

```

class source_top extends uvm_env;

    // Factory Registration
    `uvm_component_utils(source_top)

    // Create the agent handle
    source_wr_agent src_agnt[];
    env_config env_cfg;
//-----

// METHODS
//-----

// Standard UVM Methods:
    extern function new(string name = "source_top" , uvm_component parent);
    extern function void build_phase(uvm_phase phase);
endclass

//----- constructor new method -----//
// Define Constructor new() function
    function source_top::new(string name = "source_top" , uvm_component parent);
        super.new(name,parent);
    endfunction

//----- build() phase method -----//
    function void source_top::build_phase(uvm_phase phase);
        super.build_phase(phase);

        if(!uvm_config_db #(env_config)::get(this,"","env_config",env_cfg))
            `uvm_fatal(get_type_name(),"error");
        src_agnt=new[env_cfg.no_of_src_agents];
        foreach(src_agnt[i])

```

```
begin

src_agnth[i]=source_wr_agent::type_id::create($sformatf("src_agnth[%0d]",i),this);

uvm_config_db
#(source_config)::set(this,$sformatf("src_agnth[%0d]*",i),"source_config",env_cfg.src_cfg[i]);

end

endfunction
```