

```
with Ada.Text_IO;
use Ada.Text_IO;

procedure Eternal_Life is
  Stuff : Integer;
begin
  loop
    Put_Line("Jag lever!");
  end loop;
end Eternal_Life;
```

```
with Ada.Text_IO;
use Ada.Text_IO;

procedure Certain_Death is
  Stuff : Integer;
begin
  Put_Line("Jag ska dö...");
  Certain_Death;
end Certain_Death;
```