Tri_pipe_h1.v Test Bench Example for stored test vectors

tri_pipe_h1.v

```
// tri pipe h1.v - Example for a Test Bench that reads vectors from a
// separate system file
// Source: HDL Chip Design by Douglas J. Smith p 343-344
//
`timescale 1ns/100ps
module TRI PIPE H1;
    parameter ClockPeriod = 20,
                TestCycles = 3;
    // inputs to RTL hardware module
    logic
                        Clock, Reset, InDataReady;
    logic [1:0] A, B, C;
    // outputs from RTL hardware model
    wire
                    OutDataReady;
    wire [8:0] Y;
    // set up register (memory) arrays to hold input data
    logic [7:1] ABC Arr[TestCycles];
    int
                    N;
```

```
logic
                PassFail,
                FailTime;
// instantiate the model under test
TRI PIPE TRI PIPE 1 (
    .Clock(Clock),
    .Reset(Reset),
    .InDataReady(InDataReady),
    .A(\{6'b000000, A\}),
    .B(\{6'b000000, B\}),
    .C({6'b000000, C}),
    .OutDataReady(OutDataReady),
    .Y(Y)
);
// set up free running clock
initial Clock = 1;
always
    #(ClockPeriod / 2) Clock = !Clock;
// apply stimulus to model under test
initial begin
    // loads contents of file "tri pipe h1.v vec" into ABC Arr[]
    $readmemb("tri pipe h1.v vec", ABC Arr);
    // set initial values
    Clock = 1'b0; Reset = 1'b1;
    InDataReady = 1'b0; A = 2'b00; B = 2'b00; C = 2'b00;
```

```
// perform reset
    #ClockPeriod Reset = 1'b1;
    #ClockPeriod Reset = 1'b0; //reset is active low
    #ClockPeriod Reset = 1'b1;
    // Cycle through the test vectors
    for (N = 0; N \leftarrow TestCycles; N = N + 1) begin
        @posedge Clock
            {InDataReady, A, B, C} = ABC_Arr[N];
    end
    // Flush the pipeline at the end of the test
    repeat(3)
        #ClockPeriod;
    $stop;
end // stimulus block
```

endmodule

tri_pipe_h1.v_vec - external file of test vectors

```
// Test vector file in a format that can be read w/ \mbox{preadmemb}() 1011011 // InDataReady = 1, A = 1, B = 2, C = 3 0100010 // InDataReady = 0, A = 2, B = 0, C = 2 0111110 // InDataReady = 0, A = 3, B = 3, C = 2
```