## **Contents**

Section Clause 0	Overview of this standard	1
0.1	Intent and scope of this document	1
0.2	Structure and terminology of this document	1
0.2.1	Syntactic description	2
0.2.2	Semantic description	3
0.2.3	Front matter, examples, notes, references, and appendices	4
Section Clause 1	Design entities and configurations	5
1.1	Entity declarations	5
1.1.1	Entity header	6
1.1.1.1	Generics	6
1.1.1.2	Ports	7
1.1.2	Entity declarative part	8
1.1.3	Entity statement part	9
1.2	Architecture bodies	10
1.2.1	Architecture declarative part	11
1.2.2	Architecture statement part	11
1.3	Configuration declarations	12
1.3.1	Block configuration	14
1.3.2	Component configuration	16
Section Clause 2	Subprograms and packages	19
2.1	Subprogram declarations	19
2.1.1	Formal parameters	20
2.1.1.1	Constant and variable parameters	20
2.1.1.2	Signal parameters	21
2.1.1.3	File parameters	22
2.2	Subprogram bodies	22
2.3	Subprogram overloading	25
2.3.1	Operator overloading	26
2.3.2	Signatures	27
2.4	Resolution functions	27
2.5	Package declarations	28
2.6	Package bodies	29
2.7	Conformance rules	31

Section Clause 3	Types	33
3.1	Scalar types	34
3.1.1	Enumeration types	35
3.1.1.1	Predefined enumeration types	36
3.1.2	Integer types	36
3.1.2.1	Predefined integer types	37
3.1.3	Physical types	37
3.1.3.1	Predefined physical types	39
3.1.4	Floating point types	39
3.1.4.1	Predefined floating point types	40
3.2	Composite types	40
3.2.1	Array types	41
3.2.1.1	Index constraints and discrete ranges	42
3.2.1.2	Predefined array types	45
3.2.2	Record types	45
3.3	Access types	46
3.3.1	Incomplete type declarations	47
3.3.2	Allocation and deallocation of objects	48
3.4	File types	48
3.4.1	File operations	49
3.5	Protected types	51
3.5.1	Protected type declarations	51
3.5.2	Protected type bodies	52
Section Clause 4	Declarations	55
4.1	Type declarations	55
4.2	Subtype declarations	56
4.3	Objects	57
4.3.1	Object declarations	58
4.3.1.1	Constant declarations	58
4.3.1.2	Signal declarations	59
4.3.1.3	Variable declarations	61
4.3.1.4	File declarations	63
4.3.2	Interface declarations	64
4.3.2.1	Interface lists	67
4.3.2.2	Association lists	67
4.3.3	Alias declarations	70
4.3.3.1	Object aliases	71
4.3.3.2	Nonobject aliases	71
4.4	Attribute declarations	73
4.5	Component declarations	74
4.6	Group template declarations	74
4.7	Group declarations	75
Section Clause 5	Specifications	77
5.1	Attribute specification	77
5.2	Configuration specification	80
5.2.1	Binding indication	81
5.2.1.1	Entity aspect	83
5.2.1.2	Generic map and port map aspects	84
5.2.2	Default binding indication	87
5.3	Disconnection specification	88

Section Clause 6	Names	91
6.1	Names	91
6.2	Simple names	93
6.3	Selected names	93
6.4	Indexed names	96
6.5	Slice names	96
6.6	Attribute names	97
Section Clause 7	Expressions	99
7.1	Expressions	99
7.2	Operators	100
7.2.1	Logical operators	101
7.2.2	Relational operators	101
7.2.3	Shift operators	102
7.2.4	Adding operators	104
7.2.5	Sign operators	106
7.2.6	Multiplying operators	107
7.2.7	Miscellaneous operators	108
7.3	Operands	109
7.3.1	Literals	109
7.3.2	Aggregates	110
7.3.2.1	Record aggregates	111
7.3.2.2	Array aggregates	111
7.3.3	Function calls	112
7.3.4	Qualified expressions	113
7.3.5	Type conversions	113
7.3.6	Allocators	114
7.4	Static expressions	115
7.4 7.4.1	Locally static primaries	115
7.4.2	Globally static primaries	116
7.4.2		117
7.3	Universal expressions	11/
Section Clause 8	Sequential statements	119
8.1	Wait statement	119
8.2	Assertion statement	121
8.3	Report statement	122
8.4	Signal assignment statement	123
8.4.1	Updating a projected output waveform	125
8.5	Variable assignment statement	127
8.5.1	Array variable assignments	129
8.6	Procedure call statement	129
8.7	If statement.	129
	_	
8.8	Case statement	130
8.9	Loop statement	131
8.10	Next statement	132
8.11	Exit statement.	132
8.12	Return statement	132
8.13	Null statement	133

