

```
module flags(  
    input clk,  
    input rst,  
    input flag_set,  
    input [7:0] flag_in,  
    (* DONT_TOUCH= "1" *) output reg [7:0] flag_value  
);  
always @ (posedge clk or negedge rst)  
begin  
    if(!rst)  
        begin  
            flag_value=8'h00;  
        end  
    else if(flag_set)  
        begin  
            flag_value=flag_in;  
        end  
    end  
end  
endmodule
```