

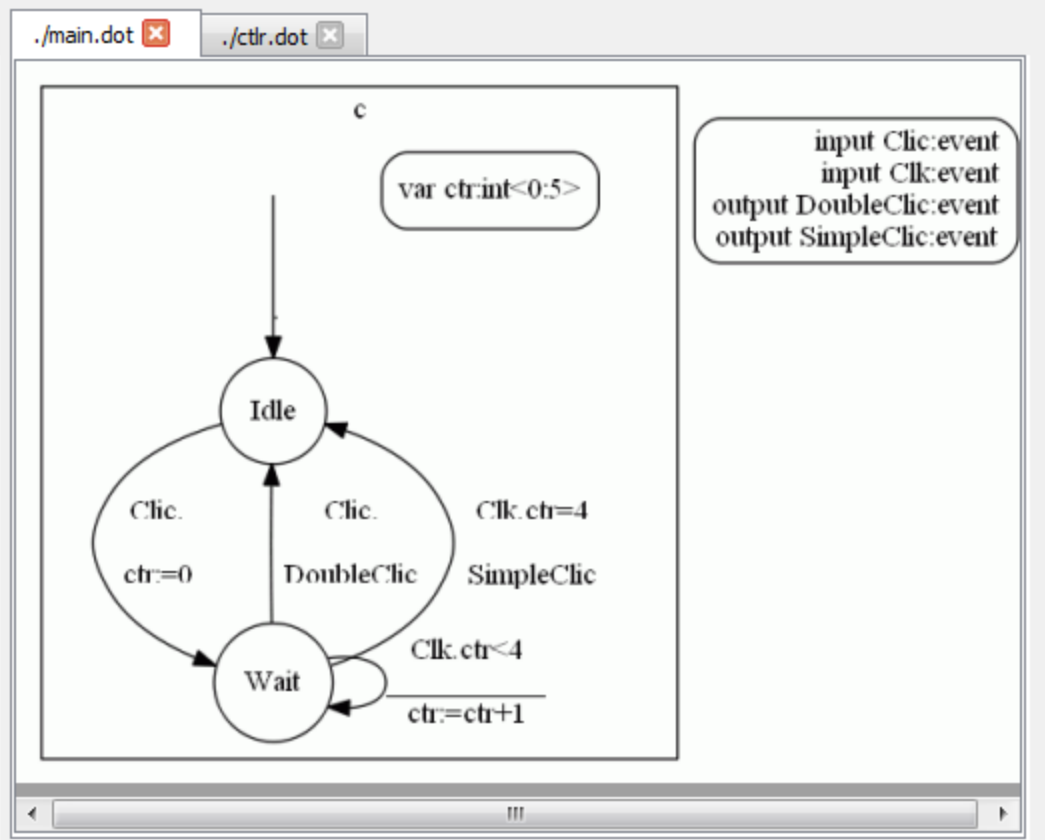


- ▷ sim
- ▷ systemc
- ctr.fsm
- main.fsm
- main.pro
- ▷ dot
- ▷ vhdl
- ▷ ctask
- ▷ ml

ctr.fsm x main.fsm x

```
-- A simplified model of a mouse controller
-- Emits [DoubleClick] is [Click] occurs and re-occurs before
-- [d] periods of [top] elapse
-- Emits [SimpleClick] otherwise
-- Instantiated here with d=5

fsm model ctr<d: int>{
  in top: event,
  in clic: event,
  out sdic: event,
  out ddic: event
}
{
  states: Idle, Wait;
  vars: ctr: int<0:d>;
  trans:
  | Idle -> Wait on clic with ctr:=0
  | Wait -> Idle on clic with ddic
  | Wait -> Wait on top when ctr<d-1 with ctr:=ctr+1
  | Wait -> Idle on top when ctr=d-1 with sdic;
  itrans:
  | -> Idle ;
}
```



```
# -----
# Wrote file ./dot/main.dot
# Wrote file ./dot/ctr.dot
> "C:\Program Files\Graphviz\bin\dot.exe" -Tgif -o C:/Users/JS/Documents/RfsmExamples/single/mousectr/./dot/main.gif C:/Users/JS/Documents/RfsmExamples/single/mousectr/./dot/main.dot
> "C:\Program Files\Graphviz\bin\dot.exe" -Tgif -o C:/Users/JS/Documents/RfsmExamples/single/mousectr/./dot/ctr.gif C:/Users/JS/Documents/RfsmExamples/single/mousectr/./dot/ctr.dot
```