

```
1 type Rec;
2 type Tree is access Rec;
3 type Rec is record
4   Data : Natural;
5   Left, Right : Tree;
6 end record;
7
8 function Max (T : in Tree) return Integer is
9   Walker : access constant Rec := T; — Walker observes T
10  Max_Value : Natural := 0;
11 begin
12   while Walker /= null loop
13     if Walker.Data > Max_Value then
14       Max_Value := Walker.Data;
15     end if;
16     Walker := Walker.Right; — assignment to Walker
17   end loop;
18   return Max_Value;
19 end Max;
```