

We will be generating a 32-bit Barrel Shifter with Rotation Control hierarchically in Verilog. Please begin by generating a 8-bit Barrel Shifter defined as follows:

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

```
module barrel_shift_8(  
    input  [7:0] inputData,  
    input  [2:0] shiftVal,  
    output [7:0] outputData  
);  
  
    wire [7:0] shifted_1;  
    wire [7:0] shifted_2;  
    wire [7:0] shifted_4;  
  
    assign shifted_1 = (shiftVal[0]) ? {inputData[6:0], inputData[7]} : inputData;  
    assign shifted_2 = (shiftVal[1]) ? {shifted_1[5:0], shifted_1[7:6]} : shifted_1;  
    assign shifted_4 = (shiftVal[2]) ? {shifted_2[3:0], shifted_2[7:4]} : shifted_2;  
  
    assign outputData = shifted_4;  
  
endmodule
```