

Bitwise Operator

All Bitwise Operator works on bits level

i) Bitwise AND (&)

$$5 \& 6 \Rightarrow$$

$$5 = 101$$

$$6 = 110$$

$$5 \& 6 \Rightarrow 4$$

$$\begin{array}{r} 101 \\ \& 110 \\ \hline 100 \Rightarrow 4 \end{array}$$

ii) Bitwise OR (1)

.....

$$5 \mid 6 \Rightarrow 7$$

$$5 \Rightarrow 101$$

$$6 \Rightarrow 110$$

$$\begin{array}{r} 101 \\ 110 \\ \hline 111 \end{array} \Rightarrow 7$$

iii) Bitwise XOR (^)

.....

$$5 \wedge 6 \Rightarrow 3$$

$$5 \Rightarrow 101$$

$$6 \Rightarrow 110$$

$$\begin{array}{r} 101 \\ 110 \\ \hline 011 \Rightarrow 3 \end{array}$$

iv) Bitwise NOT (~)

unary operator

$$\sim 5 = \sim(00000000 \dots 00000101)$$

$$= 11111111 \dots 1111010$$

$$\Rightarrow -6$$

$$\sim x = -(x+1)$$

It flips the bits

v) Left Shift Operator (<<)

$$5 = 00000000 \dots 00000101$$

$$5 << 1 = 00000000 \dots 00001010$$
$$= 10$$

$$a << n = a \times 2^n$$

↓
No. of times left shift operation
to be performed.

- This operator shift all bits left side & add 0 to LSB & discard the MSB.

- Left shifting a negative no. is undefined.

vi) Right shift Operator (>>)

10 = 00000000 00001010

10 >> 1 = 00000 00000101
= 5

- $a \gg n = a / 2^n$

- signed integer handles -ve no with right shift. but in unsigned integer -ve no. will give a very large +ve no.

$-10 \rightarrow$ 1111111 111010

$-10 \gg 1 \rightarrow$ 1111111 111011

$-10 \gg 2 \rightarrow$ 1111111 111101

$-10 \gg 3 \rightarrow$ 1111111 111110

$-10 \gg 4 \rightarrow$ 1111111 111111

Max we can get -1 while doing right shift on a -ve number.

- We cannot shift by a -ve no. as garbage value is thrown.

Eg $(10 \ll -1) \rightarrow$ Some
garbage
value.