# **System Verilog Lab6**

#### After completing this lab, you should be able to:

Implement interface block.

Understand how to define I/O signals in Interface

Understand how to specify filelist while compilation.

Implement top module which connects dut and TB with interface.

Verify DUT behaviour with the help of self-checking mechanism in program block(testbench).

#### LAB6:

## Use Lab6 directory of this lab

# Step 1: Implement a simple interface.

Open file interface.sv and define interface block with required ports.
 Ex:

interface simple\_bus(input clk);

2. Define signals list.

Ex: Add this code in Section 1 in testbench.sv

logic rst; logic wr; logic [2:0] addr;

•••••

// define all the necessary ports

# Step 2:Declare interface instance.

Open file top.sv and add the following code in section 1
 Ex:

simple\_bus intf\_inst(clk);

#### Step 3: DUT and program block instance connection

Instantiate the DUT using port instantiation by name in section 2 of top.sv.
 Ex:
 ram\_dut dut\_inst(.clk(clk),.rst(intf\_inst.rst),.wr(intf\_inst.wr).....);

2. Instantiate the program block by passing the instance on the interface. Add the following code in section 3 of top.sv

Ex: testbench tb\_inst(intf\_inst);

#### Step 4: Port list of program block.

 Add the below code in section 1 of testbench.sv Ex: program testbench(simple\_bus vif);

### Step 5: Accessing the interface signals

1. Add vif.<signal name> to all the necessary signals in Section 2. task reset\_stimulus(); \$display("[Testbench] Reset applied to DUT"); vif.rst <= 1; @(posedge vif.clk); vif.rst <= 0;\$display("[Testbench] Reset completed"); endtask task write\_stimulus(input reg[2:0] addr\_t,reg [7:0] wdata\_t); vif.wr<=0; vif.wdata<=wdata\_t; exp\_q.push\_back(wdata\_t);</pre> vif.addr<=addr t; @(posedge vif.clk); endtask task read\_stimulus(input reg[2:0] addr\_t); vif.wr<=1; vif.addr<=addr t; @(posedge vif.clk);

# Step 6: Add self-checking mechanism.

1. Add the below code in section 3 of testbench.sv.

initial begin forever begin

endtask

# Step 7: Add Test Pass and Fail criteria.

1. Add a small function in section 4 of testbench.sv to check for mis\_matched == 0.

2. Call the result function at section 5.