



ctr.fsm x ctr.h x ctr.cpp x

```
#include "systemc.h"

template <int d>
SC_MODULE(Ctrl)
{
    // Types
    typedef enum { Idle, Wait } t_state;
    // IOs
    sc_in<bool> top;
    sc_in<bool> clic;
    sc_out<bool> sclic;
    sc_out<bool> dclic;
    // Constants
    // Local variables
    t_state state;
    int ctr;

    void react();

    SC_CTOR(Ctrl) {
        SC_THREAD(react);
    }
};
```

```
> "C:\Program Files\Rfsm\bin\rfsmc.exe" -systemc -target_dir ./systemc C:/Users/JS/Documents/RfsmExamples/single/
mousectrl/ctr.fsm [C:/Users/JS/Documents/RfsmExamples/single/mousectrl]
```

```
# -----
# Reactive Finite State Machine compiler and simulator, version 1.5
# For information: github.com/jserot/rfsm
# -----
# Wrote file ./systemc/ctr.h
# Wrote file ./systemc/ctr.cpp
```