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/*-----*/
Use :
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void FCM_Main()
{
    // Name: Call Component Macro, Type: Call Component Macro: LCDI2C1::Start()
    FCD_Obe11_LCDI2C1_Start();

    // Name: inserimento conteggio iniziale, Type: Calculation:
    // Count = 1011
    FCV_COUNT = 1011;

    // Name: Call Component Macro, Type: Call Component Macro: LCDI2C1::Cursor(0, 0)
    FCD_Obe11_LCDI2C1_Cursor(0, 0);

    // Name: Call Component Macro, Type: Call Component Macro: LCDI2C1::PrintString("ini count")
    FCD_Obe11_LCDI2C1_PrintString("ini count", 10);

    // Name: Call Component Macro, Type: Call Component Macro: LCDI2C1::Cursor(10, 0)
    FCD_Obe11_LCDI2C1_Cursor(10, 0);

    // Name: Call Component Macro, Type: Call Component Macro: LCDI2C1::PrintNumber(Count)
    FCD_Obe11_LCDI2C1_PrintNumber(FCV_COUNT);

    // Name: Loop, Type: Loop: While 1
    while (1)
    {
        // Name: decrementa il conteggio, Type: Calculation:
        // Count = Count - 1
        FCV_COUNT = FCV_COUNT - 1;

        // Name: trasforma il numero in stringa, Type: Calculation:
        // str = ToString$ (Count)
        FCI_TOSTRING(FCV_COUNT, FCV_STR, 4);

        // Name: Call Component Macro, Type: Call Component Macro: LCDI2C1::Cursor(shift, 1)
        FCD_Obe11_LCDI2C1_Cursor(FCV_SHIFT, 1);

        // Name: Call Component Macro, Type: Call Component Macro: LCDI2C1::PrintString(str)
        FCD_Obe11_LCDI2C1_PrintString(FCV_STR, FCVsz_STR);

        // Name: Decision, Type: Decision: Count = 1000?
        if (FCV_COUNT == 1000)
        {
            // Name: Call Component Macro, Type: Call Component Macro: LCDI2C1::ClearLine(1)
            FCD_Obe11_LCDI2C1_ClearLine(1);

            // Name: Calculation, Type: Calculation:
            // shift = 11
            FCV_SHIFT = 11;

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    } else {
        // Name: Decision, Type: Decision: Count = 100?
        if (FCV_COUNT == 100)
        {
            // Name: Call Component Macro, Type: Call Component Macro: LCDI2C1::ClearLine(1)
            FCD_Obe11_LCDI2C1_ClearLine(1);

            // Name: Calculation, Type: Calculation:
            // shift = 12
            FCV_SHIFT = 12;
        } else {
            // Name: Decision, Type: Decision: Count = 10?
            if (FCV_COUNT == 10)
            {
                // Name: Call Component Macro, Type: Call Component Macro: LCDI2C1::ClearLine(1)
                FCD_Obe11_LCDI2C1_ClearLine(1);

                // Name: Calculation, Type: Calculation:
                // shift = 13
                FCV_SHIFT = 13;
            } else {
                // Name: Decision, Type: Decision: Count < 1?
                if (FCV_COUNT < 1)
                {
                    // Name: Calculation, Type: Calculation:
                    // Count = 0
                    FCV_COUNT = 0;

                    // Name: Delay, Type: Delay: 100 ms
                    FCI_DELAYBYTE_MS(100);

                    // Name: Goto Connection Point, Type: Goto Connection Point: [A]: A
                    goto FCC_Main_A;

                    // } else {
                    }
                }
            }
        }
    }

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}

// Name: Connection Point, Type: Connection Point: [A]: A
FCC_Main_A:
;
}

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