Bit access

operator[]	Access bit
count	Count bits set
size	Return size
test	Return bit value
any	Test if any bit is set
none	Test if no bit is set
all	Test if all bits are set

Bit operations

Set	Set bits
reset	Reset bits
flip	Flip bits

Bitset operations

to_string	Convert to string
to_ulong	Convert to unsigned long integer
to_ullong	Convert to unsigned long long

member functions

```
bitset& operator&= (const bitset& rhs) noexcept;
bitset& operator|= (const bitset& rhs) noexcept;
bitset& operator^= (const bitset& rhs) noexcept;
bitset& operator<<= (size_t pos) noexcept;
bitset& operator>>= (size_t pos) noexcept;
bitset operator~() const noexcept;
bitset operator<<(size_t pos) const noexcept;
bitset operator>>(size_t pos) const noexcept;
bool operator== (const bitset& rhs) const noexcept;
bool operator!= (const bitset& rhs) const noexcept;
```

non-member functions

```
template<size_t N>
 bitset<N> operator& (const bitset<N>& lhs, const bitset<N>& rhs) noexcept;
template<size_t N>
 bitset<N> operator| (const bitset<N>& lhs, const bitset<N>& rhs) noexcept;
template<size_t N>
 bitset<N> operator^ (const bitset<N>& lhs, const bitset<N>& rhs) noexcept;
```

iostream inserters/extractors

```
template<class charT, class traits, size_t N>
 basic_istream<charT, traits>&
  operator>> (basic_istream<charT,traits>& is, bitset<N>& rhs);
template<class charT, class traits, size_t N>
 basic_ostream<charT, traits>&
  operator<< (basic_ostream<charT,traits>& os, const bitset<N>& rhs);
```

Non-member function overloads

applicable operators	Bitset operators