

SIKSHA 'O' ANUSANDHAN
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Laboratory Record

Computer Science Workshop 2 (CSE 3141)

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Assignment - 1

- 1) Write a java program to count the number of bits that are set 1 in an integer. Also prove that time complexity is $O(n)$ where n is the number of bits.

```
public class A1Q1 {  
    public static void main (String args[]) {  
        int x = 9;  
        short nb = 0;  
        while (x != 0) {  
            nb += (x & 1);  
            x >>= 1;  
        }  
        System.out.println (nb);  
    }  
}
```

Output:-

2) Write a program to find the parity bit of a number in $O(n)$ time, where n is the word size.

```
public class A1Q2 {  
    public static void main (String args[]) {  
        int x = 11;  
        short r = 0;  
        while (x != 0) {  
            r ^= (x & 1);  
            x >>= 1;  
        }  
        System.out.println(r);  
    }  
}
```

Output:-

1

3) Write a program to find the parity bit of a number in $O(k)$ time, where k is the number of set bits.

```
public class A1Q3 {  
    public static void main (String args[]) {  
        int x = 11;  
        short r = 0;  
        while (x != 0) {  
            r ^= 1;  
            x &= (x - 1);  
        }  
        System.out.println(r);  
    }  
}
```

Output:-

1

4) Write a program to find the parity bit of a number in $O(k)$ time, where k is the number of ~~retos~~ bits.

```
public class A1Q4 {  
    public static void main (String args[]) {  
        int x = 11;  
        short n = 0;  
        while (x != 0) {  
            n ^= 1;  
            x = (x - 1);  
        }  
        System.out.println(n);  
    }  
}
```

Output:-
1

5) Define a function to create a lookup table of size 2^{16} words
value is the parity bit of the index.

```
public class AS {
```

```
    static int pcParity[];
```

```
    public static int parity (int n) {
```

```
        int result = 0;
```

```
        while (n != 0) {
```

```
            result = result ^ 1;
```

```
            n = n >> 1;
```

```
        }
```

```
        return (result);
```

```
    }
```

```
    public static void main lookupTable (String args[]) {
```

```
        pcParity
```

```
        lookupTable ();
```

```
    }
```

```
    public static void lookupTable () {
```

```
        pcParity = new int [(int) (Math.pow (2, 16))];
```

```
        for (int i = 0; i < pcParity.length; i++)
```

```
            pcParity [i] = parity (i);
```

```
    }
```

```
}
```

Output :-

0

6) Write a program to calculate to calculate the parity bit of 64 bit word using lookup table in $O(n/l)$ time, where n is the word size, l is the group size.

```
public class parityUsingLookUpTable{  
    public static void main (String args[]) {  
        long x = 12;  
        System.out.println (parity (x));  
    }  
    public static short parity (long x) {  
        final int WORD_SIZE = 2;  
        final int BIT_MASK = 3;  
        int pcParity[] = {0, 1, 1, 0};  
        return (short) (pcParity [(int) ((x >> 03 * WORD_SIZE) & BIT_MASK)] ^  
pcParity [(int) ((x >> 2 * WORD_SIZE) & BIT_MASK)] ^  
pcParity [(int) ((x >> WORD_SIZE) & BIT_MASK)] ^  
pcParity [(int) ((x >> 0) & BIT_MASK)]);  
    }  
}
```

Output :-
0

7) Write a program to calculate parity bit of a 64 bit word using XOR & right shift operator.

```
import java.util.Scanner;  
public class Q7 {  
    public static void main (String args[]) {  
        Scanner sc = new Scanner (System.in);  
        System.out.println ("Enter a number");  
        long n = sc.nextLong();  
        long f = 64;  
        while (f != 0) {  
            n ^= (n >> f);  
            f /= 2;  
        }  
    }  
}
```

Output :-

Enter a number

232

Parity bit is 0

8) Write a program to swap the i^{th} bit with j^{th} bit of a number.

```
public class A2Q8 {  
    public static void main (String args[]) {  
        long x = 73;  
        int i = 1;  
        int j = 6;  
        if (((x >>> i) & 1) != ((x >>> j) & 1)) {  
            long c = (1 << i) | (1 << j);  
            x ^= c;  
        }  
        System.out.println (x);  
    }  
}
```

Output:-
11

9) Design a function to create a lookup table A such that for every 16 bit no. y , $A[y]$ holds the bit-reversal of y .

```
static void reversalLookUp(int lookUp[]) {
    for (int i = 0; i < 65536; i++) {
        int n = i;
        int r = 0;
        while (n > 0) {
            n <<= 1;
            if ((n & 1) == 1)
                r ^= 1;
            n >>= 1;
        }
        lookUp[i] = r;
    }
}
```

