-> implication operator

```
typedef enum { low, mid, high, any } AddrTyp_e;
class MyBus;
  rand bit[7:0] addr;
  rand AddrTyp_e atype;
  constraint addr_range {
    (atype == low ) -> addr inside { [0:15] };
    (atype == mid ) -> addr inside { [16:127] };
    (atype == high) -> addr inside { [128:255] };
  }
endclass

//if (atype == low) addr inside { [0:15] };
```

```
//if (atype == low) addr inside { [0:15] };
//else if (atype == mid) addr inside { [16:127] };
//else if (atype == high) addr inside { [128:255] };
```

## Note:

- a -> b is (!a || b). This states that if the expression is true, then random numbers generated are constrained by the constraint (or constraint set). Otherwise, the random numbers generated are unconstrained.
- For the constraints in this example, atype <u>can never be randomized to any</u>. (Because three cases (low/mid/high) already covered full range!)

р	q	p->q
T	Т	T
T	F	F
F	Т	T
F	F	T