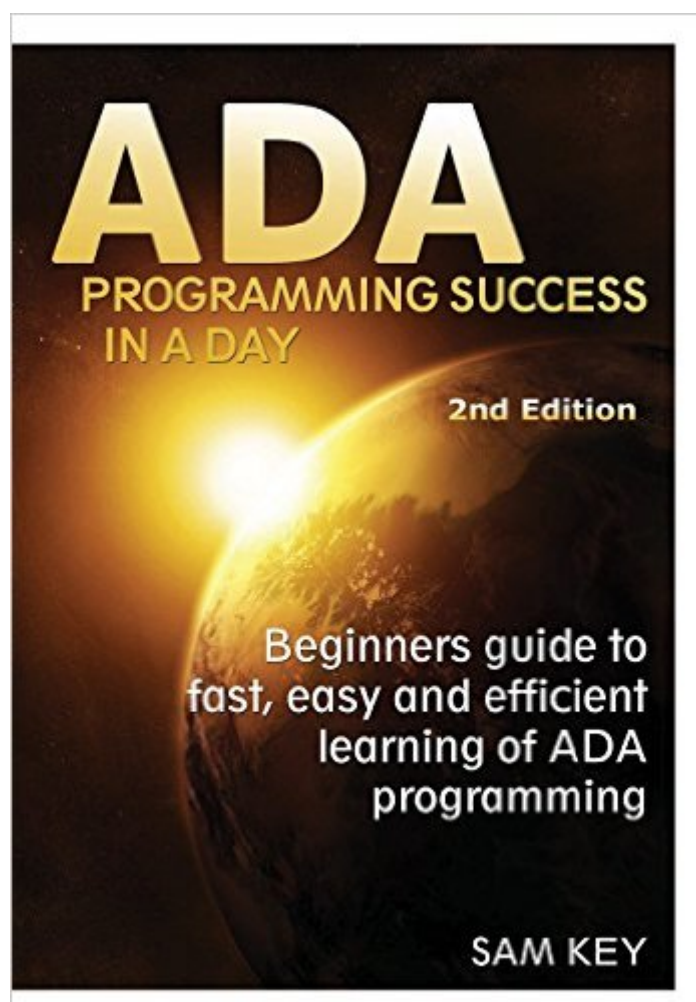


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# Ada Programming Success In A Day



## Synopsis

ADA Programming at its best! Discover A Book That Tells You What You Should Do and How! Instead of jumping right into the instructions, this book will provide you first with all the necessary concepts that you need to learn in order to make the learning process a whole lot easier. This way, you're sure not to get lost in confusion once you get to the more complex lessons provided in the latter chapters. Graphs and flowcharts, as well as sample codes, are provided for a more visual approach on your learning You will also learn the designs and forms of ADA, and what's more convenient than getting to know both sides! Want to know More? Buy It Now

## Book Information

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## Customer Reviews

Short version: This book cannot possibly have earned 4.8 stars on its own merit; while the reviews did look a little bit like empty praise, I wasn't expecting the book to be this bad. Don't waste your money, or your time. Long version: There are several major problems with this book. 1) The usage and style is dreadful. Here's a short passage from Chapter 3: "After the starting letter, identifiers can contain as much numbers, underlines, and letters. Just make sure that underlines only occur once in the identifier. Also, underlines must ever be the last character in the identifier.... Letter cases are not very important.... However, it is imperative for an identifier to fill one text line." There are a few places where I can't even tell what the author means, and besides, I find it very difficult to trust a book that is written so poorly and unprofessionally. 2) Though this is supposed to be a "beginner's guide," in several places technical jargon and Ada terminology is used without introduction. While I understand that this is probably not intended to be a book for learning your first programming language, I am a computer science student and have fairly extensive background in programming,

and I have trouble understanding some of these paragraphs (not helped by point 1). Things such as imports or the function `Put_Line()` (for displaying output on the terminal) are used in code examples without explanation. The text surrounding the code examples tells me less than the code itself, even without much familiarity with Ada's syntax.

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