\_Events D.15(4/5)
- Timing\_Event\_Handler
  - in* Ada.Real\_Time.Timing\_Events D.15(4/5)
- Tree
  - in* Ada.Containers.Multiway\_Trees A.18.10(8/5), A.18.10(70.2/5)
- Trim\_End
  - in* Ada.Strings A.4.1(6)
- Truncation
  - in* Ada.Strings A.4.1(6)
- Type\_Set
  - in* Ada.Text\_IO A.10.1(7)
- Unbounded\_String
  - in* Ada.Strings.Unbounded A.4.5(4/5)
- Uniformly\_Distributed *subtype of* Float
  - in* Ada.Numerics.Float\_Random A.5.2(8/5)
- unsigned
  - in* Interfaces.C B.3(9)
- unsigned\_char
  - in* Interfaces.C B.3(10)
- unsigned\_long
  - in* Interfaces.C B.3(9)
- unsigned\_short
  - in* Interfaces.C B.3(9)
- UTF\_16\_Wide\_String *subtype of* Wide\_String
  - in* Ada.Strings.UTF\_Encoding A.4.11(7/3)
- UTF\_8\_String *subtype of* String
  - in* Ada.Strings.UTF\_Encoding A.4.11(6/3)

UTF\_String *subtype of* String  
*in* Ada.Strings.UTF\_Encoding A.4.11(5/3)

Valid\_Big\_Integer *subtype of* Big\_Integer  
*in* Ada.Numerics.Big\_Numbers.Big\_Integers A.5.6(5/5)

Valid\_Big\_Real *subtype of* Big\_Real  
*in* Ada.Numerics.Big\_Numbers.Big\_Reals A.5.7(5/5)

Vector  
*in* Ada.Containers.Vectors A.18.2(8/5), A.18.2(79.2/5)

wchar\_array  
*in* Interfaces.C B.3(33/3)

wchar\_t  
*in* Interfaces.C B.3(30/1)

Wide\_Character  
*in* Standard A.1(36.1/5)

Wide\_Character\_Mapping  
*in* Ada.Strings.Wide\_Maps A.4.7(20/5)

Wide\_Character\_Mapping\_Function  
*in* Ada.Strings.Wide\_Maps A.4.7(26)

Wide\_Character\_Range  
*in* Ada.Strings.Wide\_Maps A.4.7(6)

Wide\_Character\_Ranges  
*in* Ada.Strings.Wide\_Maps A.4.7(7)

Wide\_Character\_Sequence *subtype of* Wide\_String  
*in* Ada.Strings.Wide\_Maps A.4.7(16)

Wide\_Character\_Set  
*in* Ada.Strings.Wide\_Maps A.4.7(4/5)

Wide\_String  
*in* Standard A.1(41/3)

Wide\_Wide\_Character  
*in* Standard A.1(36.2/5)

Wide\_Wide\_Character\_Mapping  
*in* Ada.Strings.Wide\_Wide\_Maps A.4.8(20/5)

Wide\_Wide\_Character\_Mapping\_Function  
*in* Ada.Strings.Wide\_Wide\_Maps A.4.8(26/2)

Wide\_Wide\_Character\_Range  
*in* Ada.Strings.Wide\_Wide\_Maps A.4.8(6/2)

Wide\_Wide\_Character\_Ranges  
*in* Ada.Strings.Wide\_Wide\_Maps A.4.8(7/2)

Wide\_Wide\_Character\_Sequence *subtype of*  
Wide\_Wide\_String  
*in* Ada.Strings.Wide\_Wide\_Maps A.4.8(16/2)

Wide\_Wide\_Character\_Set  
*in* Ada.Strings.Wide\_Wide\_Maps A.4.8(4/5)

Wide\_Wide\_String  
*in* Standard A.1(42.1/3)

Year\_Number *subtype of* Integer  
*in* Ada.Calendar 9.6(11/2)

### Q.3 Language-Defined Subprograms

This subclause lists all language-defined subprograms.

1/3

Abort\_Task *in* Ada.Task\_Identification C.7.1(3/5)

Activation\_Is\_Complete  
*in* Ada.Task\_Identification C.7.1(4/3)

Actual\_Quantum  
*in* Ada.Dispatching.Round\_Robin D.2.5(4/5)

Ada.Unchecked\_Deallocate\_Subpool  
*child of* Ada 13.11.5(3/5)

Add  
*in* Ada.Execution\_Time.Group\_Budgets D.14.2(9/2)

Add\_Task  
*in* Ada.Execution\_Time.Group\_Budgets D.14.2(8/2)

Adjust *in* Ada.Finalization 7.6(6/2)

Allocate  
*in* System.Storage\_Pools 13.11(7)  
*in* System.Storage\_Pools.Subpools 13.11.4(14/3)

Allocate\_From\_Subpool  
*in* System.Storage\_Pools.Subpools 13.11.4(11/5)

Ancessor\_Find  
*in* Ada.Containers.Multiway\_Trees A.18.10(40.1/5),  
A.18.10(40/5)

Append  
*in* Ada.Containers.Doubly\_Linked\_Lists A.18.3(23.1/5),  
A.18.3(23/5)  
*in* Ada.Containers.Vectors A.18.2(46/5), A.18.2(47.1/5),  
A.18.2(47/5)  
*in* Ada.Strings.Bounded A.4.4(13), A.4.4(14), A.4.4(15),  
A.4.4(16), A.4.4(17), A.4.4(18), A.4.4(19), A.4.4(20)

*in* Ada.Strings.Unbounded A.4.5(12), A.4.5(13), A.4.5(14)

