
**Information technology — Computer
graphics — Interfacing techniques for
dialogues with graphical devices (CGI) —
Language bindings —**

Part 3:
Ada

*Technologies de l'information — Infographie — Techniques interfaciales
pour dialogues avec dispositifs graphiques (CGI) — Liants de langage —
Partie 3: Ada*

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Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work.

In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

International Standard ISO/IEC 9638-3 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee 24, *Computer graphics and image processing*.

ISO/IEC 9638 consists of the following parts, under the general title *Information technology — Computer graphics — Interfacing techniques for dialogues with graphical devices (CGI) — Language bindings*:

- *Part 1: FORTRAN*
- *Part 2: PASCAL*
- *Part 3: Ada*

Annexes A, B, C, D and E of this part of ISO/IEC 9638 are for information only.

Introduction

The Computer Graphics Interface (CGI) (ISO/IEC 9636) is specified in a language independent manner and needs to be embedded in language dependent layers (language bindings) for use with particular programming languages.

The purpose of this document is to define a standard binding of CGI to the Ada computer programming language.

Information technology — Computer graphics — Interfacing techniques for dialogues with graphical devices (CGI) — Language bindings —

Part 3:

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1 Scope

The Computer Graphics Interface (CGI) (ISO/IEC 9636), specifies a language independent standard interface between device-independent and device-dependent parts of a graphics system. For integration into a programming language, CGI is embedded in a language dependent layer obeying the particular conventions of that language. This part of ISO/IEC 9638 specifies such a language dependent layer for the Ada programming language.

2 Normative references

The following standards contain provisions which, through reference in this text, constitute provisions of this part of ISO/IEC 9638. At the time of publication, the editions indicated were valid. All standards are subject to revision, and parties to agreements based on this part of ISO/IEC 9638 are encouraged to investigate the possibility of applying the most recent editions of the standards listed below. Members of IEC and ISO maintain registers of currently valid International Standards.

ISO 8652:1987, *Programming Languages - Ada*.

ISO/IEC 9636-1:1991, *Information technology - Computer graphics - Interfacing techniques for dialogues with graphics devices (CGI) - Functional Specification - Part 1: Overview, profiles, and conformance*.

ISO/IEC 9636-2:1991, *Information technology - Computer graphics - Interfacing techniques for dialogues with graphics devices (CGI) - Functional Specification - Part 2: Control*.

ISO/IEC 9636-3:1991, *Information technology - Computer graphics - Interfacing techniques for dialogues with graphics devices (CGI) - Functional Specification - Part 3: Output*.

ISO/IEC 9636-4:1991, *Information technology - Computer graphics - Interfacing techniques for dialogues with graphics devices (CGI) - Functional Specification - Part 4: Segments*.

ISO/IEC 9636-5:1991, *Information technology - Computer graphics - Interfacing techniques for dialogues with graphics devices (CGI) - Functional Specification - Part 5: Input and echoing*.

ISO/IEC 9636-6:1991, *Information technology - Computer graphics - Interfacing techniques for dialogues with graphics devices (CGI) - Functional Specification - Part 6: Raster*.

ISO/IEC 9637-1:1992, *Information technology - Computer graphics - Interfacing techniques for dialogues with graphics devices (CGI) - Data stream binding - Part 1: Character encoding*.

ISO/IEC 9637-2:1992, *Information technology - Computer graphics - Interfacing techniques for dialogues with graphics devices (CGI) - Data stream binding - Part 2: Binary encoding*.