Section Clause 9	Concurrent statements	135
9.1	Block statement	135
9.2	Process statement	136
9.3	Concurrent procedure call statements	138
9.4	Concurrent assertion statements	139
9.5	Concurrent signal assignment statements	139
9.5.1	Conditional signal assignments	142
9.5.2	Selected signal assignments	143
9.5.2 9.6	Component instantiation statements	143
9.6.1		
	Instantiation of a component	145
9.6.2 9.7	Instantiation of a design entity	147
9.7	Generate statements	150
Section Clause 10	Scope and visibility	153
10.1	Declarative region	153
10.2	Scope of declarations	154
10.3	Visibility	155
10.4	Use clauses	158
10.5	The context of overload resolution	159
Section Clause 11	Design units and their analysis	161
11.1		1.61
11.1	Design units	161
11.2	Design libraries	162
11.3	Context clauses	163
11.4	Order of analysis	163
Section Clause 12	Elaboration and execution	165
12.1	Elaboration of a design hierarchy	165
12.1	Elaboration of a design includery	167
12.2.1	The generic clause	167
12.2.1	The generic map aspect	167
12.2.3	The port clause	168
12.2.4	The port map aspect	168
12.2.4		
· -	Elaboration of a declarative part	168
12.3.1 12.3.1.1		169
	Subprogram declarations and bodies	169
12.3.1.2	Type declarations	169
12.3.1.3	Subtype declarations	170
12.3.1.4	Object declarations	170
12.3.1.5	Alias declarations	171
12.3.1.6	Attribute declarations	171
12.3.1.7	Component declarations	171
12.3.2	Elaboration of a specification	171
12.3.2.1	Attribute specifications	171
12.3.2.2	Configuration specifications	172
12.3.2.3	Disconnection specifications	172
12.4	Elaboration of a statement part	172
12.4.1	Block statements	172
12.4.2	Generate statements	173
12.4.3	Component instantiation statements	174
12.4.4	Other concurrent statements	175
12.5	Dynamic elaboration	175

Index		265	
Annex F	Features under consideration for removal	<u>263</u> <sup>1</sup>	I
Annex E	Related standards	261	
Annex D	Changes from IEEE Std-1076-1987 1076a-2000	259	I
Annex C	Potentially nonportable constructs	257	
Annex B	Glossary	237	
Annex A	Syntax summary	219	
14.3	Package TEXTIO	214	
14.1 14.2	Predefined attributes Package STANDARD	193 207	
Section Clause 14	Predefined language environment	193	I
13.10	Allowable replacements of characters	191	
13.9	Reserved words	191	
13.8	Comments	190	
13.7	Bit string literals	189	
13.6	Character literals	188	
13.4.2	Based literals	187 188	
13.4.1 13.4.2	Decimal literals	187	
13.4	Abstract literals	187	
13.3.2	Extended identifiers	186	
13.3.1	Basic identifiers	186	
13.3	Identifiers	186	
13.2	Lexical elements, separators, and delimiters	185	
13.1	Character set	183	
Section Clause 13	Lexical elements	183	I
12.6.4	The simulation cycle	181	
12.6.3	Updating implicit signals	180	
12.6.2	Propagation of signal values	177	
12.6.1	Drivers	176	
12.6	Execution of a model	176	

1. LCS 25.