

```

1  /*-----*/
2  Use :
3  /*-----*/
4  void FCM_Main()
5  {
6
7  // Name: Loop, Type: Loop: While 1
8  while (1)
9  {
10
11  // Name: Call Component Macro, Type: Call Component Macro: led_7seg_quad1::ShowDigit(3, unita, 0)
12  FCD_ofcal_led_7seg_quad1_ShowDigit(3, FCV_UNITA, 0);
13
14  // Name: Call Component Macro, Type: Call Component Macro: led_7seg_quad1::ShowDigit(2, decine, 0)
15  FCD_ofcal_led_7seg_quad1_ShowDigit(2, FCV_DECINE, 0);
16
17  // Name: Call Component Macro, Type: Call Component Macro: led_7seg_quad1::ShowDigit(1, centinaia, 0)
18  FCD_ofcal_led_7seg_quad1_ShowDigit(1, FCV_CENTINAIA, 0);
19
20  // Name: Call Component Macro, Type: Call Component Macro: led_7seg_quad1::ShowDigit(0, migliaia, 0)
21  FCD_ofcal_led_7seg_quad1_ShowDigit(0, FCV_MIGLIAIA, 0);
22
23  // Name: Calculation, Type: Calculation:
24  // unita = unita + 1
25  FCV_UNITA = FCV_UNITA + 1;
26
27  // Name: Decision, Type: Decision: unita > 9?
28  if (FCV_UNITA > 9)
29  {
30
31  // Name: Calculation, Type: Calculation:
32  // unita = 0
33  FCV_UNITA = 0;
34
35  // Name: Decision, Type: Decision: unita = 0?
36  if (FCV_UNITA == 0)
37  {
38
39  // Name: Calculation, Type: Calculation:
40  // decine = decine + 1
41  FCV_DECINE = FCV_DECINE + 1;
42
43  // Name: Decision, Type: Decision: decine > 9?
44  if (FCV_DECINE > 9)
45  {
46
47  // Name: Calculation, Type: Calculation:
48  // decine = 0
49  FCV_DECINE = 0;
50
51  // Name: Decision, Type: Decision: decine = 0?
52  if (FCV_DECINE == 0)
53  {
54
55  // Name: Calculation, Type: Calculation:
56  // centinaia = centinaia + 1
57  FCV_CENTINAIA = FCV_CENTINAIA + 1;
58
59  // Name: Decision, Type: Decision: centinaia > 9?
60  if (FCV_CENTINAIA > 9)
61  {
62
63  // Name: Calculation, Type: Calculation:
64  // centinaia = 0
65  FCV_CENTINAIA = 0;
66
67  // Name: Decision, Type: Decision: centinaia = 0?
68  if (FCV_CENTINAIA == 0)
69  {
70
71  // Name: Calculation, Type: Calculation:
72  // migliaia = migliaia + 1
73  FCV_MIGLIAIA = FCV_MIGLIAIA + 1;
74
75  // Name: Decision, Type: Decision: migliaia > 9?
76  if (FCV_MIGLIAIA > 9)
77  {
78
79  // Name: Calculation, Type: Calculation:
80  // migliaia = 0
81  FCV_MIGLIAIA = 0;
82
83  // } else {
84  }
85  }
86  // } else {
87  }
88  }
89  // } else {
90  }
91  // } else {
92  }
93  }
94  // } else {
95  }
96  }
97  // } else {
98  }
99  // } else {
100  }
101  }
102  // } else {
103  }
104  }
105  // } else {
106  }
107  // } else {
108  }
109  }
110
111 // Name: Delay, Type: Delay: 50 ms
112 FCI_DELAYBYTE_MS(50);
113
114 }
115 }
116 }
117 }
118 }

```