`include "uvm\_macros.svh"

import uvm\_pkg::\*;

`include "interface.sv"

`include "sequence\_item.sv"

`include "sequence.sv"

`include "sequencer.sv"

`include "driver.sv"

`include "monitor.sv"

`include "scoreboard.sv"

`include "coverage.sv"

`include "agent.sv"

`include "environment.sv"

`include "test.sv"