

LinksPlatform's Platform.Numbers Class Library

1.1 ./csharp/Platform.Numbers/Arithmetic.cs

```
1  using System.Runtime.CompilerServices;
2
3  namespace Platform.Numbers
4  {
5      /// <summary>
6      /// <para>Represents a set of arithmetic methods.</para>
7      /// <para>Представляет набор арифметических методов.</para>
8      /// </summary>
9      public static class Arithmetic
10     {
11         /// <summary>
12         /// <para>Performing adding the x and y arguments.</para>
13         /// <para>Выполняет сложение аргументов x и y.</para>
14         /// </summary>
15         /// <typeparam name="T">
16         /// <para>The numbers' type.</para>
17         /// <para>Тип чисел.</para>
18         /// </typeparam>
19         /// <param name="x">
20         /// <para>The first term.</para>
21         /// <para>Первое слагаемое.</para>
22         /// </param>
23         /// <param name="y">
24         /// <para>The second term.</para>
25         /// <para>Второе слагаемое.</para>
26         /// </param>
27         /// <returns>
28         /// <para>Sum of x and y.</para>
29         /// <para>Сумма x и y.</para>
30         /// </returns>
31         [MethodImpl(MethodImplOptions.AggressiveInlining)]
32         public static T Add<T>(T x, T y) => Arithmetic<T>.Add(x, y);
33
34         /// <summary>
35         /// <para>Performs subtracting y from x.</para>
36         /// <para>Выполняет вычитание y из x.</para>
37         /// </summary>
38         /// <typeparam name="T">
39         /// <para>The numbers' type.</para>
40         /// <para>Тип чисел.</para>
41         /// </typeparam>
42         /// <param name="x">
43         /// <para>Minuend.</para>
44         /// <para>Уменьшаемое.</para>
45         /// </param>
46         /// <param name="y">
47         /// <para>Subtrahend.</para>
48         /// <para>Вычитаемое.</para>
49         /// </param>
50         /// <returns>
51         /// <para>Difference between x and y.</para>
52         /// <para>Разность между x и y.</para>
53         /// </returns>
54         [MethodImpl(MethodImplOptions.AggressiveInlining)]
55         public static T Subtract<T>(T x, T y) => Arithmetic<T>.Subtract(x, y);
56
57         /// <summary>
58         /// <para>Performs multiplication x by y.</para>
59         /// <para>Выполняет умножение x на y.</para>
60         /// </summary>
61         /// <typeparam name="T">
62         /// <para>The numbers' type.</para>
63         /// <para>Тип чисел.</para>
64         /// </typeparam>
65         /// <param name="x">
66         /// <para>First multiplier.</para>
67         /// <para>Первый множитель.</para>
68         /// </param>
69         /// <param name="y">
70         /// <para>Second multiplier.</para>
71         /// <para>Второй множитель.</para>
72         /// </param>
73         /// <returns>
74         /// <para>Product of x and y.</para>
75         /// <para>Произведение x и y.</para>
76         /// </returns>
```

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77 [MethodImpl(MethodImplOptions.AggressiveInlining)]
78 public static T Multiply<T>(T x, T y) => Arithmetic<T>.Multiply(x, y);
79
80 /// <summary>
81 /// <para>Performs dividing x by y.</para>
82 /// <para>Выполняет деление x на y.</para>
83 /// </summary>
84 /// <typeparam name="T">
85 /// <para>The numbers' type.</para>
86 /// <para>Тип чисел.</para>
87 /// </typeparam>
88 /// <param name="x">
89 /// <para>Dividend.</para>
90 /// <para>Делимое.</para>
91 /// </param>
92 /// <param name="y">
93 /// <para>Divider.</para>
94 /// <para>Делитель.</para>
95 /// </param>
96 /// <returns>
97 /// <para>Quoitent of x and y.</para>
98 /// <para>Частное x и y.</para>
99 /// </returns>
100 [MethodImpl(MethodImplOptions.AggressiveInlining)]
101 public static T Divide<T>(T x, T y) => Arithmetic<T>.Divide(x, y);
102
103 /// <summary>
104 /// <para>Increasing the number by one.</para>
105 /// <para>Увеличивает число на единицу.</para>
106 /// </summary>
107 /// <typeparam name="T">
108 /// <para>The number's type.</para>
109 /// <para>Тип числа.</para>
110 /// </typeparam>
111 /// <param name="x">
112 /// <para>The number to increase.</para>
113 /// <para>Число для увеличения.</para>
114 /// </param>
115 /// <returns>
116 /// <para>Increase by one number.</para>
117 /// <para>Увеличенное на единицу число.</para>
118 /// </returns>
119 [MethodImpl(MethodImplOptions.AggressiveInlining)]
120 public static T Increment<T>(T x) => Arithmetic<T>.Increment(x);
121
122 /// <summary>
123 /// <para>Increases the value of argument by one.</para>
124 /// <para>Увеличивает значение аргумента на единицу.</para>
125 /// </summary>
126 /// <typeparam name="T">
127 /// <para>The number's type.</para>
128 /// <para>Тип числа.</para>
129 /// </typeparam>
130 /// <param name="x">
131 /// <para>The argument to increase.</para>
132 /// <para>Аргумент для увеличения.</para>
133 /// </param>
134 /// <returns>
135 /// <para>Increased argument value.</para>
136 /// <para>Увеличенное значение аргумента.</para>
137 /// </returns>
138 [MethodImpl(MethodImplOptions.AggressiveInlining)]
139 public static T Increment<T>(ref T x) => x = Arithmetic<T>.Increment(x);
140
141 /// <summary>
142 /// <para>Decreases number by one.</para>
143 /// <para>Уменьшение числа на единицу.</para>
144 /// </summary>
145 /// <typeparam name="T">
146 /// <para>The number's type.</para>
147 /// <para>Тип числа.</para>
148 /// </typeparam>
149 /// <param name="x">
150 /// <para>The number to reduce.</para>
151 /// <para>Число для уменьшения.</para>
152 /// </param>
153 /// <returns>
154 /// <para>Decreased by one number.</para>

