```vhdl
 97        -- if sum >= price, else alarm will be set to '1', which causes
 98        -- alarm_count to be increased by one on every clock until MSB
 99        -- of alarm_count equals '1' which resets alarm to '0'.
100        ---------------------------------------------------------------
101
102        process(coin1, coin2, coin5, buy, clock)
103        begin
104            if rising_edge(clock) then
105                if Reset = '1' then
106                    sum <= "000000";
107                elsif coin1 = '1' then
108                    sum <= sum + 1;
109                elsif coin2 = '1' then
110                    sum <= sum + 2;
111                elsif coin5 = '1' then
112                    sum <= sum + 5;
113                elsif alarm = '1' then
114                    alarm_count <= alarm_count_next;
115                    if alarm_count(10) = '1' then
116                        alarm       <= '0';
117                        alarm_count <= "00000000000";
118                    end if;
119                elsif buy = '1' then
120                    if sum >= price then
121                        sum <= sum - price;
122                    elsif sum < price then
123                        alarm <= '1';
124                    end if;
125                end if;
126                sum_out   <= sum(5 downto 0);
127                price_out <= price(5 downto 0);
128            end if;
129            alarm_out <= alarm;
130        end process;
131
132 end Behavioral;
```