



# Pyrrhus Software

*Enduring Solutions*

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## Programming in Ada 95

### *Course Syllabus*

Motivation & History for Ada 95 The Ada 95 Mission Structure of Ada 95 Highlights of Major Changes Continuation of Certification	Object-Oriented Programming Abstract Types Tagged Types Freezing Rules Object-Oriented Techniques
General Changes Error Conditions Access Types Use type	Environment Interface Package Standard Package Ada Pragmas
Systems Programming Programs and Libraries Generics Interfaces	A Few Other Features Parameter Modes Representations Interfaces to Other Languages
Real-Time Programming Protected Type Entry Families Requeue Time Bounded Computations Asynchronous Transfer of Control	Highlights of the Differences Between Ada 83 & 95  Primary Objectives Incompatibilities Transitioning to Ada 95
Systems & Real-Time Annexes Systems Programming Annex Priority Model Real-Time Annex Ravenscar Profile Safety and Security Annex Distributed Systems Annex Numerics Annex	Summary of Ada 95 Features Programming-in-the-Large Real-Time Programming Object-Oriented Programming

This 4-day course is designed for software engineers who are familiar with the Ada 83 programming language as defined in the Ada Language Reference Manual ANSI/MIL-STD-1815A-1983 and who want to learn the Ada 95 programming language as defined in the Ada Language Reference Manual ANSI/ISO/IEC-8652:1995.