Lab 05: Using UVM Configuration Database

Objective: To learn how to set and get values in uvm_config_db with different scopes.

Step 1: Create the Test Class

- Create a file test.sv. Extend from uvm_test.

- Instantiate the env component.

- Create an instance of env using type_id::create().

Step 2: Create the Environment Class

- Create a file env.sv. Extend from uvm_env.

- Declare and initialize integer variables (i = 5, j = 9).

- Instantiate the agent using type_id::create().

- Use uvm_config_db::set() to store i and j in the database.

Step 3: Create the Agent Class

- Create a file agent.sv. Extend from uvm_agent.

- Declare two integer variables (i and j).

- Use uvm_config_db::get() to retrieve values from the database.

- Print the retrieved values in the build phase.

Step 4: Create the Top-Level Module

- Create top.sv.

- Call run_test("test") in an initial block.