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from Steven Sharp <sharp@cadence.com>
 date Fri, Jan 28, 2011 at 7:04 PM
 subject [sv-bc] nested interfaces as "interfaces to interfaces"

Taking Peter's first examples:

```

package P_3_2;

    // Modport suitable for connection to an RS-232 serial link
modport rs_232 (
        input logic RXD, DSR, CTS, DCD,
        output logic TXD, RTS, DTR );

    // Modport representing a general-purpose test point of any type
modport testpoint #(parameter type T = logic) (
        output T TP);

endpackage : P_3_2

```

and showing how it could be done with interfaces inside interfaces (possibly with mistakes, as I am doing this off the top of my head):

```

    // Interface suitable for access to an RS-232 serial link
interface rs_232 (
        input logic RXD, DSR, CTS, DCD,
        output logic TXD, RTS, DTR );
endinterface

    // Interface representing a general-purpose test point of any type
interface testpoint #(parameter type T = logic) (
        output T TP);
endinterface

    // Use of nested interfaces to give access to the internals of an
    interface
interface my_rs232_interface;

        rs_232 link(.RXD(local_RXD), .DSR(local_DSR),
            .CTS(local_CTS), .DCD(local_DCD),
            .TXD(local_TXD), .RTS(local_RTS),
            .DTR(local_DTR));

        testpoint tp(.TP(signal));

endinterface

```

```

interface my_other_rs232_interface;

    rs_232 link(.RXD(other_RXD), .DSR(other_DSR),
               .CTS(other_CTS), .DCD(other_DCD),
               .TXD(other_TXD), .RTS(other_RTS),
               .DTR(other_DTR));

endinterface

module foo ( my_rs232_interface ifc,
             my_other_rs232_interface other);

    virtual rs_232 rs;
    virtual testpoint tp;

    initial
        begin
            if (want_other)
                rs = other.link;
            else
                rs = ifc.link;
            tp = ifc.tp;
            $display(rs.RXD, tp.TP);
            rs.TXD = 0;
        end

endmodule

```

We now have access to the common `rs-232` signals of two different (and incompatible) types of `rs-232` interface instances, using the same virtual interface. The declarations and instantiations of the nested interfaces are not significantly different from the proposed declarations and instantiations of the stand-alone modports. Are there some other usages of stand-alone modports that are likely to be common, that cannot already be handled by this existing capability?