The Case for Ada at the USAF Academy

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- Academy Background
- Using Ada at the Academy
- Language Features
- Compiler Features
- Development Experience
- Conclusions



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Mission

"Inspire and develop outstanding young men and women to become Air Force officers with knowledge, character and discipline; motivated to lead the world's greatest aerospace-force in service to the nation."



- Graduates enter Air Force as 2nd Lts
- Pilots, navigators, missile/space ops, computer, communications officers
- Typically five year commitment
- Our majors will lead other programmers



- 500 Faculty 25% civilian, 75% military
- Military normal tour around 3 years
- Military with PhD's can stay longer
- Most civilian faculty have PhD



- Every cadet takes 30 core courses in engineering, physics, chemistry, computer science, etc.
- Average course load is 6 courses over 18-week semesters
- Computer Science, Computer Engineering degrees compressed to three years



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Using Ada at the Academy

- Ada used in core course
 - 1996 2001 programming intensive course
 - 2001 2003 Information Technology focus
 - Fall 2003 using visual flow charting tool
- Ada in major's courses
 - Primary programming language
 - Computer Science and Computer Engineering
 - Used in first three courses of majors

Using Ada at the Academy

- We will continue to use Ada
- Curriculum Committee debate
- Choice was based on the following criteria
 - Language features
 - Compiler features
 - Development experience
- Re-examine this choice every few years

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Language Features

- Strong typing
 - Errors found at compile time, not run time
- Case insensitivity
- Lack of single character errors
- Subtypes and enumeration types
 - Superior to Java, C++ and C#
- Mixed-language pragmas
- Ada port to .NET framework

Language Features

- Support for Imperative paradigm
 - Essential for teaching introductory programming
 - Learn control flow, assignment and modularization
 - Not possible in Java, since OO required from start
- Support for Object-Oriented paradigm
 - Builds on imperative fundamentals
 - Easy transition using ADT concepts
 - Learn OO gradually when intellectually ready
- Helps our majors succeed in limited time

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Compiler Features

- Compile time error messages
 - Useful and accurate
 - Steer students in right direction
 - More helpful than run time errors
- Strong typing and good compiler error messages help our students succeed

Compiler Features

```
with Ada.Text_Io;
                                 Blue
use Ada.Text_Io;
procedure Color_Prog is
 type Colors is (Red, White);
 C : Colors := White;
begin
 case C is
   when Red =>
     Put("Red");
   when White =>
     Put("White");
 end case;
end Color_Prog;
```

Compiler error message if "Blue" added

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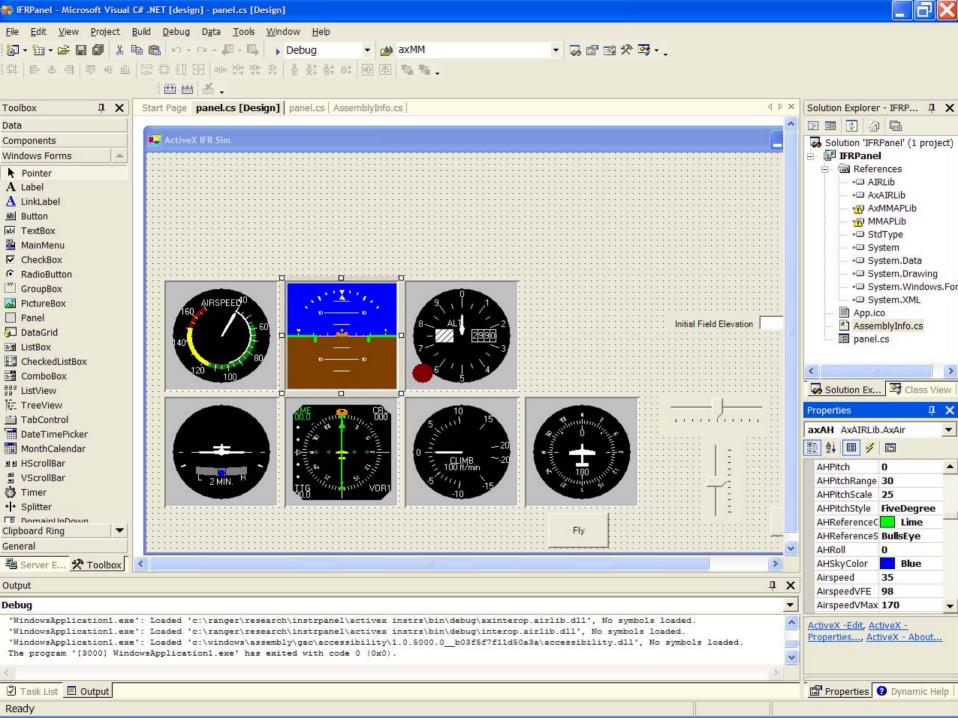


