System Verilog Basics

1. Different ways to generate a Clock Signal - https://www.edaplayground.com/x/eLGe
2. Array basics
   a. Fixed Size Array - https://www.edaplayground.com/x/hdL8 ,
      https://www.edaplayground.com/x/9qTn
   b. Dynamic Array - https://www.edaplayground.com/x/tTFv
   c. Queue Array - https://www.edaplayground.com/x/uh4_
3. Initialize Array with different loops - https://www.edaplayground.com/x/Sdbq
4. Use Case of pass by value and pass by reference -
   https://www.edaplayground.com/x/TDCu
5. Adding multiple arguments to a constructor - https://www.edaplayground.com/x/Jxut