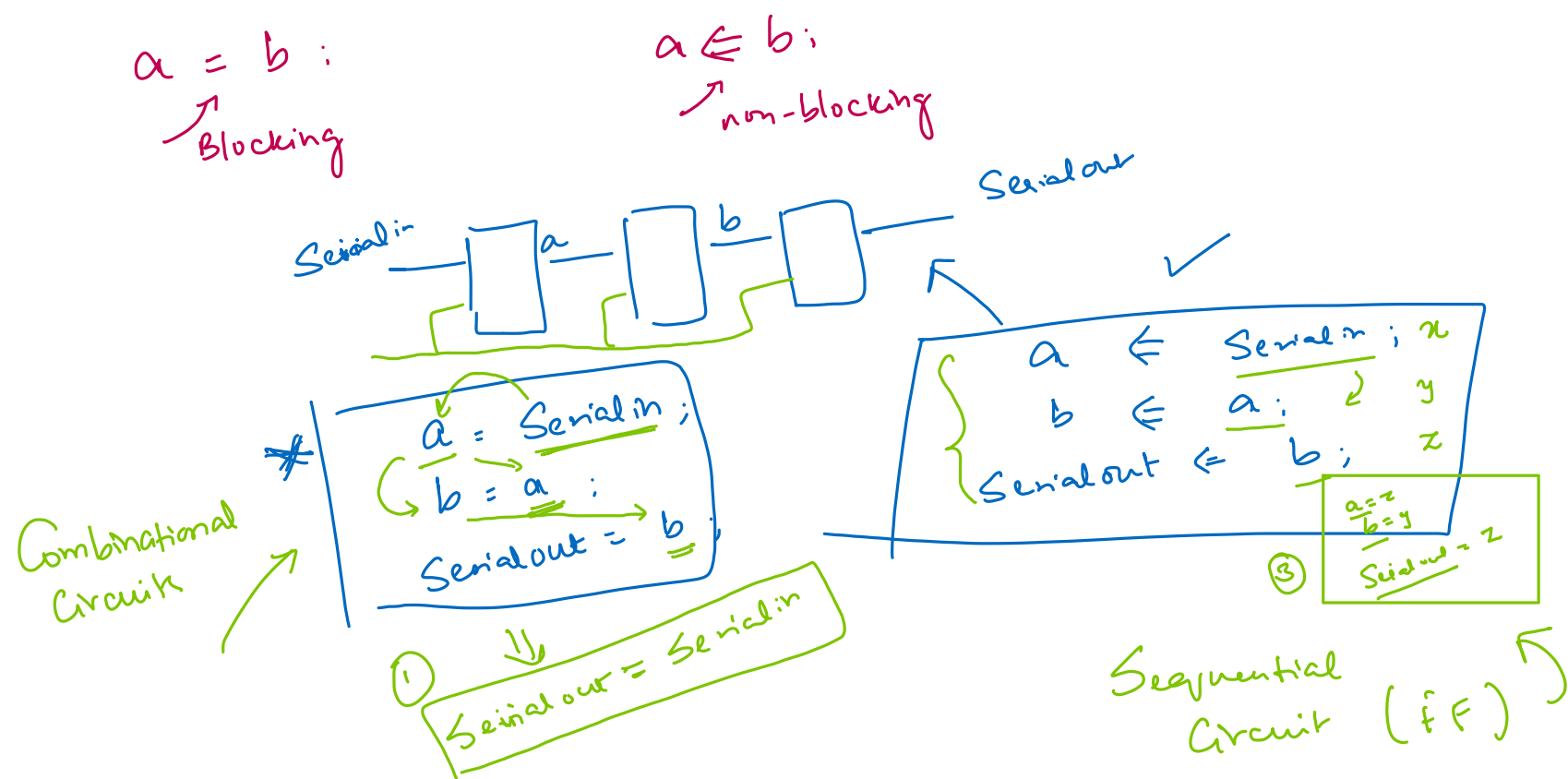


1. Blocking and Non-blocking operators



2. Events

⇒ Any transition
 $0 \rightarrow 1$ $1 \rightarrow 0$

@ (posedge signal) ↑
 @ (negedge signal) ↓
 @ (Signal) ↑↓

event e;
 declaration

→ e;
 triggering the event

Waits for an event
 @(e);
 capturing the event

3. Wait

initial
 begin
 {
 wait (a);
 }
 end

wait (Signal); it will wait until the signal becomes HIGH / Low
 wait (~signal);

event & wait are non-synthesizable

4. Nijith

