

4. SEQUENTIAL STATEMENTS

```

wait [on (SIGID,)] [until expr] [for time];
assert expr
[report string]
[severity note | warning | error | failure];
report string
[severity note | warning | error | failure];
SIGID <= [transport] | [[reject TIME] inertial]
{expr [after time],};
VARID := expr;
PROCEDUREID([PARID =>] expr,);
[LABEL:] if expr then
{sequential_statement}
[elseif expr then
{sequential_statement}]
[else
{sequential_statement}]
end if [LABEL];
[LABEL:] case expr is
{when choice [{ choice}] =>
{sequential_statement}}
end case [LABEL];
[LABEL:] while expr loop
{sequential_statement}
end loop [LABEL];
[LABEL:] for ID in range loop
{sequential_statement}
end loop [LABEL];
next [LOOPLBL] [when expr];
exit [LOOPLBL] [when expr];
return [expression];
null;

```

5. PARALLEL STATEMENTS

```

LABEL: block [is]
[generic ( {ID : TYPEID,} );]
[generic map ( {GENID =>} expr, );]
[port ( {ID : in | out | inout TYPEID } );]
[port map ( {PORTID =>} SIGID | expr, );]
[declaration]
begin
[parallel_statement]
end block [LABEL];
[LABEL:] [postponed] process [ ( {SIGID,} )]
[declaration]
begin
[sequential_statement]
end [postponed] process [LABEL];
[LABEL:] [postponed] PROCID([PARID =>] expr,);

```

```

[LABEL:] [postponed] assert expr
[report string]
[severity note | warning | error | failure];
[LABEL:] [postponed] SIGID <=
[transport] | [[reject TIME] inertial]
[{expr [after TIME,]} | unaffected;
{expr [after TIME,]} | unaffected;
[LABEL:] [postponed] with expr select
SIGID <= [transport] | [[reject TIME] inertial]
{expr [after TIME,]} | unaffected
when choice [{ choice}];
LABEL: COMPID
[[generic map ( {GENID => expr,} )]
port map ( {PORTID =>} SIGID | expr, );]
LABEL: entity [LIBID,]ENTITYID [[ARCHID]]
[[generic map ( {GENID => expr,} )]
port map ( {PORTID =>} SIGID | expr, );]
LABEL: configuration [LIBID,]CONFID
[[generic map ( {GENID => expr,} )]
port map ( {PORTID =>} SIGID | expr, );]
LABEL: if expr generate
[parallel_statement]
end generate [LABEL];
LABEL: for ID in range generate
[parallel_statement]
end generate [LABEL];

```

6. PREDEFINED ATTRIBUTES

TYPID'base	Base type
TYPID'left	Left bound value
TYPID'right	Right-bound value
TYPID'high	Upper-bound value
TYPID'low	Lower-bound value
TYPID'pos(expr)	Position within type
TYPID'val(expr)	Value at position
TYPID'succ(expr)	Next value in order
TYPID'pred(expr)	Previous value in order
TYPID'leftof(expr)	Value to the left in order
TYPID'rightof(expr)	Value to the right in order
TYPID'ascending	Ascending type predicate
TYPID'image(expr)	String image of value
TYPID'value(string)	Value of string image
ARYID'left{(expr)}	Left-bound of [nth] index
ARYID'right{(expr)}	Right-bound of [nth] index
ARYID'high{(expr)}	Upper-bound of [nth] index
ARYID'low{(expr)}	Lower-bound of [nth] index
ARYID'range{(expr)}	'left down/to 'right
ARYID'reverse_range{(expr)}	'right down/to 'left
ARYID'length{(expr)}	Length of [nth] dimension
ARYID'ascending{(expr)}	'right >= 'left ?
SIGID'delayed{(TIME)}	Delayed copy of signal
SIGID'stable{(TIME)}	Signals event on signal
SIGID'quiet{(TIME)}	Signals activity on signal
SIGID'transaction	Toggles if signal active

SIGID'event	Event on signal ?
SIGID'active	Activity on signal ?
SIGID'last_event	Time since last event
SIGID'last_active	Time since last active
SIGID'last_value	Value before last event
SIGID'driving	Active driver predicate
SIGID'driving_value	Value of driver
OBJID'simple_name	Name of object
OBJID'instance_name	Pathname of object
OBJID'path_name	Pathname to object

7. PREDEFINED TYPES

BOOLEAN	True or false
INTEGER	32 or 64 bits
NATURAL	Integers >= 0
POSITIVE	Integers > 0
REAL	Floating-point
BIT	'0', '1'
BIT_VECTOR(NATURAL)	Array of bits
CHARACTER	7-bit ASCII
STRING(POSITIVE)	Array of characters
TIME	hr, min, sec, ms,
	us, ns, ps, fs
DELAY_LENGTH	Time >= 0

8. PREDEFINED FUNCTIONS

NOW	Returns current simulation time
DEALLOCATE(ACCESSTYPEOBJ)	Deallocate dynamic object
FILE_OPEN(status, FILEID, string, mode)	Open file
FILE_CLOSE(FILEID)	Close file

9. LEXICAL ELEMENTS

Identifier ::= letter { [underline] alphanumeric }
decimal literal ::= integer [integer] [E[+ -] integer]
based literal ::=
integer # hexint [hexint] # [E[+ -] integer]
bit string literal ::= B[O]X " hexint "
comment ::= -- comment text

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