10) Write a program to find the bit reversal of a number using the lookup table created in Q9.

```
import java.util.Scanner;
```

```
public class Q10 {
```

```
    static void reversalLookUp(int lookUp[]) {
```

```
        for (int i = 0; i < 65536; i++) {
```

```
            int n = i;
```

```
            int r = 0;
```

```
            while (n > 0) {
```

```
                n <<= 1;
```

```
                if ((n & 1) == 1)
```

```
                    r ^= 1;
```

```
                n >>= 1;
```

```
            }
```

11) Write a program to find the ~~number~~ closest integer with the same weight.

```
public class AIQ11 {  
    public static void main (String args[]) {  
        int x = 20;  
        int n = x & ~(x-1);  
        if ((n & 1) == 1) {  
            n = (~x & ~(~x-1));  
        }  
        int mask = n / (n >> 1);  
        System.out.println (x ^ mask);  
    }  
}
```

Output :-

12) Write a program to compute $x + y$ using bitwise.

```
public class Q12 {  
    public static void main (String args[]) {  
        int x = 12, y = 2;  
        int sum = 0;  
        while (x != 0) {  
            if ((x & 1) != 0)  
                sum = add(sum, y);  
            x >>= 1;  
            y <<= 1;  
        }  
        System.out.println(sum);  
    }  
    public static int add (int x, int y) {  
        int carry;  
        while (y != 0) {  
            carry = x & y;  
            x = x ^ y;  
            y = carry << 1;  
        }  
        return x;  
    }  
}
```

Output :-
24

13) Write a program to compute x/y using bit-wise.

```
public class q13 {
    public static void main (String args[]) {
        long x = 6, y = 3;
        long result = 0;
        int power = 0;
        long ypower = y << power;
        while (x >= y) {
            while (ypower > x) {
                ypower >>= 1;
                -- power;
            }
            System.out.println (result);
        }
    }
}
```

Output :-
2

14) Write a program to compute x^y using bitw.

```
public class Q14 {  
    public static void main (String args[]) {
```

```
        int x = 2, y = 5;
```

```
        int result = 1;
```

```
        int p = y;
```

```
        while (p != 0) {
```

```
            if ((p & 1) != 0)  
                result * = x;
```

```
        }
```

```
        x * = x;
```

```
        p >>= 1;
```

```
    }  
    System.out.println(result);
```

```
}
```

Output:-

32

15) Write a program to check if a decimal is palindromic

import java.util.Scanner;

public class Q15 {

public static void main (String args[]) {

Scanner sc = new Scanner (System.in);

System.out.println ("Enter ");

int n = sc.nextInt();

int mod = (int) Math.log₁₀(n)+1;

System.out.println(mod);

int msd = (int) Math.pow(10, mod-1);

System.out.println(msd);

while (n != 0) {

System.out.println ("Not Palindrome");

System.exit(0);

}

n% = msd;

n = n/10;

msd = msd/100;

System.out.println(n);

System.out.println ("Number is Palindrome");

}
}
}

Output :-

121

3

100

1

2

22

0

Entered number is palindromic.

16) Write a program which test if 2 rectangle have a non empty intersection of the intersection is non empty, return the rectangle formed by their intersection.

```
public class Q24 {
```

```
    public static void main(String args[]) {
```

```
        Rectangle A = new Rectangle(1, 2, 3, 4);
```

```
        Rectangle B = new Rectangle(3, 2, 4, 3);
```

```
        checkIntersect(A, B);
```

```
    }  
    public static void checkIntersect(Rectangle A, Rectangle B) {
```

```
        if (A.getX() <= (B.getX() + B.getWidth()) &&
```

```
            (A.getX() + A.getWidth() <= (B.getX() &&
```

```
            (A.getY() <= (B.getY() + B.getHeight()) &&
```

```
            (A.getY() + A.getHeight() >= B.getY())) {
```

```
            System.out.println("Not Intersect");
```

```
        else {
```

```
            System.out.println("Intersect");
```

```
            int x, y, h, w;
```

```
            x = Math.max(A.getX(), B.getX());
```

```
            y = Math.max(A.getY(), B.getY());
```

```
            h = Math.min(A.y + B.h, A.y + B.h) -
```

```
                Math.min(A.y + B.y);
```

```
            w = Math.min(A.x + A.w, B.x + B.w) -
```

```
                Math.min(A.x, B.x);
```

```
            System.out.println("Intersecting rectangle"
```

```
                + x + " " + y + " " + h + " " + w + " ");
```

```
        }  
    }  
}
```

```
public class Rectangle {  
    int x, y, h, w;  
    Rectangle (int x, int y, int h, int w) {  
        this.x = x;  
        this.y = y;  
        this.h = h;  
        this.w = w;  
    }  
    int get X() {  
        return x;  
    }  
    int get Y() {  
        return y;  
    }  
    int get H() {  
        return h;  
    }  
    int get W() {  
        return w;  
    }  
}
```

Output:-

Intersecting
3 2 4 1