class mem\_env extends uvm\_env;

`uvm\_component\_utils(mem\_env)

mem\_agent agen;

coverage m\_cov;

mem\_scoreboard score;

uvm\_analysis\_port #(mem\_sequence\_item) analysis\_port;

function new(string name = "mem\_env",uvm\_component parent);

super.new(name,parent);

endfunction

virtual function void build\_phase(uvm\_phase phase);

super.build\_phase(phase);

agen = mem\_agent::type\_id::create("agen",this);

score = mem\_scoreboard::type\_id::create("score", this);

m\_cov = coverage::type\_id::create("m\_cov", this);

analysis\_port = new("analysis\_port", this);

endfunction

virtual function void connect\_phase(uvm\_phase phase);

super.connect\_phase(phase);

agen.mon.analysis\_port.connect(score.analysis\_export);

agen.mon.analysis\_port.connect(m\_cov.analysis\_export);

endfunction

endclass