$$OutEnergy.IN1^{[s+1]} = multiplication.OutMult.OUT1^{[s+1]};$$
$$counter.delay.IC^{[s+1]} = counter.zero.OUT1^{[s+1]};$$
$$counter.delay.IN1^{[s+1]} = counter.sum.OUT1^{[s+1]};$$
$$counter.delay.OUT1^{[s+1]} = counter.delay.IN1^{[s]};$$
$$counter.delay.OUT1^{[0]} = counter.delay.IN2^{[0]};$$
$$counter.sum.IN1^{[s+1]} = counter.delay.OUT1^{[s+1]};$$
$$counter.sum.IN2^{[s+1]} = counter.one.OUT1^{[s+1]};$$
$$counter.sum.OUT1^{[s+1]} = counter.sum.IN1^{[s+1]} + counter.sum.IN2^{[s+1]};$$
$$counter.zero.OUT1^{[s+1]} = 0.0;$$
$$counter.one.OUT1^{[s+1]} = 1.0;$$
$$counter.OutCount.IN1^{[s+1]} = counter.delay.OUT1^{[s+1]};$$
$$counter.OutCount.OUT1^{[s+1]} = counter.OutCount.IN1^{[s]};$$
$$multiplication.mult1.IN1^{[s+1]} = multiplication.InNumber.OUT1^{[s+1]};$$
$$multiplication.mult1.IN2^{[s+1]} = multiplication.mass.OUT1^{[s+1]};$$
$$multiplication.mult1.OUT1^{[s+1]} = multiplication.mult1.IN1^{[s+1]} * multiplication.mult1.IN2^{[s+1]};$$
$$multiplication.mult2.IN1^{[s+1]} = multiplication.mult1.OUT1^{[s+1]};$$
$$multiplication.mult2.IN2^{[s+1]} = multiplication.InNumber.OUT1^{[s+1]};$$
$$multiplication.mult2.OUT1^{[s+1]} = multiplication.mult2.IN1^{[s+1]} * multiplication.mult2.IN2^{[s+1]};$$
$$multiplication.mass.OUT1^{[s+1]} = 1.0;$$
$$multiplication.adder.IN1^{[s+1]} = multiplication.mult2.OUT1^{[s+1]};$$
$$multiplication.adder.IN2^{[s+1]} = multiplication.negator.OUT1^{[s+1]};$$
$$multiplication.adder.OUT1^{[s+1]} = multiplication.adder.IN1^{[s+1]} + multiplication.adder.IN2^{[s+1]};$$
$$multiplication.negator.IN1^{[s+1]} = multiplication.adder.OUT1^{[s+1]};$$
$$multiplication.negator.OUT1^{[s+1]} = -multiplication.negator.IN1^{[s+1]};$$
$$multiplication.InNumber.IN1^{[s+1]} = counter.OutCount.OUT1^{[s+1]};$$
$$multiplication.InNumber.OUT1^{[s+1]} = multiplication.InNumber.IN1^{[s]};$$
$$multiplication.OutMult.IN1^{[s+1]} = multiplication.adder.OUT1^{[s+1]};$$
$$multiplication.OutMult.OUT1^{[s+1]} = multiplication.OutMult.IN1^{[s]};$$