




# Static Arrays

- ◆ **Fixed size arrays**


Size defined at compile time.

Example: `int my_array[5];`  Use when size is known.

# **Dynamic Arrays**

- ◆ **Size can change at runtime**


Declared with empty brackets [].

Example: `int my_array[]; my_array = new[10];`  Use for flexible storage.

# Packed vs Unpacked Arrays

## Packed Array


Bit-level, all dimensions packed.

Example: logic [3:0][7:0] data; 

Unpacked Array: Regular multi-dimensional.

# Associative Arrays


## Key-value storage

Key can be int, string, enum. Example:  
`int my_map[string]; my_map["temp"]`  
`= 100;`  Best for sparse data.

# Queues

## ◆ Built-in list type

Auto-resizing, operates like FIFO.

Declare: `int my_queue[$];`  Ideal for streaming.




# Summary



## SystemVerilog Array Types

Static: Fixed, no resize. Dynamic: Runtime, resizable. Associative: Sparse, resizable. Queue: FIFO, resizable.


# Packed vs Unpacked

 **Packed = Bit-level**

 Unpacked = Multi-dim structure.

# **Final Slide: Master These!**

 **Arrays are everywhere!**

Mastering them leads to clean,  
efficient code! Drop a  if you're  
learning SystemVerilog!