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155     /// <para>Уменьшенное на единицу число.</para>
156     /// </returns>
157     [MethodImpl(MethodImplOptions.AggressiveInlining)]
158     public static T Decrement<T>(T x) => Arithmetic<T>.Decrement(x);
159
160     /// <summary>
161     /// <para>Decreases the value of the argument by one.</para>
162     /// <para>Уменьшает значение аргумента на единицу.</para>
163     /// </summary>
164     /// <typeparam name="T">
165     /// <para>The number's type.</para>
166     /// <para>Тип числа.</para>
167     /// </typeparam>
168     /// <param name="x">
169     /// <para>The argument to reduce.</para>
170     /// <para>Аргумент для уменьшения.</para>
171     /// </param>
172     /// <returns>
173     /// <para>Decreased argument value.</para>
174     /// <para>Уменьшенное значение аргумента.</para>
175     /// </returns>
176     [MethodImpl(MethodImplOptions.AggressiveInlining)]
177     public static T Decrement<T>(ref T x) => x = Arithmetic<T>.Decrement(x);
178 }
179 }

```

1.2 ./csharp/Platform.Numbers/ArithmeticExtensions.cs

```

1  using System.Runtime.CompilerServices;
2
3  namespace Platform.Numbers
4  {
5      /// <summary>
6      /// <para>Represents a set of extension methods that perform arithmetic operations on
7      ///     ↪ arbitrary object types.</para>
8      /// <para>Представляет набор методов расширения выполняющих арифметические операции для
9      ///     ↪ объектов произвольного типа.</para>
10     /// </summary>
11     public static class ArithmeticExtensions
12     {
13         /// <summary>
14         /// <para>Increments the variable passed as an argument by one.</para>
15         /// <para>Увеличивает переданную в качестве аргумента переменную на единицу.</para>
16         /// </summary>
17         /// <typeparam name="T">
18         /// <para>The number's type.</para>
19         /// <para>Тип числа.</para>
20         /// </typeparam>
21         /// <param name="x">
22         /// <para>The reference to the incremented variable.</para>
23         /// <para>Ссылка на увеличиваемую переменную.</para>
24         /// </param>
25         /// <returns>
26         /// <para>The value of the argument incremented by one.</para>
27         /// <para>Увеличенное значение аргумента на единицу.</para>
28         /// </returns>
29         [MethodImpl(MethodImplOptions.AggressiveInlining)]
30         public static T Increment<T>(this ref T x) where T : struct => x =
31             ↪ Arithmetic<T>.Increment(x);
32
33         /// <summary>
34         /// <para>Decrements the variable passed as an argument by one.</para>
35         /// <para>Уменьшает переданную в качестве аргумента переменную на единицу.</para>
36         /// </summary>
37         /// <typeparam name="T">
38         /// <para>The number's type.</para>
39         /// <para>Тип числа.</para>
40         /// </typeparam>
41         /// <param name="x">
42         /// <para>The reference to the decremented variable.</para>
43         /// <para>Ссылка на уменьшаемую переменную.</para>
44         /// </param>
45         /// <returns>
46         /// <para>The value of the argument decremented by one.</para>
47         /// <para>Уменьшенное значение аргумента на единицу.</para>
48         /// </returns>
49         [MethodImpl(MethodImplOptions.AggressiveInlining)]
50         public static T Decrement<T>(this ref T x) where T : struct => x =
51             ↪ Arithmetic<T>.Decrement(x);

```

