### LRM-1

The following sections can change parameter to argument

# <u>1 4.6.1 4.8 10.5.2 10.5.4 12.6</u>

The following section should remain as they are (use of parameter is appropriate here) 13.3.5 13.4 15.3

Section 13.8 was to be removed and the example folded into the event control section.

In section 15.2 "parameters determine" can be changed to "specifications determines".

### LRM-2

In section 18.7 the use of parameters is appropriate and no change is needed.

## LRM-3

In section <u>2.5</u> "actual parameter" refers to the Verilog parameter specified in the module instance.

#### LRM-7

In section **3.8.9** the use of integer is correct. This is because the string can include 'X' or 'Z'.

## LRM-8

In section 3.10 the use of "may not" should be changed to "is not allowed to" or "shall not"

### **LRM-10**

In section  $\underline{8.10}$ , ->> is not an operator (just like ->) and dies not need to be in the operator table. It's use is completely defined via BNF (need BNF for this).

#### LRM-14

The precedence of the :: operator described in section  $\underline{11.20}$  should be the same as . (highest).

### **LRM-16**

The precedence of the **inside** operator described in section **12.4.3** is already defined in the table.

#### **LRM-17**

The precedence of the **dist** operator described in section **12.4.4** is already defined in the table.

#### **LRM-18**

The := and :/ operators (in section  $\underline{12.4.4}$ ) have the precedence of assignment. They do not strictly need it since they are top-level operators so the grammar (BNF) is sufficient.

## LRM-19

The precedence of the => operator described in section <u>12.4.5</u> is already defined in the table.

# LRM-20

A constraint is not a data-type, thus, the use of 'static constraint' in section 12.4.9 is consistent.

# LRM-21

In section 12.10.1 "unsigned int" should be changed to "int unsigned"

## **LRM-22**

In section 12.10.2 "unsigned int" should be changed to "int unsigned"

### LRM-23

In section 12.10.3 "object obj" should be changed to "object\_identifier"