Append\_Child  
*in* Ada.Containers.Multiway\_Trees A.18.10(52/5)

Append\_Vector  
*in* Ada.Containers.Vectors A.18.2(46/5)

Arccos  
*in* Ada.Numerics.Generic\_Complex\_Elementary\_Functions  
G.1.2(5)  
*in* Ada.Numerics.Generic\_Elementary\_Functions A.5.1(6)

Arccosh  
*in* Ada.Numerics.Generic\_Complex\_Elementary\_Functions  
G.1.2(7)  
*in* Ada.Numerics.Generic\_Elementary\_Functions A.5.1(7)

Arccot  
*in* Ada.Numerics.Generic\_Complex\_Elementary\_Functions  
G.1.2(5)  
*in* Ada.Numerics.Generic\_Elementary\_Functions A.5.1(6)

Arccoth  
*in* Ada.Numerics.Generic\_Complex\_Elementary\_Functions  
G.1.2(7)  
*in* Ada.Numerics.Generic\_Elementary\_Functions A.5.1(7)

Arsin  
*in* Ada.Numerics.Generic\_Complex\_Elementary\_Functions  
G.1.2(5)  
*in* Ada.Numerics.Generic\_Elementary\_Functions A.5.1(6)

- Arcsinh
  - in* Ada.Numerics.Generic\_Complex\_Elementary\_Functions G.1.2(7)
  - in* Ada.Numerics.Generic\_Elementary\_Functions A.5.1(7)
- Arctan
  - in* Ada.Numerics.Generic\_Complex\_Elementary\_Functions G.1.2(5)
  - in* Ada.Numerics.Generic\_Elementary\_Functions A.5.1(6)
- Arctanh
  - in* Ada.Numerics.Generic\_Complex\_Elementary\_Functions G.1.2(7)
  - in* Ada.Numerics.Generic\_Elementary\_Functions A.5.1(7)
- Argument
  - in* Ada.Command\_Line A.15(5)
  - in* Ada.Numerics.Generic\_Complex\_Arrays G.3.2(10/2), G.3.2(31/2)
  - in* Ada.Numerics.Generic\_Complex\_Types G.1.1(10)
- Argument\_Count *in* Ada.Command\_Line A.15(4)
- Assert *in* Ada.Assertions 11.4.2(14/2)
- Assign
  - in* Ada.Containers.Doubly\_Linked\_Lists A.18.3(17.5/5), A.18.3(51.8/5)
  - in* Ada.Containers.Hashed\_Maps A.18.5(17.7/5), A.18.5(37.9/5)
  - in* Ada.Containers.Hashed\_Sets A.18.8(17.4/5), A.18.8(59.8/5)
  - in* Ada.Containers.Indefinite\_Holders A.18.18(20/5)
  - in* Ada.Containers.Multiway\_Trees A.18.10(32/5), A.18.10(70.8/5)
  - in* Ada.Containers.Ordered\_Maps A.18.6(16.7/5), A.18.6(51.10/5)
  - in* Ada.Containers.Ordered\_Sets A.18.9(16.4/5), A.18.9(74.8/5)
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*in* Ada.Containers.Hashed\_Sets A.18.8(23/5), A.18.8(54/5)  
*in* Ada.Containers.Ordered\_Maps A.18.6(23/5)  
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*in* Ada.Directories A.16(24/2)  
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*in* Ada.Numerics.Generic\_Complex\_Elementary\_Functions  
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*in* Ada.Containers.Doubly\_Linked\_Lists A.18.3(41/5)  
*in* Ada.Containers.Hashed\_Maps A.18.5(30/5)  
*in* Ada.Containers.Hashed\_Sets A.18.8(43/5), A.18.8(56/5)  
*in* Ada.Containers.Multiway\_Trees A.18.10(38/5)  
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  - in* Ada.Containers.Hashed\_Maps A.18.5(27/5)
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- Get\_Immediate *in* Ada.Text\_IO A.10.1(44/5), A.10.1(45/5)
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- Split
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  - in* Ada.Calendar.Formatting 9.6.1(29/2), 9.6.1(32/2), 9.6.1(33/2), 9.6.1(34/2)
  - in* Ada.Execution\_Time D.14(8/2)
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- Split\_Into\_Chunks
  - in* Ada.Iterator\_Interfaces 5.5.1(4.4/5)
- Sqrt
  - in* Ada.Numerics.Generic\_Complex\_Elementary\_Functions G.1.2(3)
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- Standard\_Input *in* Ada.Text\_IO A.10.1(16), A.10.1(19)
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- Start\_Search *in* Ada.Directories A.16(32/2)
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- Strlen *in* Interfaces.C.Strings B.3.1(17)
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  - in* Ada.Containers.Multiway\_Trees A.18.10(18.1/5), A.18.10(18/5)
- Supported
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- Suspend\_Until\_True
  - in* Ada.Synchronous\_Task\_Control D.10(4/5)
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- To\_Address
  - in* System.Address\_To\_Access\_Conversions 13.7.2(3/3)
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- To\_Character
  - in* Ada.Characters.Conversions A.3.4(5/2)
- To\_Chars\_Ptr *in* Interfaces.C.Strings B.3.1(8)
- To\_COBOL *in* Interfaces.COBOL B.4(17), B.4(18)
- To\_Cursor *in* Ada.Containers.Vectors A.18.2(25/5)
- To\_Decimal *in* Interfaces.COBOL B.4(35), B.4(40), B.4(44), B.4(47)
- To\_Display *in* Interfaces.COBOL B.4(36)
- To\_Domain
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  - in* Ada.Strings.Wide\_Maps A.4.7(24)
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- To\_Packed *in* Interfaces.COBOL B.4(41)
- To\_Picture *in* Ada.Text\_IO.Editing F.3.3(6)
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  - in* System.Address\_To\_Access\_Conversions 13.7.2(3/3)
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- To\_String
  - in* Ada.Characters.Conversions A.3.4(5/2)
  - in* Ada.Numerics.Big\_Numbers.Big\_Integers A.5.6(14/5)
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- To\_Unbounded\_String
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  - in* Ada.Characters.Conversions A.3.4(4/2)
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  - in* Ada.Strings.Fixed A.4.3(18), A.4.3(19), A.4.3(20), A.4.3(21)
  - in* Ada.Strings.Unbounded A.4.5(48), A.4.5(49), A.4.5(50), A.4.5(51)
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  - in* Ada.Containers.Hashing\_Sets A.18.8(26/5), A.18.8(27/5)
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  - in* Ada.Numerics.Generic\_Complex\_Arrays G.3.2(51/2)
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  - in* Ada.Containers.Hashing\_Maps A.18.5(17/5)
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  - in* Ada.Strings.Maps A.4.2(21)
  - in* Ada.Strings.Wide\_Maps A.4.7(21)
  - in* Ada.Strings.Wide\_Wide\_Maps A.4.8(21/2)
  - in* Ada.Task\_Attributes C.7.2(4)
  - in* Interfaces.C.Pointers B.3.2(6), B.3.2(7)
  - in* Interfaces.C.Strings B.3.1(13), B.3.1(14), B.3.1(15), B.3.1(16)
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  - in* Interfaces.C.Pointers B.3.2(13)
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  - child of* Ada.Strings.Wide\_Bounded A.4.7(1/3)
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  - child of* Ada.Strings.Wide\_Fixed A.4.7(1/3)
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- Wide\_Hash\_Case\_Insensitive
  - child of* Ada.Strings.Wide\_Bounded A.4.7(1/3)
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- Wide\_Exception\_Name *in* Ada.Exceptions 11.4.1(2/5), 11.4.1(5/2)
- Wide\_Expanded\_Name *in* Ada.Tags 3.9(7/2)
- Wide\_Get
  - in* Ada.Strings.Text\_Buffers.Unbounded A.4.12(21/5)
- Wide\_Get\_UTF\_16
  - in* Ada.Strings.Text\_Buffers.Unbounded A.4.12(24/5)
- Wide\_Put *in* Ada.Strings.Text\_Buffers A.4.12(8/5)
- Wide\_Put\_UTF\_16
  - in* Ada.Strings.Text\_Buffers A.4.12(11/5)
- Wide\_Wide\_Equal\_Case\_Insensitive
  - child of* Ada.Strings.Wide\_Wide\_Bounded A.4.8(1/3)
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  - child of* Ada.Strings.Wide\_Wide\_Unbounded A.4.8(1/3)
- Wide\_Wide\_Hash
  - child of* Ada.Strings.Wide\_Wide\_Bounded A.4.8(1/3)
  - child of* Ada.Strings.Wide\_Wide\_Fixed A.4.8(1/3)
  - child of* Ada.Strings.Wide\_Wide\_Unbounded A.4.8(1/3)
- Wide\_Wide\_Hash\_Case\_Insensitive
  - child of* Ada.Strings.Wide\_Wide\_Bounded A.4.8(1/3)
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Wide\_Wide\_Exception\_Name  
*in Ada.Exceptions* 11.4.1(2/5), 11.4.1(5/2)