```
48     }
49 }
```

1.3 ./csharp/Platform.Numbers/Arithmetic[T].cs

```
1 using System;
2 using System.Reflection.Emit;
3 using System.Runtime.CompilerServices;
4 using Platform.Exceptions;
5 using Platform.Reflection;
6
7 // ReSharper disable StaticFieldInGenericType
8 namespace Platform.Numbers
9 {
10     /// <summary>
11     /// <para>Represents a set of compiled arithmetic operations delegates.</para>
12     /// <para>Представляет набор скомпилированных делегатов арифметических операций.</para>
13     /// </summary>
14     public static class Arithmetic<T>
15     {
16         /// <summary>
17         /// <para>A read-only field that represents a addition function delegate.</para>
18         /// <para>Поле только для чтения, представляющее делегат функции сложения.</para>
19         /// </summary>
20         public static readonly Func<T, T, T> Add = CompileAddDelegate();
21
22         /// <summary>
23         /// <para>A read-only field that represents a subtraction function delegate.</para>
24         /// <para>Поле только для чтения, представляющее делегат функции вычитания.</para>
25         /// </summary>
26         public static readonly Func<T, T, T> Subtract = CompileSubtractDelegate();
27
28         /// <summary>
29         /// <para>A read-only field that represents a multiplication function delegate.</para>
30         /// <para>Поле только для чтения, представляющее делегат функции умножения.</para>
31         /// </summary>
32         public static readonly Func<T, T, T> Multiply = CompileMultiplyDelegate();
33
34         /// <summary>
35         /// <para>A read-only field that represents a division function delegate.</para>
36         /// <para>Поле только для чтения, представляющее делегат функции деления.</para>
37         /// </summary>
38         public static readonly Func<T, T, T> Divide = CompileDivideDelegate();
39
40         /// <summary>
41         /// <para>A read-only field that represents a increment function delegate.</para>
42         /// <para>Поле только для чтения, представляющее делегат функции инкремента.</para>
43         /// </summary>
44         public static readonly Func<T, T> Increment = CompileIncrementDelegate();
45
46         /// <summary>
47         /// <para>A read-only field that represents a decrement function delegate.</para>
48         /// <para>Поле только для чтения, представляющее делегат функции декремента.</para>
49         /// </summary>
50         public static readonly Func<T, T> Decrement = CompileDecrementDelegate();
51
52         /// <summary>
53         /// <para>
54         /// Compiles the add delegate.
55         /// </para>
56         /// <para></para>
57         /// </summary>
58         /// <returns>
59         /// <para>A func of t and t and t</para>
60         /// <para></para>
61         /// </returns>
62         [MethodImpl(MethodImplOptions.AggressiveInlining)]
63         private static Func<T, T, T> CompileAddDelegate()
64         {
65             return DelegateHelpers.Compile<Func<T, T, T>>(emitter =>
66             {
67                 Ensure.Always.IsNumeric<T>();
68                 emitter.LoadArguments(0, 1);
69                 emitter.Add();
70                 emitter.Return();
71             });
72         }
73
74         /// <summary>
75         /// <para>
```

