

```
class C2{
    ...
};
```

```
class C2_SW_Stub {
    ...
    void operation0(...){
        //req. op. from the HW comp.
    }
    ...
};
```

```
class C2_HW_Stub {
    ...
    Call_Chan &call_ch;
    Ret_Chan &ret_ch;
    ...
    void operation0(...){
        //write op. req. to call_ch
        //wait return from ret_ch
    }
    ...
};
```

```
template<class C2>
class C1 {
    ...
    C2 c2;
    ...
    void c1_behavior(){
        ...
        c2.operation0(...);
        ...
        c2.operation1(...);
        ...
    }
    ...
};
```

```
// if C1 and C2 are both in HW or both in SW
C1<C2> c;
```

```
// if C1 is in SW and C2 is in HW
C1<C2_SW_Stub> c;
```

```
// if C1 is in HW and C2 is in SW
C1<C2_HW_Stub> c;
```