
Contents

Preface	v
List of Figures	xiii
Chapter 1. Naming Conventions	1
1.1 Guidelines for the Selection of Identifiers	1
Problem: Naming Entities in a Message-Switch Program	2
Chapter 2. Types	22
2.1 Discrete Types	22
Problem: Message Classification Types	23
2.2 Implementation of Set Types	29
Problem: Sets of Communities in a Message-Switch Program	29
2.3 Constant Array Declarations	38
Problem A: Message Transmission Identifier Strings	38
Problem B: A Baud Rate Table for a Message-Switch Program	43
2.4 Record Types	50
Problem: Storing Message History Information	50
2.5 Recursive Type Definitions	57
Problem A: Linked Lists of Physical Transmission Lines	57
Problem B: Defining Data File Elements as Access Types	59
Chapter 3. Coding Paradigms	64
3.1 Use of Slices	64
Problem A: Operations on Message Strings	65
Problem B: Constituent Fields of Text Lines	67

3.2	Short Circuit Control Forms	69
	Problem A: Inappropriate Optimization in a Date Package	69
	Problem B: Inappropriate Optimization in Message Comparison	70
	Problem C: Avoiding Constraint_Error in Loops	72
3.3	Loop Statements	75
	Problem: Three Approaches to Searching an Array	75
3.4	Use of Block Statements for Local Renaming	85
	Problem: Determining Transmission Line Precedence	86
Chapter 4.	Exceptions	94
4.1	The Use of Exceptions	94
	Problem A: Implementing a Control Structure (Zahn's Construct)	95
	Problem B: Handling Expected Counter Wrap Around	98
	Problem C: Error Conditions in a Stack Package	101
	Problem D: Responding to Invalid Time Input	103
	Problem E: Handling Interface Malfunctions in a Message Switch	108
	Problem F: Unanticipated Message Validation Errors	112
Chapter 5.	Program Structure	128
5.1	Specifying Interfaces for General Purpose, Portable Software: A Study of Ada Input/Output	129
	Problem A: Preserving Implementation Freedom	129
	Problem B: Providing Parameters with Default Values	131
	Problem C: Assumptions about Underlying Hardware/Software Support	132
	Problem D: Error Recovery and Exceptions	134
	Problem E: Compiler-Dependent Specifications	135
5.2	Information Hiding	135
	Problem: A Clock Simulation for Message Interrupts	136
5.3	Reducing Depth of Nesting	142
	Problem A: Entries in a Message-Switch Log	142
	Problem B: Conditional Execution of Task Calls	151
	Problem C: Using Subunits to Condense a Complex Package Body	154
5.4	Library Units Versus Subunits	161
	Problem: The Modular Structure of a Message-Switch Program	162

Chapter 6. Ada Life Cycle Design Methodology	175
6.1 Problem Analysis	177
6.2 Requirements Definition	178
6.3 High-Level Design	178
6.4 Low-Level Design	179
6.5 Coding	181
6.6 Unit Testing	181
6.7 Integration Testing	182
6.8 Acceptance Testing	183
6.9 Maintenance	183
Appendix A. Areas for Future Study	184
A.1 Design Issues	184
A.2 Data Abstraction Issues	185
A.3 Additional Naming Conventions	187
A.4 Additional Coding Paradigms	187
A.5 Operational Issues	189
Appendix B. Bibliography	191
Index	193