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