



SV Environment

Objects storage in mailbox

```
packet tr,tr2;  
mailbox #(packet) mbx;
```

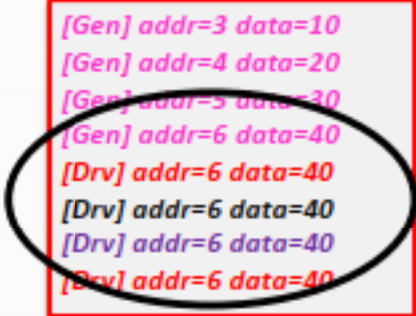
```
initial begin  
    mbx=new(4);  
    tr=new();
```

```
fork
```

```
    repeat(4) begin  
        void'(tr.randomize());  
        mbx.put(tr);  
        $display("[gen] addr=%0d data=%0d",tr.addr,tr.data);  
    end
```

```
    repeat(4) begin  
        mbx.get(tr2);  
        $display("[Drv] addr=%0d data=%0d",tr2.addr,tr2.data);  
    end
```

```
join  
end
```



```
[Gen] addr=3 data=10  
[Gen] addr=4 data=20  
[Gen] addr=5 data=30  
[Gen] addr=6 data=40  
[Drv] addr=6 data=40  
[Drv] addr=6 data=40  
[Drv] addr=6 data=40  
[Drv] addr=6 data=40
```

Objects storage in mailbox

```
initial begin
    mbx=new(4);

fork
    begin: Generator
        repeat(4) begin
            tr=new();
            void'(tr.randomize());
            mbx.put(tr);
            $display("[gen] addr=%0d data=%0d",tr.addr,tr.data);
        end
    end

    begin: Driver
        repeat(4) begin
            mbx.get(tr2);
            $display("[Drv] addr=%0d data=%0d",tr2.addr,tr2.data);
        end
    end
join
end
```

```
[Gen] addr=3 data=10
[Gen] addr=4 data=20
[Gen] addr=5 data=30
[Gen] addr=6 data=40
[Drv] addr=3 data=10
[Drv] addr=4 data=20
[Drv] addr=5 data=30
[Drv] addr=6 data=40
```

`tr(0x40)`

Object:0x40
data = 9
prev_data = 9

```
class packet;  
  rand bit [2:0] data;  
  
  bit [2:0] prev_data;  
  
  function void post_randomize();  
    prev_data = data;  
  endfunction  
  
  constraint valid {  
    data != prev_data;  
  }  
endclass
```

Data=5
Data=6
Data=9

```
program test;  
  packet tr;  
  
  initial begin  
    tr=new();  
  
    repeat(40) begin  
      void'(tr.randomize());  
  
      $display(" data=%0d",tr.data);  
  
    end  
  end  
endprogram
```



```

class packet;
rand bit [2:0] data;

bit [2:0] prev_data;

function void post_randomize();
  prev_data = data;
endfunction

constraint valid {
  data != prev_data;
}
endclass
  
```

```

Data=5
Data=5
  
```

```

program test;
packet tr;

initial begin
  repeat(40) begin
    tr=new();

    void'(tr.randomize());

    $display(" data=%0d",tr.data);
  end
end endprogram
  
```

```

class packet;
  rand bit [2:0] data;
  bit [2:0] prev_data;

  function void post_randomize();
    prev_data = data;
  endfunction

  constraint valid {
    data != prev_data;
  }

  function void copy (A inp);
    data = inp.data;
  endfunction
endclass

```

Data=5
Data=9

ref_pkt

Object: 0x40
data = 9
prev_data = 9

```

program test;
  packet tr,ref_pkt;

  initial begin
    ref_pkt=new();

    repeat(40) begin
      tr=new();
      void'(ref_pkt.randomize());
      tr.copy(ref_pkt);
      $display(" data=%0d",tr.data);
    end
  end endprogram

```