



DAY-72

#100DAYSRTL

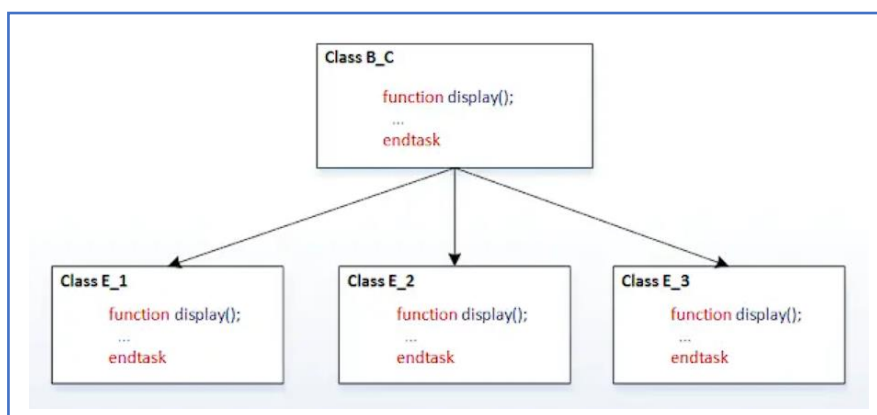
“System Verilog:-Polymorphism”

“Introduction”:-

In System Verilog, polymorphism is primarily achieved through **function overriding**, enabling varied function definitions in child classes, known as **static polymorphism**. Parameterized classes also offer versatility by allowing different class behaviors based on parameters. However, **function overloading**, a means of polymorphism, **isn't supported** in the latest System Verilog version (IEEE 1800-2008), restricting **dynamic polymorphism**. This language leans towards static polymorphism through overriding and parameterization, steering away from runtime-defined function behaviors, and emphasizing compile-time decision-making for function execution.

“Polymorphism”:-

- Polymorphism means **many forms**. Polymorphism in System Verilog provides the ability for an object to take on many forms.
- Method handle of super-class can be made to refer to the subclass method, this allows polymorphism or different forms of the same method.



“Virtual”:-

- In SV, to override a function present in parent class, we need to use virtual keyword in the function declaration present in parent class.
- **Note:-**It is not necessary for the child class to have the virtual keyword, but if we intend to create a child class from this class then we must use virtual keyword to enable function overriding.

“Code Practising”:-

```
class DevicePacket;
  bit [31:0] data;
  bit [9:0] addr;
  int device_version;
  function new();
    device_version = 1;
  endfunction //new()
  function void printInfo();
    $display("Device version 1 packet");
    $display("device_version: %0d", device_version);
    $display("addr: 0x%0h", addr);
    $display("data: %0d", data);
  endfunction
  virtual function int sendData(int data);
    this.data = data;
    $display("Sending device packet");
    return data;
  endfunction
endclass: DevicePacket
class Device2Packet extends DevicePacket;
  function new();
    data = 0;
    device_version = 2;
  endfunction //new()
  function void printInfo();
    $display("Device version 2 packet");
    $display("addr: 0x%0h", addr);
    $display("data: %0d", data);
  endfunction

  function int sendData(int data);
    this.data = data;
    $display("Sending device version 2 packet");
    return this.data;
  endfunction
endclass: Device2Packet
module test;
  DevicePacket devicePacket;
  Device2Packet device2Packet;
  initial begin
    device2Packet = new();
    devicePacket = device2Packet;
    devicePacket.printInfo();
    devicePacket.sendData(45);
  end
endmodule
```

“Result”:-

```
Device version 1 packet
device_version: 2
addr: 0x0
data: 0
Sending device version 2 packet
Simulation has finished. There are no more test vectors to simulate.
```

“Code practising”:-

```
// base class
class base_class;
    virtual function void display();
    $display("Inside base class");
endfunction
endclass
// extended class 1
class ext_class_1 extends base_class;
    function void display();
    $display("Inside extended class 1");
endfunction
endclass
// extended class 2
class ext_class_2 extends base_class;
    function void display();
    $display("Inside extended class 2");
endfunction
endclass
// extended class 3
class ext_class_3 extends base_class;
    function void display();
    $display("Inside extended class 3");
endfunction
endclass
// module
module class_polymorphism;
    initial begin
        //declare and create extended class
        ext_class_1 ec_1 = new();
        ext_class_2 ec_2 = new();
        ext_class_3 ec_3 = new();
        //base class handle
        base_class b_c[3];
        //assigning extended class to base class
        b_c[0] = ec_1;
        b_c[1] = ec_2;
        b_c[2] = ec_3;
        //accessing extended class methods using base class handle
        b_c[0].display();
        b_c[1].display();
        b_c[2].display();
    end
endmodule
```

“Result”:-

```
Inside extended class 1
Inside extended class 2
Inside extended class 3
Simulation has finished. There are no more test vectors to simulate.
```