## System

Attribute access
/method call

SystemController

## **FIFO**

Attribute access /method call

**FIFOController** 

```
1. class SystemController {
2. public:
    System* pSys;
    void configuration() {
      pSys->p.pPush.required=pSys->fifo.ctrol;
      pSys->fifo.pPush.provided=pSys->fifo.ctrol;
      pSys->c.pPull.required=pSys->fifo;
      pSys->fifo.pPull.provided=pSys->fifo;
9.
10.}
11.class FIFOController: public IPush {
12.public:
13. FIFO* pFifo;
     void processDataPushEvent(Data& sig) {
      //check the Idle state active
16.
       //call the transition effect pFifo->signalCkeck(sig)
17.
       //set the SignalChecking state active
18.
19.
     void push(Data& data) {
20.
       processDataPushEvent(data);
21.
22. }
23.}
       pFifo->push(data);
```