

4. SEQUENTIAL STATEMENTS

```
wait (on {SIGID,}) [until expr] [for time];
assert expr
[report string] [severity note | warning |
error | failure];
report string
[severity note | warning | error |
failure];
SIGID <= [transport] | [reject TIME inertial]
{expr [after time]};
VARID := expr;
PROCEDUREID([([PARID =>] expr,));
[LABEL:] if expr then
{sequential_statement}
[elsif expr then
{sequential_statement}]
[else
{sequential_statement}]
end if [LABEL];
[LABEL:] case expr is
{when choice [{choice}] =>
{sequential_statement}}
end case [LABEL];
[LABEL:] [while expr] loop
{sequential_statement}
end loop [LABEL];
[LABEL:] for ID in range loop
{sequential_statement}
end loop [LABEL];
next [LOOPLBL] [when expr];
exit [LOOPLBL] [when expr];
return [expression];
null;
```

5. PARALLEL STATEMENTS

```
[LABEL:] block [is]
[generic ( {ID : TYPEID; } );]
[generic map ( {GENID => expr, } );]]
[port ( {ID : in | out | inout TYPEID } );]
[port map ( {PORTID => SIGID | expr, } );]]
[declaration]
begin
{parallel_statement}
end block [LABEL];
[LABEL:] [postponed] process [( {SIGID,}) ]
[declaration]
begin
{sequential_statement}
end [postponed] process [LABEL];
[LBL:] [postponed] PROCID([([PARID =>] expr,));
```

```
[LABEL:] [postponed] assert expr
[report string] [severity note | warning |
error | failure];
[LABEL:] [postponed] SIGID <=
[transport] | [reject TIME inertial]
[{{expr [after time] } / unaffected when expr
else} {expr [after time] } | unaffected;
[LABEL:] [postponed] with expr select
SIGID <= [transport] | [reject TIME inertial]
{{expr [after time] } |
unaffected when choice [{choice}]]];
LABEL: COMPID
[[generic map ( {GENID => expr, } )]
port map ( {PORTID => SIGID, } )];
LABEL: entity [LIBID,ENTITYID] ([ARCHID])
[[generic map ( {GENID => expr, } )]
port map ( {PORTID => SIGID, } )];
LABEL: configuration [LIBID,CONFIGID]
[[generic map ( {GENID => expr, } )]
port map ( {PORTID => SIGID, } )];
LABEL: if expr generate
{parallel_statement}
end generate [LABEL];
LABEL: for ID in range generate
{parallel_statement}
end generate [LABEL];
```

6. PREDEFINED ATTRIBUTES

TYPID'base	Base type
TYPID'left	Left bound value
TYPID'right	Right-bound value
TYPID'high	Upper-bound value
TYPID'low	Lower-bound value
TYPID'pos(expr)	Position within type
TYPID'val(expr)	Value at position
TYPID'succ(expr)	Next value in order
TYPID'prec(expr)	Previous value in order
TYPID'leftof(expr)	Value to the left in order
TYPID'rightof(expr)	Value to the right in order
TYPID'ascending	Ascending type predicate
TYPID'image(expr)	String image of value
TYPID'value(string)	Value of string image
ARYID'left(expr)	Left-bound of [nth] index
ARYID'right(expr)	Right-bound of [nth] index
ARYID'high(expr)	Upper-bound of [nth] index
ARYID'low(expr)	Lower-bound of [nth] index
ARYID'range(expr)	'left down/to 'right
ARYID'reverse_range(expr)	'right down/to 'left
ARYID'length(expr)	Length of [nth] dimension
ARYID'ascending(expr)	'right >= 'left ?
SIGID'delayed(expr)	Delayed copy of signal
SIGID'stable(expr)	Signals event on signal
SIGID'quiet(expr)	Signals activity on signal

SIGID'transaction[(expr)]
Toggles if signal active
Event on signal ?
SIGID'event
Activity on signal ?
SIGID'active
Time since last event
SIGID'last_event
Time since last active
SIGID'last_active
Value before last event
SIGID'last_value
Active driver predicate
SIGID'driving
Value of driver
SIGID'driving_value
Name of object
OBJID'simple_name
Pathname of object
OBJID'instance_name
Pathname to object
OBJID'path_name

7. PREDEFINED TYPES

BOOLEAN
True or false
INTEGER
32 or 64 bits
NATURAL
Integers >= 0
POSITIVE
Integers > 0
REAL
Floating-point
BIT
'0', '1'
BIT_VECTOR(NATURAL)
Array of bits
CHARACTER
7-bit ASCII
STRING(POSITIVE)
Array of characters
TIME
hr, min, sec, ms,
us, ns, ps, fs
DELAY_LENGTH
Time => 0

8. PREDEFINED FUNCTIONS

NOW
Returns current simulation time
DEALLOCATE(ACCESS_TPOBJ)
Deallocate dynamic object
FILE_OPEN(status, FILEID, string, mode)
Open file
FILE_CLOSE(FILEID)
Close file

9. LEXICAL ELEMENTS

Identifier ::= letter { [underline] alphanumeric }
decimal literal ::= integer [integer] [E|+|-] integer]
based literal ::=
integer # hexint [hexint] # [E|+|-] integer]
bit string literal ::= B|O|X " hexint "
comment ::= -- comment text

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