Introduction To Ada

Synopsis

The purpose of this book is to give a comprehensive introduction to Ada. The book covers all basic aspects of the language with reference to the particular strengths of Ada in real-time systems. It is written primarily for the novice programmer who lacks experience of modern high-level languages. The prime objective of the book is to get the student involved in writing Ada programs as soon as possible, so the broader subject of software design is subordinated to the task of learning how to use the language. However, the vital relationship between design requirements and language support is always shown in order to illustrate how the structures of Ada are used to produce quality software. The text is built around the development of a number of small illustrative programs which the student is required to work on as part of the learning process. A special feature of the book is the emphasis on real-time systems to reflect the design concept of Ada and its main areas of use. The text is supported by a range of examples, problems and student exercises. All programs have been fully tested. This book should be of interest to all students learning Ada as a first language.

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