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1.

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Use pragma Atomic and **pragma** Atomic_Components to ensure that all updates to objects and components happen atomically. [too specific?)
Use pragma Volatile and **pragma** Volatile_Components to notify the compiler that objects and components must be read immediately before use as other devices or systems may be updating them between accesses of the program. [too specific]

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Rather than using predefined types, such as Float and Long_Float, whose precision may vary according to the target system, declare floating-point types that specify the required precision (for example, digits 10). Additionally, specifying ranges of a floating point type enables constraint checks which prevents the propagation of infinities and NaNs. [too specific? See also "use user-defined scalar types"]

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Avoid direct manipulation of bit fields of floating-point values, since such operations are generally target-specific and error-prone. Instead, make use of Ada's predefined floating-point attributes (such as 'Exponent).

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Use Ada's capabilities for user-defined scalar types and subtypes to avoid accidental mixing of logically incompatible value sets and to prevent generation of out-of-range data. [modified]

3.

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Use static analysis tools during program development to verify the absence of implicitly raised excerptions. [expanded] modified from: that conversions cannot violate the range of their target.]

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Whenever possible,

4.

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should be used

7.

should be used

Any use of Unchecked_Deallocation should be carefully checked to be sure that there are no remaining references to the object;