Wide\_Wide\_Expanded\_Name *in Ada.Tags* 3.9(7/2)

Wide\_Wide\_Get  
*in Ada.Strings.Text\_Buffers.Unbounded* A.4.12(22/5)

Wide\_Wide\_Put  
*in Ada.Strings.Text\_Buffers* A.4.12(9/5)

Write  
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Year  
*in Ada.Calendar* 9.6(13)  
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Yield *in Ada.Dispatching* D.2.1(1.3/5)

Yield\_To\_Higher  
*in Ada.Dispatching.Non\_Preemptive* D.2.4(2.2/5)

Yield\_To\_Same\_Or\_Higher  
*in Ada.Dispatching.Non\_Preemptive* D.2.4(2.2/5)

## Q.4 Language-Defined Exceptions

This subclause lists all language-defined exceptions.

1/3

Argument\_Error  
*in Ada.Numerics* A.5(3/5)

Assertion\_Error  
*in Ada.Assertions* 11.4.2(13/2)

Capacity\_Error  
*in Ada.Containers* A.18.1(5.1/3)

Communication\_Error  
*in System.RPC* E.5(5)

Constraint\_Error  
*in Standard* A.1(46)

Conversion\_Error  
*in Interfaces.COBOL* B.4(30)

Data\_Error  
*in Ada.Direct\_IO* A.8.4(18)  
*in Ada.IO\_Exceptions* A.13(4)  
*in Ada.Sequential\_IO* A.8.1(15)  
*in Ada.Storage\_IO* A.9(9)  
*in Ada.Streams.Stream\_IO* A.12.1(26)  
*in Ada.Text\_IO* A.10.1(85/5)

Device\_Error  
*in Ada.Direct\_IO* A.8.4(18)  
*in Ada.Directories* A.16(43/2)  
*in Ada.IO\_Exceptions* A.13(4)  
*in Ada.Sequential\_IO* A.8.1(15)  
*in Ada.Streams.Stream\_IO* A.12.1(26)  
*in Ada.Text\_IO* A.10.1(85/5)

