

Lab 08: Using UVM Driver, Monitor and Agent

Objective: To understand scoreboard, env and test classes in UVM.

Task 1:

- Copy the following link
<https://www.edaplayground.com/x/Xk86>
- Run adder example
- Run adder example without scoreboard
- Observe the results

Task 2:

- Run adder example without scoreboard and monitor
- Observe the results
- There is delay in base_test class as following

```
repeat(10) begin
    #5; bseq.start(env_o.agt.seqr);
end
```

- Remove the delay of #5. Apply the delay in driver class run phase using @ (posedge vif.clk);
- Integrate monitor class