# left shift

# right shift

N>>i

2>>1

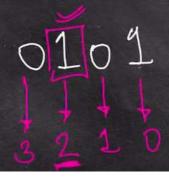




Get the 3rd bit (position = 2) of a number n. (n = 0101)

Bit Mask: 1<<i

**Operation: AND** 



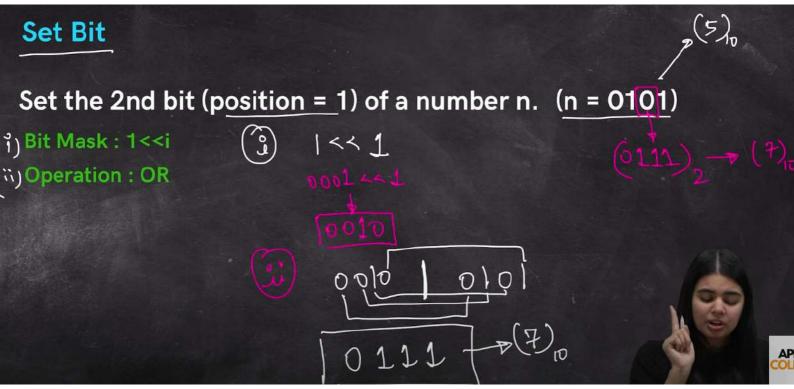
```
import java.util.*;
public class Bits {
    Run | Debug
    public static void main(string args[]) {
       int n = 5; //0101
       int pos = 3;
       int bitMask = 1<<pos;</pre>
       if((bitMask \& n) == 0) {
            System.out.println("bit was zero");
       } else {
           System.out.println("bit was one");
       }
```

## **Set Bit**

Set the 2nd bit (position = 1) of a number n. (n = 0101)

Bit Mask: 1<<i

Operation : OR



```
public class Bits {
    Run|Debug
    public static void main(String args[]) {
        int n = 5; //0101
        int pos = 1;
        int bitMask = 1<<pos;

        int newNumber = bitMask | n;
        System.out.println(newNumber);
    }
}</pre>
```

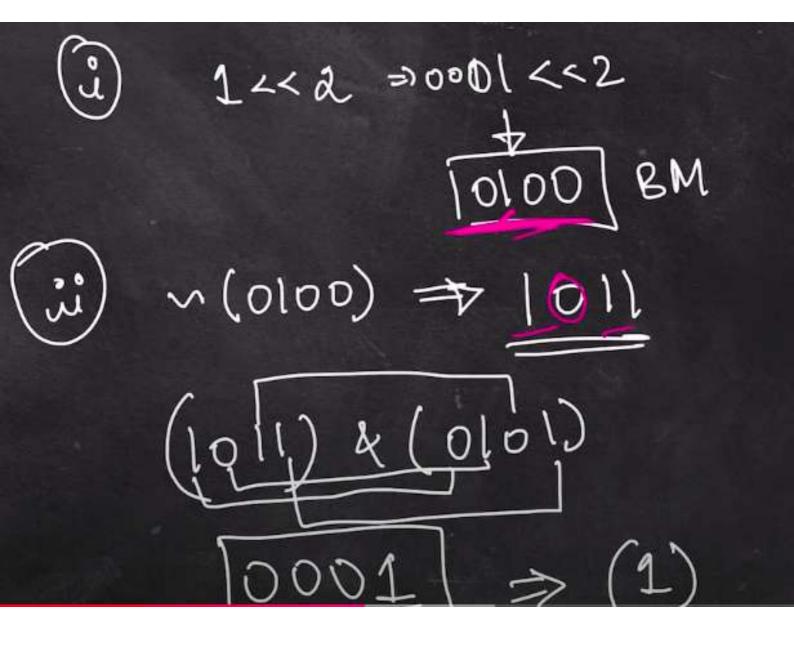


#### **Clear Bit**

Clear the 3rd bit (position = 2) of a number n. (n = 0101)

Bit Mask: 1<<i

**Operation: AND with NOT** 



```
import java.util.*;
public class Bits {
    Run | Debug
    public static void main(String args[]) {
       int n = 5; //0101
       int pos = 2;
       int bitMask = 1<<pos;</pre>
       int notBitMask = ~(bitMask);
       int newNumber = notBitMask & n;
       System.out.println(newNumber);
```

### **Update Bit**

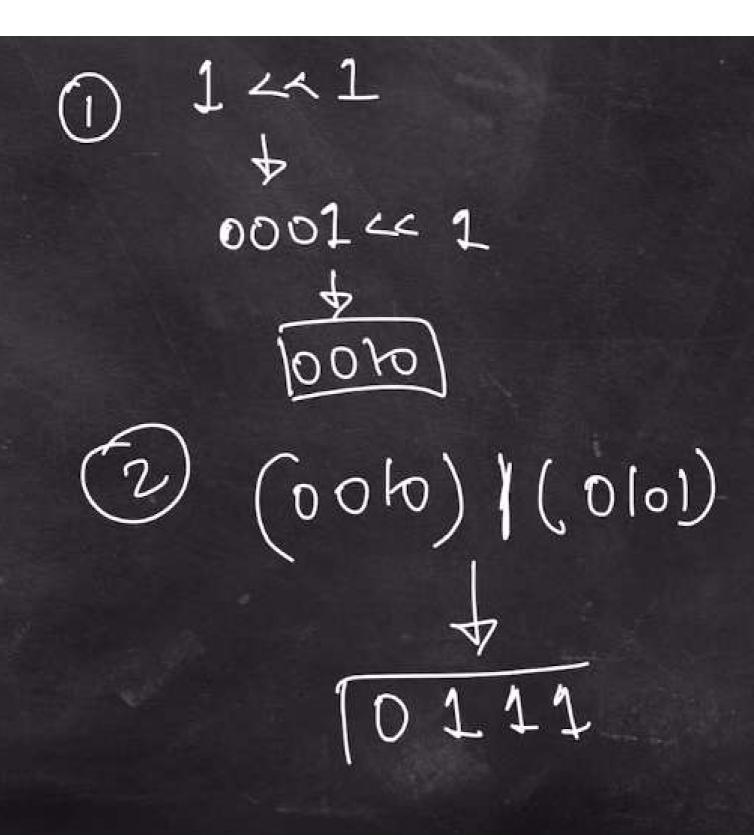
Update the 2nd bit (position = 1) of a number n to 1. (n = 0101)

For 1 For 0

Bit Mask: 1<<i Bit Mask: 1<<i

Operation : AND Operation : OR

with NOT



```
LL SCALLE VULU MALINSCRILING GIGSLIF ?
Scanner sc = new Scanner(System.in);
 int oper = sc.nextInt();
// oper=1 : set oper=0 : clear
int n = 5; //0101
int pos = 1;
int bitMask = 1<<i;
if(oper == 1) {
   //set
    int newNumber = bitMask | n;
    System.out.println(newNumber);
} else {
//clear
 int newBitMask = ~(bitMask);
 int newNumber = newBitMask & n;
 System.out.println(newNumber);
```