Dispatching\_Domain\_Error  
*in System.Multiprocessors.Dispatching\_Domains* D.16.1(4/3)

Dispatching\_Policy\_Error  
*in Ada.Dispatching* D.2.1(1.4/3)

Encoding\_Error  
*in Ada.Strings.UTF\_Encoding* A.4.11(8/3)

End\_Error  
*in Ada.Direct\_IO* A.8.4(18)  
*in Ada.IO\_Exceptions* A.13(4)  
*in Ada.Sequential\_IO* A.8.1(15)  
*in Ada.Streams.Stream\_IO* A.12.1(26)  
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Group\_Budget\_Error  
*in Ada.Execution\_Time.Group\_Budgets* D.14.2(11/2)

Index\_Error  
*in Ada.Strings* A.4.1(5)

Layout\_Error  
*in Ada.IO\_Exceptions* A.13(4)  
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Length\_Error  
*in Ada.Strings* A.4.1(5)

Mode\_Error  
*in Ada.Direct\_IO* A.8.4(18)  
*in Ada.IO\_Exceptions* A.13(4)  
*in Ada.Sequential\_IO* A.8.1(15)  
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Name\_Error  
*in Ada.Direct\_IO* A.8.4(18)  
*in Ada.Directories* A.16(43/2)  
*in Ada.IO\_Exceptions* A.13(4)  
*in Ada.Sequential\_IO* A.8.1(15)  
*in Ada.Streams.Stream\_IO* A.12.1(26)  
*in Ada.Text\_IO* A.10.1(85/5)

Pattern\_Error  
*in Ada.Strings* A.4.1(5)

Picture\_Error  
*in Ada.Text\_IO.Editing* F.3.3(9)

Pointer\_Error  
*in Interfaces.C.Pointers* B.3.2(8)

Program\_Error  
*in Standard* A.1(46)

Status\_Error  
*in Ada.Direct\_IO* A.8.4(18)  
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*in Ada.IO\_Exceptions* A.13(4)  
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Storage\_Error  
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   *in* Standard A.1(46)  
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   *in* Interfaces.C B.3(40)  
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   *in* Ada.Calendar 9.6(18)  
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   *in* Ada.Execution\_Time.Timers D.14.1(9/2)  
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   *in* Ada.Strings A.4.1(5)  
 Unknown\_Zone\_Error  
   *in* Ada.Calendar.Time\_Zones 9.6.1(5/2)  
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   *in* Ada.Direct\_IO A.8.4(18)  
   *in* Ada.Directories A.16(43/2)  
   *in* Ada.IO\_Exceptions A.13(4)  
   *in* Ada.Sequential\_IO A.8.1(15)  
   *in* Ada.Streams.Stream\_IO A.12.1(26)  
   *in* Ada.Text\_IO A.10.1(85/5)

## Q.5 Language-Defined Objects

1/3 This subclause lists all language-defined constants, variables, named numbers, and enumeration literals.

