# TUTORIAL ON ADA

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Ada is a general purpose language that was developed to meet the needs of software development within the U.S. Department of Defense. By the end of the 1980's, it is expected that the majority of software developed for mission-critical systems will be written in Ada. With the recent standardization of Ada by ANSI, there has been a considerable interest in the language both in the United States and abroad.

Ada is an extremely well-designed language and incorporates many important ideas in software methodology. These include:

° abstract data types
° information hiding
° concurrent processing
° re-usable software components

This tutorial is designed to introduce the main features of Ada. Using a simple problem as a background case study, the tutorial will cover:

° Ada types
° classical programming constructs
° packages, exceptions and generics
° tasks

A 40-page overview discussing the material covered in the tutorial is available from the author.