#ifndef PREFETCHER\_TCP\_H

#define PREFETCHER\_TCP\_H

#include <cstdint>

#include "address.h"

#include "modules.h"

struct TCP : public champsim::modules::prefetcher {

using prefetcher::prefetcher;

uint32\_t prefetcher\_cache\_operate(champsim::address addr, champsim::address ip, uint8\_t cache\_hit, bool useful\_prefetch, access\_type type,

uint32\_t metadata\_in);

uint32\_t prefetcher\_cache\_fill(champsim::address addr, long set, long way, uint8\_t prefetch, champsim::address evicted\_addr, uint32\_t metadata\_in);

// void prefetcher\_initialize();

// void prefetcher\_branch\_operate(champsim::address ip, uint8\_t branch\_type, champsim::address branch\_target) {}

// void prefetcher\_cycle\_operate() {}

// void prefetcher\_final\_stats() {}

};

#endif