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Github: <https://github.com/uKarol/VDIC2020>

1. Which objects will communicate with which ones using transactions?

-random_tester communicates with driver

-command_monitor and result monitor with scoreboard

-command_monitor with coverage

2. What is the minimum number of transaction classes needed to run a single test (e.g. random_test)? Which objects will create instances of these transactions?

We need result_transaction and command_transaction classes.

Instances are created by: command_monitor, result_monitor, scoreboard and tester;

3. How many new transaction classes do we need to add if we create a new test (e.g. add_test) so that the add_test inherits from random_test?

We need one transaction class eg add_transaction class.

4. If we have two tests, e.g. random_test and minmax_test, and one tester, how are different transaction types generated for different tests (i.e. random_command for random_test, and minmax_command for minmax_test)? minmax_test

In this case minmax_test inherits from random_test and overrides build_phase function.