ACK *in* Ada.Characters.Latin\_1 A.3.3(5)  
 Acute *in* Ada.Characters.Latin\_1 A.3.3(22)  
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 Alphanumeric\_Set  
   *in* Ada.Strings.Maps.Constants A.4.6(4)  
 Ampersand *in* Ada.Characters.Latin\_1 A.3.3(8)  
 APC *in* Ada.Characters.Latin\_1 A.3.3(19)  
 Apostrophe *in* Ada.Characters.Latin\_1 A.3.3(8)  
 Asterisk *in* Ada.Characters.Latin\_1 A.3.3(8)  
 Basic\_Map  
   *in* Ada.Strings.Maps.Constants A.4.6(5)  
 Basic\_Set  
   *in* Ada.Strings.Maps.Constants A.4.6(4)  
 BEL *in* Ada.Characters.Latin\_1 A.3.3(5)  
 BOM\_16 *in* Ada.Strings.UTF\_Encoding A.4.11(12/3)  
 BOM\_16BE *in* Ada.Strings.UTF\_Encoding A.4.11(10/3)  
 BOM\_16LE *in* Ada.Strings.UTF\_Encoding A.4.11(11/3)  
 BOM\_8 *in* Ada.Strings.UTF\_Encoding A.4.11(9/3)  
 BPH *in* Ada.Characters.Latin\_1 A.3.3(17)  
 Broken\_Bar *in* Ada.Characters.Latin\_1 A.3.3(21/3)  
 BS *in* Ada.Characters.Latin\_1 A.3.3(5)  
 Buffer\_Size *in* Ada.Storage\_IO A.9(4)  
 CAN *in* Ada.Characters.Latin\_1 A.3.3(6)  
 CCH *in* Ada.Characters.Latin\_1 A.3.3(18)  
 Cedilla *in* Ada.Characters.Latin\_1 A.3.3(22)  
 Cent\_Sign *in* Ada.Characters.Latin\_1 A.3.3(21/3)  
 char16\_nul *in* Interfaces.C B.3(39.3/2)  
 char32\_nul *in* Interfaces.C B.3(39.12/2)  
 CHAR\_BIT *in* Interfaces.C B.3(6)  
 Character\_Set  
   *in* Ada.Strings.Wide\_Maps A.4.7(46/2)  
   *in* Ada.Strings.Wide\_Maps.Wide\_Constants A.4.8(48/2)  
 Circumflex *in* Ada.Characters.Latin\_1 A.3.3(12)  
 COBOL\_To\_Ada *in* Interfaces.COBOL B.4(15)  
 Colon *in* Ada.Characters.Latin\_1 A.3.3(10)  
 Comma *in* Ada.Characters.Latin\_1 A.3.3(8)  
 Commercial\_At  
   *in* Ada.Characters.Latin\_1 A.3.3(10)  
 Control\_Set  
   *in* Ada.Strings.Maps.Constants A.4.6(4)  
 Copyright\_Sign  
   *in* Ada.Characters.Latin\_1 A.3.3(21/3)  
 Country\_Unknown *in* Ada.Locales A.19(5/3)  
 CPU\_Tick *in* Ada.Execution\_Time D.14(4/2)  
 CPU\_Time\_First *in* Ada.Execution\_Time D.14(4/2)  
 CPU\_Time\_Last *in* Ada.Execution\_Time D.14(4/2)  
 CPU\_Time\_Unit *in* Ada.Execution\_Time D.14(4/2)  
 CR *in* Ada.Characters.Latin\_1 A.3.3(5)  
 CSI *in* Ada.Characters.Latin\_1 A.3.3(19)  
 Currency\_Sign  
   *in* Ada.Characters.Latin\_1 A.3.3(21/3)  
 DC1 *in* Ada.Characters.Latin\_1 A.3.3(6)  
 DC2 *in* Ada.Characters.Latin\_1 A.3.3(6)  
 DC3 *in* Ada.Characters.Latin\_1 A.3.3(6)  
 DC4 *in* Ada.Characters.Latin\_1 A.3.3(6)  
 DCS *in* Ada.Characters.Latin\_1 A.3.3(18)  
 Decimal\_Digit\_Set  
   *in* Ada.Strings.Maps.Constants A.4.6(4)  
 Default\_Aft  
   *in* Ada.Text\_IO A.10.1(64), A.10.1(69), A.10.1(74)  
   *in* Ada.Text\_IO.Complex\_IO G.1.3(5)  
 Default\_Base *in* Ada.Text\_IO A.10.1(53), A.10.1(58)  
 Default\_Bit\_Order *in* System 13.7(15/2)  
 Default\_Currency  
   *in* Ada.Text\_IO.Editing F.3.3(10)  
 Default\_Deadline  
   *in* Ada.Dispatching.EDF D.2.6(9/5)  
 Default\_Exp  
   *in* Ada.Text\_IO A.10.1(64), A.10.1(69), A.10.1(74)  
   *in* Ada.Text\_IO.Complex\_IO G.1.3(5)  
 Default\_Fill *in* Ada.Text\_IO.Editing F.3.3(10)  
 Default\_Fore  
   *in* Ada.Text\_IO A.10.1(64), A.10.1(69), A.10.1(74)  
   *in* Ada.Text\_IO.Complex\_IO G.1.3(5)  
 Default\_Priority *in* System 13.7(17)  
 Default\_Quantum  
   *in* Ada.Dispatching.Round\_Robin D.2.5(4/5)  
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   *in* Ada.Text\_IO.Editing F.3.3(10)

