



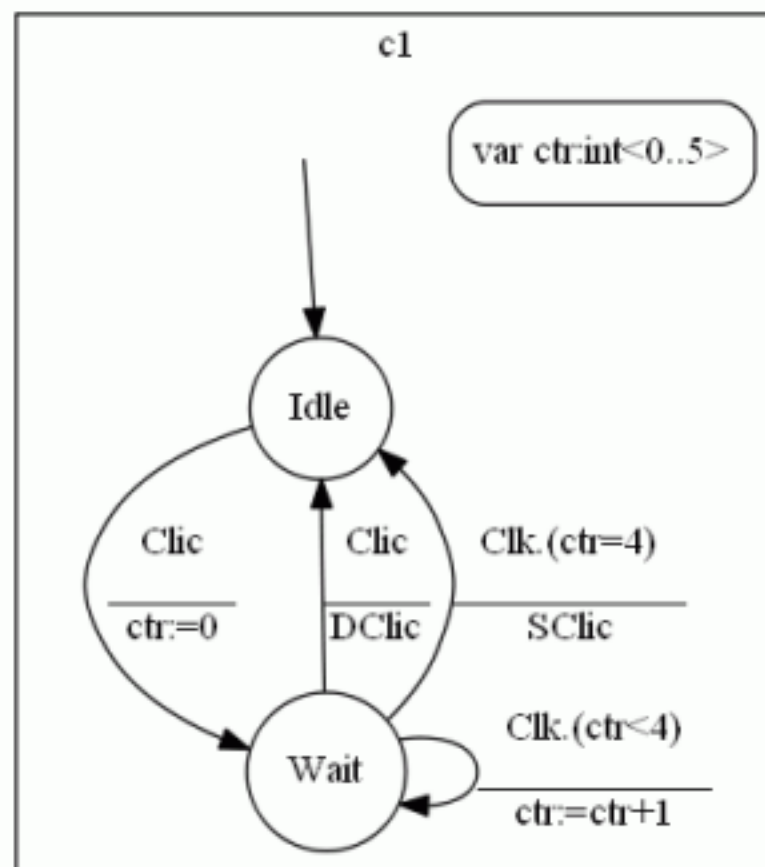
ctrl.fsm

```
fsm model ctrl<D:int> (
  in Top: event,
  in Clic: event,
  out SimpleClic: event,
  out DoubleClic: event)
{
  states: Idle, Wait;
  vars: ctr: int<0..D>;
  trans:
    Idle -- Clic | ctr:=0 -> Wait,
    Wait -- Clic | DoubleClic -> Idle,
    Wait -- Top.ctr<D-1 | ctr:=ctr+1 -> Wait,
    Wait -- Top.ctr=D-1 | SimpleClic -> Idle;
  itrans: -> Idle;
}
```

```
input Clk: event = periodic(10,10,120)
input Clic: event = sporadic(25,75,95)
output SClic: event
output DClic: event
```

```
fsm c1 = ctrl<5>(Clk,Clic,SClic,DClic)
```

./ctrl_top.dot



input Clic: event
input Clk: event
output DClic: event
output SClic: event

```
> "C:\Program Files\Rfsm\bin\rfsmc.exe" -dot -target_dir ./dot ctrl.fsm
```

```
# -----
# Reactive Finite State Machine compiler and simulator, version 1.0
# (C) 2018 J. Serot (jocelyn.serot@uca.fr)
# -----
```

```
# Wrote file ./dot/ctrl_top.dot
```

```
> "C:\Program Files\Graphviz\bin\dot.exe" -Tgif -o C:/Users/JS/Documents/RfsmExamples/single/mousectrl/./dot/ctrl_top.gif C:/Users/JS/Documents/RfsmExamples/single/mousectrl/./dot/ctrl_top.dot
```