

## Questa SystemVerilog Testbench

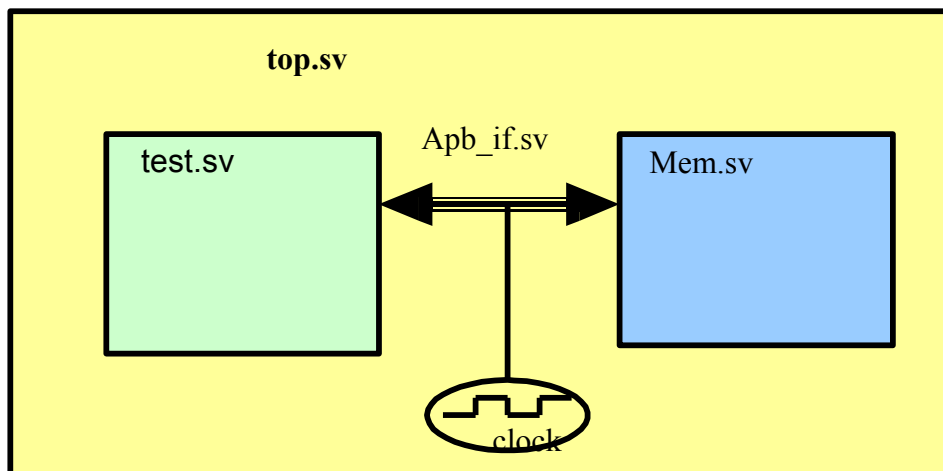
### LAB 2: OOP Basics

<b>Goal</b>	Write a more structured Testbench Get familiar with classes Randomization Threads Mailboxes
<b>Location</b>	From the course Website, download the file lab2.tar.gz gunzip lab2.tar.gz tar -xvf lab2.tar
<b>Design</b>	APB Interface

Relevant Files in lab2 directory:

<code>hdl/root.sv</code>	Global declarations & timescale
<code>hdl/mem.sv</code>	APB interface DUT
<code>hdl/top.sv</code>	Top level netlist
<code>tests/test.sv</code>	Top level testbench program
<code>apb_env/apb_if.sv</code>	Interface / clocking block definition
<code>apb_env/apb_trans.sv</code>	Transactor class
<code>apb_env/apb_gen.sv</code>	Generator class
<code>apb_env/apb_master.sv</code>	Bus master class

### Testbench Environment



### Steps to hook up a DUT to a Testbench

1. Create `apb_if` interface with modports and clocking blocks
2. Create testbench program
3. Create top module
4. Compile and run

#### Lab instructions:

- 1) Complete the transactor class `apb_trans` in `apb_env/apb_trans.sv`. Create 3 random variables, create method “`display`” to print out the random data, and create a method `copy` that returns a copy of the class data.
- 2) In `apb_env/apb_gen.sv`, complete the generator class `apb_gen`. Write the constructor for this class that initializes the mailbox, initializes the transactor object, and initializes the max number of transactions. Create the task `main` with a loop that sends `max_trans_cnt` random transactions to mailbox.
- 3) In `apb_env/apb_master.sv`, edit the constructor function `new`, and initialize the mailbox and create an APB transaction `tr`. In the `main` task, create an infinite loop to get transactions from the mailbox, decode them, and execute them with the `read`, `write`, and `idle` tasks.
- 4) Complete the main program in `tests/test.v`. Initialize the mailbox, call the constructor for the generator and the master, call the `main & reset` method of the master object, and call the `main` method of the generator object. Lastly, end the test when the generator ends, the mailbox empties, and then a few cycles more.

\*\* Search for “**LAB**” in the lab files to see where to add your code.