```

76     /// Compiles the subtract delegate.
77     /// </para>
78     /// <para></para>
79     /// </summary>
80     /// <returns>
81     /// <para>A func of t and t and t</para>
82     /// <para></para>
83     /// </returns>
84     [MethodImpl(MethodImplOptions.AggressiveInlining)]
85     private static Func<T, T, T> CompileSubtractDelegate()
86     {
87         return DelegateHelpers.Compile<Func<T, T, T>>(emitter =>
88         {
89             Ensure.Always.IsNumeric<T>();
90             emitter.LoadArguments(0, 1);
91             emitter.Subtract();
92             emitter.Return();
93         });
94     }
95
96     /// <summary>
97     /// <para>
98     /// Compiles the multiply delegate.
99     /// </para>
100    /// <para></para>
101    /// </summary>
102    /// <returns>
103    /// <para>A func of t and t and t</para>
104    /// <para></para>
105    /// </returns>
106    [MethodImpl(MethodImplOptions.AggressiveInlining)]
107    private static Func<T, T, T> CompileMultiplyDelegate()
108    {
109        return DelegateHelpers.Compile<Func<T, T, T>>(emitter =>
110        {
111            Ensure.Always.IsNumeric<T>();
112            emitter.LoadArguments(0, 1);
113            emitter.Emit(OpCodes.Mul);
114            emitter.Return();
115        });
116    }
117
118    /// <summary>
119    /// <para>
120    /// Compiles the divide delegate.
121    /// </para>
122    /// <para></para>
123    /// </summary>
124    /// <returns>
125    /// <para>A func of t and t and t</para>
126    /// <para></para>
127    /// </returns>
128    [MethodImpl(MethodImplOptions.AggressiveInlining)]
129    private static Func<T, T, T> CompileDivideDelegate()
130    {
131        return DelegateHelpers.Compile<Func<T, T, T>>(emitter =>
132        {
133            Ensure.Always.IsNumeric<T>();
134            emitter.LoadArguments(0, 1);
135            if(NumericType<T>.IsSigned)
136            {
137                emitter.Emit(OpCodes.Div);
138            }
139            else
140            {
141                emitter.Emit(OpCodes.Div_Un);
142            }
143            emitter.Return();
144        });
145    }
146
147    /// <summary>
148    /// <para>
149    /// Compiles the increment delegate.
150    /// </para>
151    /// <para></para>
152    /// </summary>
153    /// <returns>

```

```

154     /// <para>A func of t and t</para>
155     /// <para></para>
156     /// </returns>
157     [MethodImpl(MethodImplOptions.AggressiveInlining)]
158     private static Func<T, T> CompileIncrementDelegate()
159     {
160         return DelegateHelpers.Compile<Func<T, T>>(emitter =>
161         {
162             Ensure.Always.IsNumeric<T>();
163             emitter.LoadArgument(0);
164             emitter.Increment<T>();
165             emitter.Return();
166         });
167     }
168
169     /// <summary>
170     /// <para>
171     /// Compiles the decrement delegate.
172     /// </para>
173     /// <para></para>
174     /// </summary>
175     /// <returns>
176     /// <para>A func of t and t</para>
177     /// <para></para>
178     /// </returns>
179     [MethodImpl(MethodImplOptions.AggressiveInlining)]
180     private static Func<T, T> CompileDecrementDelegate()
181     {
182         return DelegateHelpers.Compile<Func<T, T>>(emitter =>
183         {
184             Ensure.Always.IsNumeric<T>();
185             emitter.LoadArgument(0);
186             emitter.Decrement<T>();
187             emitter.Return();
188         });
189     }
190 }
191 }

```

1.4 ./csharp/Platform.Numbers/Bit.cs

```

1  using System.Runtime.CompilerServices;
2
3  namespace Platform.Numbers
4  {
5      /// <summary>
6      /// <para>A set of operations on the set bits of a number.</para>
7      /// <para>Набор операций над установленными битами числа.</para>
8      /// </summary>
9      public static class Bit
10     {
11         /// <summary>
12         /// <para>Counts the number of bits set in a number.</para>
13         /// <para>Подсчитывает количество установленных бит в числе.</para>
14         /// </summary>
15         /// <param name="x">
16         /// <para>Bitwise number.</para>
17         /// <para>Число в битовом представлении.</para>
18         /// </param>
19         /// <returns>
20         /// <para>Number of bits set in a number.</para>
21         /// <para>Количество установленных бит в числе.</para>
22         /// </returns>
23         [MethodImpl(MethodImplOptions.AggressiveInlining)]
24         public static long Count(long x)
25         {
26             long n = 0;
27             while (x != 0)
28             {
29                 n++;
30                 x &= x - 1;
31             }
32             return n;
33         }
34
35         /// <summary>
36         /// <para>Searches for the first bit set in a number.</para>
37         /// <para>Ищет первый установленный бит в числе.</para>
38         /// </summary>
39         /// <param name="value">

```