- Default\_Relative\_Deadline
  - in* Ada.Dispatching.EDF D.2.6(9/5)
- Default\_Separator
  - in* Ada.Text\_IO.Editing F.3.3(10)
- Default\_Setting *in* Ada.Text\_IO A.10.1(80)
- Default\_Width *in* Ada.Text\_IO A.10.1(53), A.10.1(58), A.10.1(80)
- Degree\_Sign *in* Ada.Characters.Latin\_1 A.3.3(22)
- DEL *in* Ada.Characters.Latin\_1 A.3.3(14)
- Diaeresis *in* Ada.Characters.Latin\_1 A.3.3(21/3)
- Division\_Sign
  - in* Ada.Characters.Latin\_1 A.3.3(26)
- DLE *in* Ada.Characters.Latin\_1 A.3.3(6)
- Dollar\_Sign *in* Ada.Characters.Latin\_1 A.3.3(8)
- e *in* Ada.Numerics A.5(3/5)
- EM *in* Ada.Characters.Latin\_1 A.3.3(6)
- Empty\_Holder
  - in* Ada.Containers.Indefinite\_Holders A.18.18(7/3)
- Empty\_List
  - in* Ada.Containers.Doubly\_Linked\_Lists A.18.3(8/2), A.18.3(51.4/5)
- Empty\_Map
  - in* Ada.Containers.Hashed\_Maps A.18.5(5/2), A.18.5(37.5/5)
  - in* Ada.Containers.Ordered\_Maps A.18.6(6/2), A.18.6(51.6/5)
- Empty\_Set
  - in* Ada.Containers.Hashed\_Sets A.18.8(5/2), A.18.8(59.4/5)
  - in* Ada.Containers.Ordered\_Sets A.18.9(6/2), A.18.9(74.4/5)
- Empty\_Tree
  - in* Ada.Containers.Multiway\_Trees A.18.10(10/3), A.18.10(70.4/5)
- Empty\_Vector
  - in* Ada.Containers.Vectors A.18.2(10/2), A.18.2(79.4/5)
- ENQ *in* Ada.Characters.Latin\_1 A.3.3(5)
- EOT *in* Ada.Characters.Latin\_1 A.3.3(5)
- EPA *in* Ada.Characters.Latin\_1 A.3.3(18)
- Equals\_Sign *in* Ada.Characters.Latin\_1 A.3.3(10)
- ESA *in* Ada.Characters.Latin\_1 A.3.3(17)
- ESC *in* Ada.Characters.Latin\_1 A.3.3(6)
- ETB *in* Ada.Characters.Latin\_1 A.3.3(6)
- ETX *in* Ada.Characters.Latin\_1 A.3.3(5)
- Exclamation *in* Ada.Characters.Latin\_1 A.3.3(8)
- Failure *in* Ada.Command\_Line A.15(8)
- Feminine\_Ordinal\_Indicator
  - in* Ada.Characters.Latin\_1 A.3.3(21/3)
- FF *in* Ada.Characters.Latin\_1 A.3.3(5)
- Fine\_Delta *in* System 13.7(9)
- Fraction\_One\_Half
  - in* Ada.Characters.Latin\_1 A.3.3(22)
- Fraction\_One\_Quarter
  - in* Ada.Characters.Latin\_1 A.3.3(22)
- Fraction\_Three\_Quarters
  - in* Ada.Characters.Latin\_1 A.3.3(22)
- Friday *in* Ada.Calendar.Formatting 9.6.1(17/2)
- FS *in* Ada.Characters.Latin\_1 A.3.3(6)
- Full\_Stop *in* Ada.Characters.Latin\_1 A.3.3(8)
- Graphic\_Set
  - in* Ada.Strings.Maps.Constants A.4.6(4)
- Grave *in* Ada.Characters.Latin\_1 A.3.3(13)
- Greater\_Than\_Sign
  - in* Ada.Characters.Latin\_1 A.3.3(10)
- GS *in* Ada.Characters.Latin\_1 A.3.3(6)
- Hexadecimal\_Digit\_Set
  - in* Ada.Strings.Maps.Constants A.4.6(4)
- High\_Order\_First
  - in* Interfaces.COBOL B.4(25)
  - in* System 13.7(15/2)
- HT *in* Ada.Characters.Latin\_1 A.3.3(5)
- HTJ *in* Ada.Characters.Latin\_1 A.3.3(17)
- HTS *in* Ada.Characters.Latin\_1 A.3.3(17)
- Hyphen *in* Ada.Characters.Latin\_1 A.3.3(8)
- i
  - in* Ada.Numerics.Generic\_Complex\_Types G.1.1(5)
  - in* Interfaces.Fortran B.5(10)
- Identity
  - in* Ada.Strings.Maps A.4.2(22)
  - in* Ada.Strings.Wide\_Maps A.4.7(22)
  - in* Ada.Strings.Wide\_Wide\_Maps A.4.8(22/2)
- Interrupt\_Clocks\_Supported
  - in* Ada.Execution\_Time D.14(9.1/3)
- Inverted\_Exclamation
  - in* Ada.Characters.Latin\_1 A.3.3(21/3)
- Inverted\_Question
  - in* Ada.Characters.Latin\_1 A.3.3(22)
- IS1 *in* Ada.Characters.Latin\_1 A.3.3(16)
- IS2 *in* Ada.Characters.Latin\_1 A.3.3(16)
- IS3 *in* Ada.Characters.Latin\_1 A.3.3(16)
- IS4 *in* Ada.Characters.Latin\_1 A.3.3(16)
- ISO\_646\_Set
  - in* Ada.Strings.Maps.Constants A.4.6(4)
- j
  - in* Ada.Numerics.Generic\_Complex\_Types G.1.1(5)
  - in* Interfaces.Fortran B.5(10)
- Language\_Unknown *in* Ada.Locales A.19(5/3)
- LC\_A *in* Ada.Characters.Latin\_1 A.3.3(13)
- LC\_A\_Acute *in* Ada.Characters.Latin\_1 A.3.3(25)
- LC\_A\_Circumflex
  - in* Ada.Characters.Latin\_1 A.3.3(25)
- LC\_A\_Diaeresis
  - in* Ada.Characters.Latin\_1 A.3.3(25)
- LC\_A\_Grave *in* Ada.Characters.Latin\_1 A.3.3(25)
- LC\_A\_Ring *in* Ada.Characters.Latin\_1 A.3.3(25)
- LC\_A\_Tilde *in* Ada.Characters.Latin\_1 A.3.3(25)
- LC\_AE\_Diphthong
  - in* Ada.Characters.Latin\_1 A.3.3(25)
- LC\_B *in* Ada.Characters.Latin\_1 A.3.3(13)
- LC\_C *in* Ada.Characters.Latin\_1 A.3.3(13)
- LC\_C\_Cedilla
  - in* Ada.Characters.Latin\_1 A.3.3(25)
- LC\_D *in* Ada.Characters.Latin\_1 A.3.3(13)
- LC\_E *in* Ada.Characters.Latin\_1 A.3.3(13)
- LC\_E\_Acute *in* Ada.Characters.Latin\_1 A.3.3(25)
- LC\_E\_Circumflex
  - in* Ada.Characters.Latin\_1 A.3.3(25)
- LC\_E\_Diaeresis
  - in* Ada.Characters.Latin\_1 A.3.3(25)
- LC\_E\_Grave *in* Ada.Characters.Latin\_1 A.3.3(25)
- LC\_F *in* Ada.Characters.Latin\_1 A.3.3(13)
- LC\_G *in* Ada.Characters.Latin\_1 A.3.3(13)

