

The testbench failed to compile. Please fix the module. The output of iverilog is as follows:

error: outputData is not a valid I-value in barrel_shift_8. outputData is declared here as wire.outputData

The error message indicates that outputData is declared as a wire, and you're trying to assign a value to it inside a procedural block (always or initial). In Verilog, you cannot assign values to wire types inside procedural blocks. Instead, you should use reg for outputs that are assigned within procedural blocks. Here's how you can correct the module:

```
module barrel_shift_8(
    input [7:0] inputData,
    input [2:0] shiftVal,
    output reg [7:0] outputData // Declare outputData as reg
);
    // Use a case statement to simplify the logic
    always @(inputData, shiftVal) begin
        case (shiftVal)
            3'b000: outputData = inputData; // No shift
            3'b001: outputData = {inputData[6:0], inputData[^7]}; // Shift left by 1
            3'b010: outputData = {inputData[5:0], inputData[7:6]}; // Shift left by 2
            3'b011: outputData = {inputData[4:0], inputData[7:5]}; // Shift left by 3
            3'b100: outputData = {inputData[3:0], inputData[7:4]}; // Shift left by 4
            3'b101: outputData = {inputData[2:0], inputData[7:3]}; // Shift left by 5
            3'b110: outputData = {inputData[1:0], inputData[7:2]}; // Shift left by 6
            3'b111: outputData = {inputData[^0], inputData[7:1]}; // Shift left by 7
            default: outputData = inputData; // Default case, no shift
        endcase
    end
endmodule
```

Alternatively, if you prefer to keep outputData as a wire, you can use continuous assignment outside of any procedural block:

```
module barrel_shift_8(
    input [7:0] inputData,
    input [2:0] shiftVal,
    output [7:0] outputData
);

// Use a case statement to simplify the logic
    assign outputData = (shiftVal == 3'b000) ? inputData :
```

```
(shiftVal == 3'b001) ? {inputData[6:0], inputData[^7]} :
    (shiftVal == 3'b010) ? {inputData[5:0], inputData[7:6]} :
    (shiftVal == 3'b011) ? {inputData[4:0], inputData[7:5]} :
    (shiftVal == 3'b100) ? {inputData[3:0], inputData[7:4]} :
    (shiftVal == 3'b101) ? {inputData[2:0], inputData[7:3]} :
    (shiftVal == 3'b110) ? {inputData[1:0], inputData[7:2]} :
    (shiftVal == 3'b111) ? {inputData[^7:1]} : inputData[^7:1]} :
```

Both versions should resolve the compilation error.

