**Transaction :**

1- Yes, we can run predefined sequences in pre-randmoize function just using the separate program block in a separate file.

2- Yes, I can debug easily by also seeing the print\_trans() method output or also by observing the wave form.

3- We need multiple transactions for burst 4 and incrementing 4 while for single burst we need only one transaction.

**Generator :**

1- We can control how many transactions get generated by changing the value of count defined in generator file and we are controlling it’s value in it’s parent classes.

2- To generate non-random transactions, first we have to disable randomization of the specific property of the class as property.rand\_mode(0) and then give it our own value.

**Driver :**

1- Yes all the interface signals are driven according to the spec.

2- Yes we need to sample inputs to decide whether to drive outputs or not on the next clocking event.

**Monitor :**

1- Yes interface signals are sampled according to the spec.

2- Yes the transaction have address and data phases this can be observed in scoreboard and simulation.

**Scoreboard :**

1- Yes scoreboard implement proper endianness. Endianness can be changed in design and to check it we can also change it in the scoreboard. We don’t have any specific signal that change our endianness so it is necessary to change the design for changing endianness. To not compare reset and to compare only values that have already been written we give an static random data to memory. Scoreboard memory should be static.