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     *in* Ada.Characters.Latin\_1 A.3.3(24)  
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 LC\_I *in* Ada.Characters.Latin\_1 A.3.3(13)  
 LC\_I\_Acute *in* Ada.Characters.Latin\_1 A.3.3(25)  
 LC\_I\_Circumflex  
     *in* Ada.Characters.Latin\_1 A.3.3(25)  
 LC\_I\_Diaeresis  
     *in* Ada.Characters.Latin\_1 A.3.3(25)  
 LC\_I\_Grave *in* Ada.Characters.Latin\_1 A.3.3(25)  
 LC\_Icelandic\_Eth  
     *in* Ada.Characters.Latin\_1 A.3.3(26)  
 LC\_Icelandic\_Thorn  
     *in* Ada.Characters.Latin\_1 A.3.3(26)  
 LC\_J *in* Ada.Characters.Latin\_1 A.3.3(13)  
 LC\_K *in* Ada.Characters.Latin\_1 A.3.3(13)  
 LC\_L *in* Ada.Characters.Latin\_1 A.3.3(13)  
 LC\_M *in* Ada.Characters.Latin\_1 A.3.3(13)  
 LC\_N *in* Ada.Characters.Latin\_1 A.3.3(13)  
 LC\_N\_Tilde *in* Ada.Characters.Latin\_1 A.3.3(26)  
 LC\_O *in* Ada.Characters.Latin\_1 A.3.3(13)  
 LC\_O\_Acute *in* Ada.Characters.Latin\_1 A.3.3(26)  
 LC\_O\_Circumflex  
     *in* Ada.Characters.Latin\_1 A.3.3(26)  
 LC\_O\_Diaeresis  
     *in* Ada.Characters.Latin\_1 A.3.3(26)  
 LC\_O\_Grave *in* Ada.Characters.Latin\_1 A.3.3(26)  
 LC\_O\_Oblique\_Stroke  
     *in* Ada.Characters.Latin\_1 A.3.3(26)  
 LC\_O\_Tilde *in* Ada.Characters.Latin\_1 A.3.3(26)  
 LC\_P *in* Ada.Characters.Latin\_1 A.3.3(14)  
 LC\_Q *in* Ada.Characters.Latin\_1 A.3.3(14)  
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 LC\_U\_Acute *in* Ada.Characters.Latin\_1 A.3.3(26)  
 LC\_U\_Circumflex  
     *in* Ada.Characters.Latin\_1 A.3.3(26)  
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     *in* Ada.Characters.Latin\_1 A.3.3(26)  
 LC\_U\_Grave *in* Ada.Characters.Latin\_1 A.3.3(26)  
 LC\_V *in* Ada.Characters.Latin\_1 A.3.3(14)  
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 LC\_X *in* Ada.Characters.Latin\_1 A.3.3(14)  
 LC\_Y *in* Ada.Characters.Latin\_1 A.3.3(14)  
 LC\_Y\_Acute *in* Ada.Characters.Latin\_1 A.3.3(26)  
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     *in* Ada.Characters.Latin\_1 A.3.3(26)  
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     *in* Interfaces.COBOL B.4(23)  
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     *in* Ada.Characters.Latin\_1 A.3.3(21/3)  
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     *in* Ada.Characters.Latin\_1 A.3.3(14)  
 Left\_Parenthesis  
     *in* Ada.Characters.Latin\_1 A.3.3(8)  
 Left\_Square\_Bracket  
     *in* Ada.Characters.Latin\_1 A.3.3(12)  
 Less\_Than\_Sign  
     *in* Ada.Characters.Latin\_1 A.3.3(10)  
 Letter\_Set  
     *in* Ada.Strings.Maps.Constants A.4.6(4)  
 LF *in* Ada.Characters.Latin\_1 A.3.3(5)  
 Low\_Line *in* Ada.Characters.Latin\_1 A.3.3(12)  
 Low\_Order\_First  
     *in* Interfaces.COBOL B.4(25)  
     *in* System 13.7(15/2)  
 Lower\_Case\_Map  
     *in* Ada.Strings.Maps.Constants A.4.6(5)  
 Lower\_Set  
     *in* Ada.Strings.Maps.Constants A.4.6(4)  
 Macron *in* Ada.Characters.Latin\_1 A.3.3(21/3)  
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     *in* Ada.Characters.Latin\_1 A.3.3(22)  
 Max\_Base\_Digits *in* System 13.7(8)  
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     *in* Interfaces.COBOL B.4(11)  
 Max\_Image\_Width  
     *in* Ada.Numerics.Discrete\_Random A.5.2(25)  
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 Max\_Int *in* System 13.7(6)  
 Max\_Length *in* Ada.Strings.Bounded A.4.4(5)  
 Max\_Mantissa *in* System 13.7(9)  
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 Max\_Picture\_Length  
     *in* Ada.Text\_IO.Editing F.3.3(8)  
 Max\_Scale *in* Ada.Decimal F.2(3)  
 Memory\_Size *in* System 13.7(13)  
 Micro\_Sign *in* Ada.Characters.Latin\_1 A.3.3(22)  
 Middle\_Dot *in* Ada.Characters.Latin\_1 A.3.3(22)  
 Min\_Delta *in* Ada.Decimal F.2(4)  
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     *in* Ada.Execution\_Time.Group\_Budgets D.14.2(7/2)  
     *in* Ada.Execution\_Time.Timers D.14.1(6/2)  
 Min\_Int *in* System 13.7(6)  
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 Minus\_Sign *in* Ada.Characters.Latin\_1 A.3.3(8)  
 Monday *in* Ada.Calendar.Formatting 9.6.1(17/2)  
 Multiplication\_Sign  
     *in* Ada.Characters.Latin\_1 A.3.3(24)  
 MW *in* Ada.Characters.Latin\_1 A.3.3(18)  
 NAK *in* Ada.Characters.Latin\_1 A.3.3(6)  
 Native\_Binary *in* Interfaces.COBOL B.4(25)  
 NBH *in* Ada.Characters.Latin\_1 A.3.3(17)  
 NBSP *in* Ada.Characters.Latin\_1 A.3.3(21/3)  
 NEL *in* Ada.Characters.Latin\_1 A.3.3(17)  
 New\_Line\_Count  
     *in* Ada.Strings.Text\_Buffers A.4.12(5/5)  
 No\_Break\_Space  
     *in* Ada.Characters.Latin\_1 A.3.3(21/3)

