Hardware Modeling [VU] (191.011)
– WS25 –
Block Statements

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Introduction

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- Restrict scope of objects (e.g., signals) within an architecture
- Can be viewed as “inline module” or “module light” (combined module declaration and instantiation)
- Can be loosely compared to inner (nested) classes in e.g., Java

Block Statement - Syntax

- Block syntax

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BLOCK_LABEL : block[ ( guard_condition ) ] [ is ]
  block_header
  block_declarative_part
begin
  block_statement_part
end block;
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  - can access objects from outer scope

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Note

The process `some_logic` **cannot** access the signals `x`, `y` and `z`.

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- Block header does not prevent the block from accessing objects from the outer scope

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Note

Trivial to move the block into a separate module (entity / architecture).

Lecture Complete!