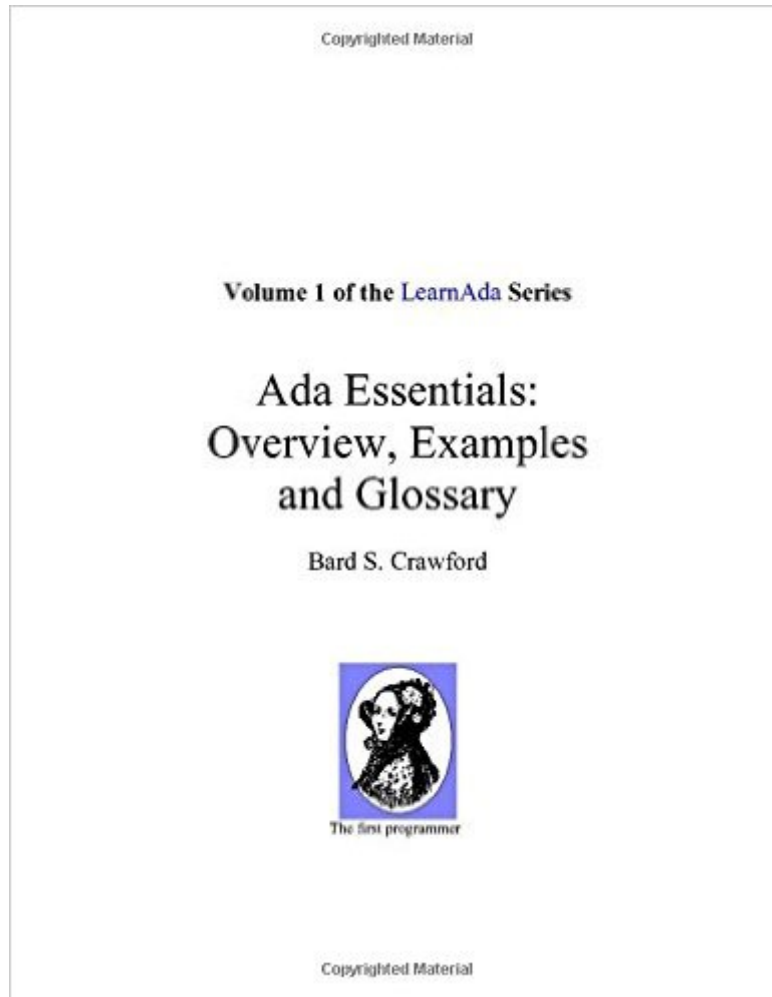


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# Ada Essentials: Overview, Examples And Glossary (Learnada, Vol. 1)



## Synopsis

This compact volume describes all of Ada's program units, statements and data types. It can serve as an introductory text or as a reference work. The use of each language feature is illustrated in a small working program. A comprehensive glossary/index provides users with a fast, easy way to locate examples and illustrations. Example programs are depicted graphically, supporting the metaphor that an Ada program is "a set of lego blocks snapped together." The text is organized in six chapters, three appendices, references and the glossary/index. The first four chapters cover the essentials. The final two chapters introduce Ada's support for object oriented programming and Ada's built-in mechanisms for supporting concurrency and synchronization. This volume is intended as the first in the "LearnAda" series. See <http://www.learnada.com> for future announcements.

## Book Information

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## Customer Reviews

I read the book by Barnes and several others about Ada. It is not an easy language to learn, probably because the newcomer is overwhelmed with all the features. Most books don't really stress that Ada is a multi-paradigm language and that one doesn't have to use all of the features, so the temptation is there to assume that all the features of the language are necessary and therefore it's hard to memorize them all at once. This book is a good reference guide. It recapitulates the important features of the language in a structured organization and uses very good graphic symbols to help understand the concepts of the respective chapters. As a first resource for the newcomer it is not good, but if you have another book and you are looking for a companion to keep by the

keyboard to quickly look up the details of a language construct, this book is very good.

I used this book to 'learn' Ada, as in learn enough to understand it, but not enough to get a job. It does a decent job walking through the major items enough to pick up the basics. I would expect that any good developer with several years experience in different languages, and at least some of that in OOP, would not have any problems picking up the basics. But this is not a good book for a new developer to pick up and use to learn Ada or OOP unless you want to spend a lot of time scratching your head and trying to figure things out. The information is there, but not a lot of different examples or explanations. I bought the Kindle edition, and it is difficult to go through the examples because they extend over multiple pages and you are always moving back and forth. I programmed my Samsung Galaxy II Kindle reader to use the volume buttons to move forward and backward, and it did make the task a little easier. It's much easier to read on my Samsung Galaxy 8 tablet. I learned enough that I think I'll explore Ada a bit further at my job so I can better understand its pros and cons. So the book provided what I bought it for in my case. Not well enough to get a 5, but good enough to be above average in my opinion.

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