

```

1  -- SYSTEM.VHD --
2  library ieee;
3  use ieee.std_logic_1164.all;
4
5  entity System is
6      port(reset, clk, athome, findfood, lostfood, closetofood, success,
7          scantimeup: in std_logic;
8          food: out std_logic);
9  end System;
10
11 architecture Struct of System is
12     component Count is
13         generic (threshold : natural);
14         port(reset, clk, start: in std_logic; aboveth: out std_logic);
15     end component;
16
17     component Robot is
18         port(reset, clk, athome, findfood, lostfood, closetofood,
19             success, aboverestth, abovesearchth, scantimeup: in std_logic;
20             rest, search, food: out std_logic);
21     end component;
22     Signal foodOut, link_ab_reset, link_ab_search, link_rest, link_search :
23         std_logic := '0';
24 begin
25     -- Count1
26     C1: Count
27         generic map(3) -- Dois-je compter 4 front à la fin du start ou depuis le début
28             du start
29         port map(reset,clk,link_rest,link_ab_reset);
30     -- Count2
31     C2: Count
32         generic map(9) -- Dois-je compter 10 front à la fin du start ou depuis le début
33             du start
34         port map(reset,clk,link_search,link_ab_search);
35     -- Robot
36     R: Robot port map(reset, clk, athome, findfood, lostfood, closetofood, success,
37         link_ab_reset, link_ab_search, scantimeup, link_rest, link_search, foodOut);
38     food <= foodOut;
39 end Struct;

```