

Bitwise operations



By: Yehia M. Abu Eita

Outlines

- Introduction
- Bitwise AND
- Bitwise OR
- Bitwise XOR
- Bitwise NOT
- Bitwise shift left and right

Introduction

- The bitwise operators are used to **manipulate** values on the **bits level**.
- Bitwise operations are **widely used in embedded systems**.
- There are **six** bitwise operations you can use in C:
 - **AND (&)**
 - **OR (|)**
 - **XOR (^)**
 - **NOT (~)**
 - **Shift right (>>)**
 - **Shift left (<<)**

Bitwise AND

```
unsigned char x = 5, y = 10, z;  
z = x & y;
```

	128	64	32	16	8	4	2	1
x	0	0	0	0	0	1	0	1
&								
y	0	0	0	0	1	0	1	0
<hr/>								
z	0	0	0	0	0	0	0	0

```
unsigned char x = 5, y = 10, z;  
z = x && y; // Logical AND
```

	128	64	32	16	8	4	2	1
x	0	0	0	0	0	1	0	1
&&								
y	0	0	0	0	1	0	1	0
<hr/>								
z	0	0	0	0	0	0	0	1

Bitwise OR

```
unsigned char x = 5, y = 10, z;  
z = x | y;
```

	128	64	32	16	8	4	2	1
x	0	0	0	0	0	1	0	1
y	0	0	0	0	1	0	1	0
<hr/>								
z	0	0	0	0	1	1	1	1

```
unsigned char x = 5, y = 10, z;  
z = x || y; // Logical OR
```

	128	64	32	16	8	4	2	1
x	0	0	0	0	0	1	0	1
y	0	0	0	0	1	0	1	0
<hr/>								
z	0	0	0	0	0	0	0	1

Bitwise XOR

```
unsigned char x = 5, y = 10, z;  
z = x ^ y;
```

	128	64	32	16	8	4	2	1
x	0	0	0	0	0	1	0	1
y	0	0	0	0	1	0	1	0
<hr/>								
z	0	0	0	0	1	1	1	1

Bitwise NOT

```
unsigned char x = 5;  
x = ~x;
```

	128	64	32	16	8	4	2	1
x	0	0	0	0	0	1	0	1
~x	1	1	1	1	1	0	1	0

```
unsigned char x = 5;  
x = !x; // Logical NOT
```

	128	64	32	16	8	4	2	1
x	0	0	0	0	0	1	0	1
!x	0	0	0	0	0	0	0	0

- Shifting right acts like an integer division by 2.

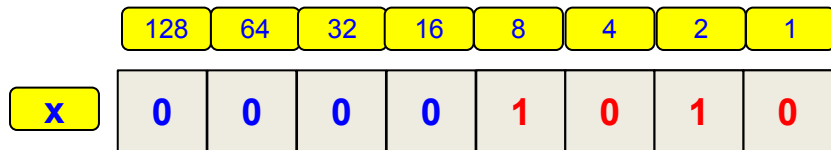
```
unsigned char x = 5, z;  
  
z = x >> 3;
```

	128	64	32	16	8	4	2	1
x	0	0	0	0	0	0	0	0

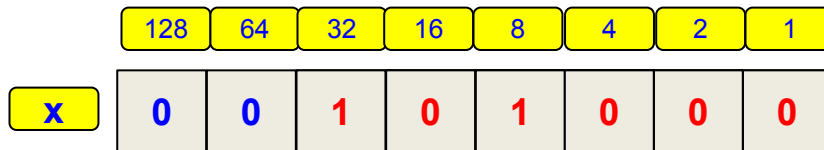
Bitwise Shift left

- Shifting left acts like an integer multiplication by 2.

```
unsigned char x = 5, z;  
z = x << 1;
```



```
unsigned char x = 5, z;  
z = x << 3;
```



Summary

- You have learned that bitwise operation change values on the bit level.
- Now you can distinguish between bitwise and logical operators.