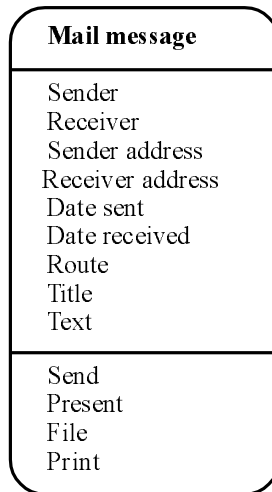


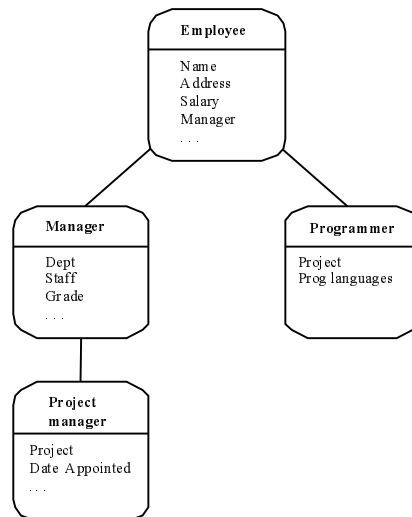
## Mail message class

---

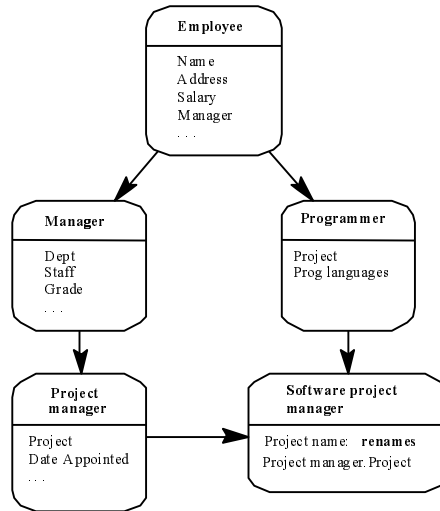


## Class hierarchy

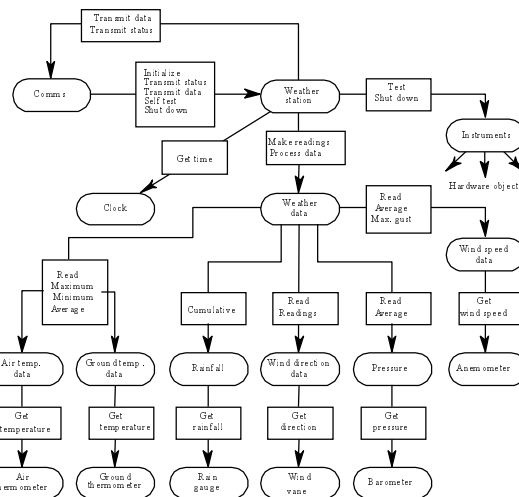
---



## Multiple inheritance



## Weather station interactions



## C++ interface design

---

```
class Weather_station {
public:
    Weather_station ();
    ~Weather_station ();
    void Transmit_data (computer_id dest);
    void Transmit_status (computer_id dest);
    void Self_test ();
    void Shut_down ();

    // Access and constructor functions
    char* Identifier ();
    void Put_identifier (char* Id);
    instrument_status Inst_status ();
    void Put_instrument_status (Instrument_status ISD);
    weather_data_rec Weather_data ();
    void Put_weather_data (weather_data_rec WDR);
private:
    char* station_identifier;
    weather_data_rec Weather_data;
    instrument_status inst_status;
};
```

## Ada counter object

---

```
task type Concurrent_counter is
    entry Add (N: NATURAL);
    entry Initialise (N: NATURAL);
    entry Get (N: out NATURAL);
end Concurrent_counter;
task body Concurrent_counter is
    Value: NATURAL := 0;
begin
    loop
        select
            accept Add (N: NATURAL) do
                Value := Value + N;
            end Add;
            or
            accept Initialise (N: NATURAL) do
                Value := N;
            end Initialise;
            or
            accept Get (N: out NATURAL) do
                N := Value;
            end Get;
        end select;
    end loop;
end Counter;
```