-2-

```
-- COUNT.VHD --
library ieee;
use ieee.std logic 1164.all;
entity Count is generic(threshold: natural := 10);
port(reset, clk, start: in std logic; aboveth: out std logic);
end Count;
architecture Behav of Count is
    type States is (IDLE, COUNTING);
    Signal state, nextstate : States := IDLE;
   Signal c : natural := 0;
    -- Calcul de l'état suivant
    -- Comme on est en std logic, "elsif ='0'" et non "else", car le signal peux avoir
    d'autre valeur
    process (state, start, c)
    begin
        case state is
        when IDLE =>
            if start = '1' then
                nextstate <= COUNTING;
            elsif start = '0' then
               nextstate <= IDLE;
            end if:
        when COUNTING =>
            if c < threshold then</pre>
                nextstate <= COUNTING;
            else
                nextstate <= IDLE;
            end if;
        end case;
    end process;
    -- MISE A JOUR DU REGISTRE D'ETAT
    process(reset, clk, start)
    begin
        -- RESET : asynchrone haut
        if reset = '1' then
            state <= IDLE;
        -- HORLOGE : front montant
        elsif ( (start = '1') and (state = IDLE) )then
                state <= COUNTING;
        elsif (clk'event and clk = '1') then
           state <= nextstate;
        -- Detecter un pic sur start
        end if:
    end process;
        -- MISE A JOUR A CHAQUE FRONT MONTANT DE LA CLOCK POUR C ou sur un reset
    process(start, clk, reset)
    begin
        if(reset = '1') then
            c <= 0;
            if (clk'event and clk = '1') then
                if (state = IDLE and start = '0') then
                    C \leq 0;
                elsif ( state = IDLE and start = '1') then
                    c <= c + 1;
                elsif (state = COUNTING and c < threshold) then</pre>
                    c \le c + 1;
                elsif(state = COUNTING and c >= threshold) then
                   c <= 0;
                end if;
```

```
end if;
end if;
end process;
-- Process d'Output

process(c)
begin
   if (c >= threshold) then
        aboveth <= '1';
   else aboveth <= '0';
end if;
end process;
end Behav;</pre>
```

-1-