Development Experience

- Industry acceptance
 - Our majors will lead, not program
 - Can focus on education, not training of programmers
- Support for both Imperative and Object-Oriented
 - Decided against Java because OO must be first
 - Possible in C#, so we considered in more detail
- Textbook support
 - Currently no CS-2 textbooks available for C#
 - Major drawback of using C# as primary language

Development Experience

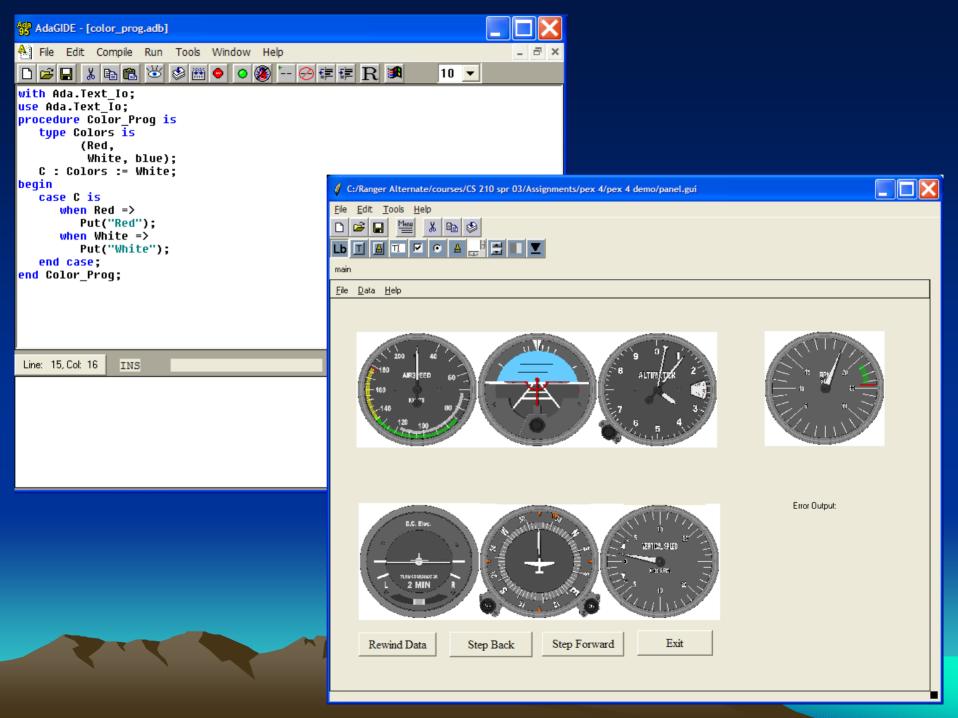
- Development environment considerations
- Visual Studio .NET for C#
 - Very powerful and complicated tool
 - Touch and feel including "intelli-sense"
 - Easy, rapid development of code
 - Graphical User Interface (GUI) builder outstanding



Development Experience

AdaGIDE for Ada 95

- Excellent tool easily understood by novice programmer
- Powerful enough for senior level capstone design courses
- We control the look and feel of the environment
- GUI support from Rapid is not as good as Visual Studios



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Conclusions

- We will continue to use Ada
- Objections to Ada not technical
 - Appear to be sociological
 - Due to lack of widespread acceptance
- We are educating leaders, not programmers
- Languages are adopting desirable Ada features
 - Strong typing, generics, software engineering support
- We will continue to examine our choice