- No\_Element  
*in* Ada.Containers.Doubly\_Linked\_Lists A.18.3(9/2),  
A.18.3(51.5/5)  
*in* Ada.Containers.Hashed\_Maps A.18.5(6/2),  
A.18.5(37.6/5)  
*in* Ada.Containers.Hashed\_Sets A.18.8(6/2), A.18.8(59.5/5)  
*in* Ada.Containers.Multiway\_Trees A.18.10(11/3),  
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*in* Ada.Containers.Ordered\_Maps A.18.6(7/2),  
A.18.6(51.7/5)  
*in* Ada.Containers.Ordered\_Sets A.18.9(7/2), A.18.9(74.5/5)  
*in* Ada.Containers.Vectors A.18.2(11/2), A.18.2(79.5/5)
- No\_Index *in* Ada.Containers.Vectors A.18.2(7/2)
- No\_Tag *in* Ada.Tags 3.9(6.1/2)
- Not\_A\_Specific\_CPU  
*in* System.Multiprocessors D.16(4/3)
- Not\_Sign *in* Ada.Characters.Latin\_1 A.3.3(21/3)
- NUL  
*in* Ada.Characters.Latin\_1 A.3.3(5)  
*in* Interfaces.C B.3(20/1)
- Null\_Address *in* System 13.7(12)
- Null\_Bounded\_String  
*in* Ada.Strings.Bounded A.4.4(7)
- Null\_Id *in* Ada.Exceptions 11.4.1(2/5)
- Null\_Occurrence *in* Ada.Exceptions 11.4.1(3/5)
- Null\_Ptr *in* Interfaces.C.Strings B.3.1(7)
- Null\_Set  
*in* Ada.Strings.Maps A.4.2(5)  
*in* Ada.Strings.Wide\_Maps A.4.7(5)  
*in* Ada.Strings.Wide\_Wide\_Maps A.4.8(5/2)
- Null\_Unbounded\_String  
*in* Ada.Strings.Unbounded A.4.5(5)
- Number\_Sign *in* Ada.Characters.Latin\_1 A.3.3(8)
- OSC *in* Ada.Characters.Latin\_1 A.3.3(19)
- Packed\_Signed *in* Interfaces.COBOL B.4(27)
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- Paragraph\_Sign  
*in* Ada.Characters.Latin\_1 A.3.3(22)
- Percent\_Sign  
*in* Ada.Characters.Latin\_1 A.3.3(8)
- Pi *in* Ada.Numerics A.5(3/5)
- Pilcrow\_Sign  
*in* Ada.Characters.Latin\_1 A.3.3(22)
- PLD *in* Ada.Characters.Latin\_1 A.3.3(17)
- PLU *in* Ada.Characters.Latin\_1 A.3.3(17)
- Plus\_Minus\_Sign  
*in* Ada.Characters.Latin\_1 A.3.3(22)
- Plus\_Sign *in* Ada.Characters.Latin\_1 A.3.3(8)
- PM *in* Ada.Characters.Latin\_1 A.3.3(19)
- Pound\_Sign *in* Ada.Characters.Latin\_1 A.3.3(21/3)
- PU1 *in* Ada.Characters.Latin\_1 A.3.3(18)
- PU2 *in* Ada.Characters.Latin\_1 A.3.3(18)
- Question *in* Ada.Characters.Latin\_1 A.3.3(10)
- Quotation *in* Ada.Characters.Latin\_1 A.3.3(8)
- Registered\_Trade\_Mark\_Sign  
*in* Ada.Characters.Latin\_1 A.3.3(21/3)
- Reserved\_128  
*in* Ada.Characters.Latin\_1 A.3.3(17)
- Reserved\_129  
*in* Ada.Characters.Latin\_1 A.3.3(17)
- Reserved\_132  
*in* Ada.Characters.Latin\_1 A.3.3(17)
- Reserved\_153  
*in* Ada.Characters.Latin\_1 A.3.3(19)
- Reverse\_Solidus  
*in* Ada.Characters.Latin\_1 A.3.3(12)
- RI *in* Ada.Characters.Latin\_1 A.3.3(17)
- Right\_Angle\_Quotation  
*in* Ada.Characters.Latin\_1 A.3.3(22)
- Right\_Curly\_Bracket  
*in* Ada.Characters.Latin\_1 A.3.3(14)
- Right\_Parenthesis  
*in* Ada.Characters.Latin\_1 A.3.3(8)
- Right\_Square\_Bracket  
*in* Ada.Characters.Latin\_1 A.3.3(12)
- Ring\_Above *in* Ada.Characters.Latin\_1 A.3.3(22)
- RS *in* Ada.Characters.Latin\_1 A.3.3(6)
- Saturday *in* Ada.Calendar.Formatting 9.6.1(17/2)
- SCHAR\_MAX *in* Interfaces.C B.3(6)
- SCHAR\_MIN *in* Interfaces.C B.3(6)
- SCL *in* Ada.Characters.Latin\_1 A.3.3(19)
- Section\_Sign  
*in* Ada.Characters.Latin\_1 A.3.3(21/3)
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