Testes necessários

1 - ler tag existente e válida

2 - ler tag existente e inválida

3 - ler tag inexistente

4 - escrever tag existente e válida

5 - escrever tag existente e inválida

6 - escrever tag inexistente

7 -

wave create -driver freeze -pattern constant -value 0 -starttime 0ps -endtime 2000ps sim:/cache\_ass\_conj/reset

wave modify -driver freeze -pattern constant -value 1 -starttime 0ps -endtime 10ps Edit:/cache\_ass\_conj/reset

wave create -driver freeze -pattern clock -initialvalue 1 -period 100ps -dutycycle 50 -starttime 0ps -endtime 2000ps sim:/cache\_ass\_conj/clock

wave create -driver freeze -pattern constant -value 0 -starttime 0ps -endtime 2000ps sim:/cache\_ass\_conj/habilita

wave modify -driver freeze -pattern constant -value 1 -starttime 600ps -endtime 1200ps Edit:/cache\_ass\_conj/habilita

wave create -driver freeze -pattern constant -value 0111 -range 3 0 -starttime 0ps -endtime 1000ps sim:/cache\_ass\_conj/endereco

wave create -driver freeze -pattern constant -value 0111 -range 3 0 -starttime 0ps -endtime 2000ps sim:/cache\_ass\_conj/endereco

wave modify -driver freeze -pattern constant -value 1011 -range 3 0 -starttime 200ps -endtime 400ps Edit:/cache\_ass\_conj/endereco

wave modify -driver freeze -pattern constant -value 1101 -range 3 0 -starttime 400ps -endtime 600ps Edit:/cache\_ass\_conj/endereco

wave modify -driver freeze -pattern constant -value 1011 -range 3 0 -starttime 800ps -endtime 1000ps Edit:/cache\_ass\_conj/endereco

wave modify -driver freeze -pattern constant -value 1101 -range 3 0 -starttime 1000ps -endtime 1200ps Edit:/cache\_ass\_conj/endereco

wave modify -driver freeze -pattern constant -value 1011 -range 3 0 -starttime 1400ps -endtime 1600ps Edit:/cache\_ass\_conj/endereco

wave modify -driver freeze -pattern constant -value 1101 -range 3 0 -starttime 1600ps -endtime 1800ps Edit:/cache\_ass\_conj/endereco

wave create -driver freeze -pattern constant -value 0 -range 7 0 -starttime 0ps -endtime 2000ps sim:/cache\_ass\_conj/DIN

wave modify -driver freeze -pattern counter -startvalue 00000001 -endvalue 00000011 -type Range -direction Up -period 200ps -step 1 -repeat forever -range 7 0 -starttime 600ps -endtime 1200ps Edit:/cache\_ass\_conj/DIN

add wave -position end sim:/cache\_ass\_conj/hit

add wave -position end sim:/cache\_ass\_conj/DOUT

add wave -position end sim:/cache\_ass\_conj/via0\_v

add wave -position end sim:/cache\_ass\_conj/via0\_d

add wave -position end sim:/cache\_ass\_conj/via0\_tags

add wave -position end sim:/cache\_ass\_conj/via0\_data

add wave -position end sim:/cache\_ass\_conj/via0\_lru

add wave -position end sim:/cache\_ass\_conj/via1\_v

add wave -position end sim:/cache\_ass\_conj/via1\_d

add wave -position end sim:/cache\_ass\_conj/via1\_tags

add wave -position end sim:/cache\_ass\_conj/via1\_data

add wave -position end sim:/cache\_ass\_conj/via1\_lru

add wave -position end sim:/cache\_ass\_conj/index

add wave -position end sim:/cache\_ass\_conj/tag