

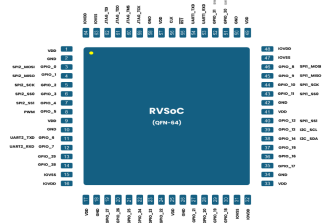
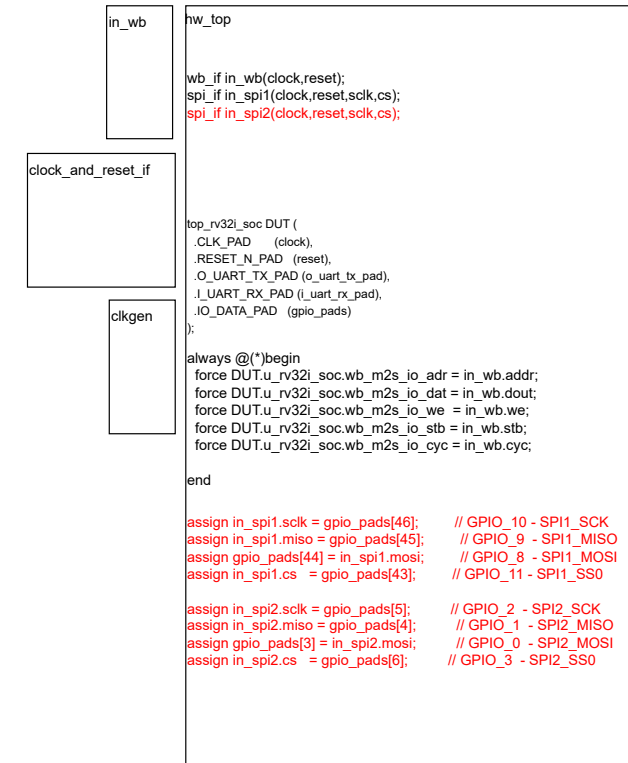
soc_ver arch Spi1+Spi2

TOP

```
hw_top dut();

spi_vif_config::set(null,"tb.spienv.slave_agent[0]","vif",dut.in_spi1);
spi_vif_config::set(null,"tb.spienv.slave_agent[1]","vif",dut.in_spi2);

wb_vif_config::set(null,"tb.wbenv","vif",dut.in_wb);
clock_and_reset_vif_config::set(null,"tb.clk_rst_env","vif",dut.clk_rst_if);
```



soc_tb

```
uvm_config_int::set(this,"wb","", "num_masters", 1);
uvm_config_int::set(this,"wb","", "num_slaves", 0);
uvm_config_int::set(this,"spi","", "enable_master", 0);
uvm_config_int::set(this,"spi","", "enable_slave", 2);

spienv = spi_env::type_id::create("spienv", this);

wbenv = wb_env::type_id::create("wbenv", this);
clk_rst_env = clock_and_reset_env::type_id::create("clk_rst_env", this);
soc_refenv = soc_ref_env::type_id::create("soc_refenv", this);
soc_mcseqr = soc_mcsequencer::type_id::create("soc_mcseqr", this);
```

```
soc_mcseqr.wb_seqr = wbenv.masters[0].sequencer;
soc_mcseqr.spi1_s_seqr = spienv.slave_agent[0].seqr;
soc_mcseqr.spi2_s_seqr = spienv.slave_agent[1].seqr;
```

```
soc_mcsequencer
wb_master_sequencer wb_seqr;
spi_slave_sequencer spi1_s_seqr;
spi_slave_sequencer spi2_s_seqr;
```

```
wb_env
masters[] = wb_master_agent::type_id::create("inst_name", this);
```

```
wb_master_agent
monitor = wb_master_monitor::type_id::create("monitor", this);
```

```
wb_master_monitor
uvm_analysis_port #(wb_transaction) item_collected_port;
```

```
wbenv.masters[0].monitor.item_collected_port.connect(soc_refenv.wb_ref.wb_in);
spienv.slave_agent[0].mon_spi_out.connect(soc_refenv.scb.spi_in1);
spienv.slave_agent[1].mon_spi_out.connect(soc_refenv.scb.spi_in2);
```

