#ifndef HLS\_DESIGN\_META\_H

#define HLS\_DESIGN\_META\_H

#include "hls\_design.h"

struct HLS\_Design\_Meta {

// port data: name, bitwidth, direction (enumerator: hls\_in, hls\_out, hls\_inout), group.

static const Port\_Property port\_props[41];

static const HLS\_INT32 latency = 10;

static const HLS\_INT32 II = 10;

static const char\* dut\_name;

static bool is\_vld\_port(HLS\_UINT32);

};

#endif