CS201P

B20218 Narmit Kumar

Priority Encoder code:

```
Priority_Encoder.v
  \mathsf{Q} \mid \blacksquare \mid \, \spadesuit \mid \, \not \Rightarrow \mid \, \curlywedge \mid \, \blacksquare \mid \, \blacksquare \mid \, \parallel \mid \, / / \mid \, \blacksquare \parallel \mid \, \, \Diamond
           module Priority_Encoder(
         input [15:0] p,
input En,
         output reg VALID,
           output reg [3:0] y
 reg [3:0] yl;
35
36 🖯
          begin
37 🖯
             if (En==1'b0)
38 🖨
          begin
39
              y = 4'b1111;
40 O VALID <= 1'b0;
41 🗎
               end
42 | 43 |
        O else
begin
44 🔅
45
              VALID <= 1'bl;
46
47 🛱
              end
48
49 🖨 🔾 end
50
51 🗀
              end
52 🖨
              endmodule
53
54
55
```

Output:

