// ==============================================================

// File generated by Vivado(TM) HLS - High-Level Synthesis from C, C++ and SystemC

// Version: 2017.2

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// ==============================================================

#ifndef \_\_simple\_fadd\_32ns\_bkb\_\_HH\_\_

#define \_\_simple\_fadd\_32ns\_bkb\_\_HH\_\_

#include "ACMP\_fadd.h"

#include <systemc>

template<

int ID,

int NUM\_STAGE,

int din0\_WIDTH,

int din1\_WIDTH,

int dout\_WIDTH>

SC\_MODULE(simple\_fadd\_32ns\_bkb) {

sc\_core::sc\_in\_clk clk;

sc\_core::sc\_in<sc\_dt::sc\_logic> reset;

sc\_core::sc\_in<sc\_dt::sc\_logic> ce;

sc\_core::sc\_in< sc\_dt::sc\_lv<din0\_WIDTH> > din0;

sc\_core::sc\_in< sc\_dt::sc\_lv<din1\_WIDTH> > din1;

sc\_core::sc\_out< sc\_dt::sc\_lv<dout\_WIDTH> > dout;

ACMP\_fadd<ID, 4, din0\_WIDTH, din1\_WIDTH, dout\_WIDTH> ACMP\_fadd\_U;

SC\_CTOR(simple\_fadd\_32ns\_bkb): ACMP\_fadd\_U ("ACMP\_fadd\_U") {

ACMP\_fadd\_U.clk(clk);

ACMP\_fadd\_U.reset(reset);

ACMP\_fadd\_U.ce(ce);

ACMP\_fadd\_U.din0(din0);

ACMP\_fadd\_U.din1(din1);

ACMP\_fadd\_U.dout(dout);

}

};

#endif //