

Assignment_12: Design a RTL for 8 x 3 Priority encoder whose truth table is mentioned in the Instructions tab.

code

```

module top (
    input [7:0] D, // Data inputs (D7 is MSB, D0 is LSB)
    output reg [2:0] Q // Encoded output (highest priority encoded)
);

// Case statement for priority encoding
always @(D) begin
    case (D)
        8'b00000000: Q <= 3'b000; // No active bits (default)
        8'b00000000_10000000: Q <= 3'b000; // D0 active
        8'b00000000_01000000: Q <= 3'b001; // D1 active
        8'b00000000_00100000: Q <= 3'b010; // D2 active
        8'b00000000_00010000: Q <= 3'b011; // D3 active
        8'b00000000_00001000: Q <= 3'b100; // D4 active
        8'b00000000_00000100: Q <= 3'b101; // D5 active
        8'b00000000_00000010: Q <= 3'b110; // D6 active
        8'b00000000_00000001: Q <= 3'b111; // D7 active
        default: Q <= 3'bX; // Unexpected input (optional - for debugging)
    endcase
end
endmodule

```

Simulation

Name	Value	0.000 ns	10.000 ns	20.000 ns	30.175 ns	40.000 ns	50.000 ns	60.000 ns	70.000 ns	80.000 ns
> D[7:0]	00010000	00000000	01000000	00100000	00010000	00001000	00000100	00000010	00000001	00000000
> Q[2:0]	011	000	001	010	011	100	101	110	111	000