```

40  /// <para>Bitwise number.</para>
41  /// <para>Число в битовом представлении.</para>
42  /// </param>
43  /// <returns>
44  /// <para>First bit set.</para>
45  /// <para>Первый установленный бит.</para>
46  /// </returns>
47  [MethodImpl(MethodImplOptions.AggressiveInlining)]
48  public static int GetLowestPosition(ulong value)
49  {
50      if (value == 0)
51      {
52          return -1;
53      }
54      var position = 0;
55      while ((value & 1UL) == 0)
56      {
57          value >>= 1;
58          ++position;
59      }
60      return position;
61  }
62
63  /// <summary>
64  /// <para>Performing bitwise inversion of a number.</para>
65  /// <para>Выполняет побитовую инверсию числа.</para>
66  /// </summary>
67  /// <typeparam name="T">
68  /// <para>The number's type.</para>
69  /// <para>Тип числа.</para>
70  /// </typeparam>
71  /// <param name="x">
72  /// <para>Number to invert.</para>
73  /// <para>Число для инверсии.</para>
74  /// </param>
75  /// <returns>
76  /// <para>Inverse value of the number.</para>
77  /// <para>Обратное значение числа.</para>
78  /// </returns>
79  [MethodImpl(MethodImplOptions.AggressiveInlining)]
80  public static T Not<T>(T x) => Bit<T>.Not(x);
81
82  /// <summary>
83  /// <para>Performing bitwise numbers addition.</para>
84  /// <para>Выполняет побитовое сложение чисел.</para>
85  /// </summary>
86  /// <typeparam name="T">
87  /// <para>The numbers' type.</para>
88  /// <para>Тип чисел.</para>
89  /// </typeparam>
90  /// <param name="x">
91  /// <para>First term.</para>
92  /// <para>Первое слагаемое.</para>
93  /// </param>
94  /// <param name="y">
95  /// <para>Second term.</para>
96  /// <para>Второе слагаемое.</para>
97  /// </param>
98  /// <returns>
99  /// <para>The logical sum of numbers</para>
100  /// <para>Логическая сумма чисел.</para>
101  /// </returns>
102  [MethodImpl(MethodImplOptions.AggressiveInlining)]
103  public static T Or<T>(T x, T y) => Bit<T>.Or(x, y);
104
105  /// <summary>
106  /// <para>Performs bitwise numbers multiplication.</para>
107  /// <para>Выполняет побитовое умножение чисел.</para>
108  /// <typeparam name="T">
109  /// <para>The numbers' type.</para>
110  /// <para>Тип чисел.</para>
111  /// </typeparam>
112  /// </summary>
113  /// <param name="x">
114  /// <para>First multiplier.</para>
115  /// <para>Первый множитель.</para>
116  /// </param>
117  /// <param name="y">

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118    /// <para>Second multiplier.</para>
119    /// <para>Второй множитель.</para>
120    /// </param>
121    /// <returns>
122    /// <para>Logical product of numbers.</para>
123    /// <para>Логическое произведение чисел.</para>
124    /// </returns>
125    [MethodImpl(MethodImplOptions.AggressiveInlining)]
126    public static T And<T>(T x, T y) => Bit<T>.And(x, y);
127
128    /// <summary>
129    /// <para>Performs a bitwise shift of a number to the left by the specified number of
130    ///     ↪ bits.</para>
131    /// <para>Выполняет побитовый сдвиг числа влево на указанное количество бит.</para>
132    /// </summary>
133    /// <typeparam name="T">
134    /// <para>The number's type.</para>
135    /// <para>Тип числа.</para>
136    /// </typeparam>
137    /// <param name="x">
138    /// <para>The number on which the left bitwise shift operation will be performed.</para>
139    /// <para>Число над которым будет производиться операция побитового сдвига
140    ///     ↪ влево.</para>
141    /// </param>
142    /// <param name="y">
143    /// <para>The number of bits to shift.</para>
144    /// <para>Количество бит на которые выполнить сдвиг.</para>
145    /// </param>
146    /// <returns>
147    /// <para>The value with discarded high-order bits that are outside the range of the
148    ///     ↪ number's type and set low-order empty bit positions to zero.</para>
149    /// <para>Значение с отброшенными старшими битами, которые находятся за пределами
150    ///     ↪ диапазона типа числа и установленными пустыми битовыми позициями младших разрядов
151    ///     ↪ в ноль.</para>
152    /// </returns>
153    [MethodImpl(MethodImplOptions.AggressiveInlining)]
154    public static T ShiftLeft<T>(T x, int y) => Bit<T>.ShiftLeft(x, y);
155
156    /// <summary>
157    /// <para>Performs a bitwise shift of a number to the right by the specified number of
158    ///     ↪ bits.</para>
159    /// <para>Выполняет побитовый сдвиг числа вправо на указанное количество бит.</para>
160    /// </summary>
161    /// <typeparam name="T">
162    /// <para>The number's type.</para>
163    /// <para>Тип числа.</para>
164    /// </typeparam>
165    /// <param name="x">
166    /// <para>The number on which the right bitwise shift operation will be performed.</para>
167    /// <para>Число над которым будет производиться операция побитового сдвига
168    ///     ↪ вправо.</para>
169    /// </param>
170    /// <param name="y">
171    /// <para>The number of bits to shift.</para>
172    /// <para>Количество бит на которые выполнить сдвиг.</para>
173    /// </param>
174    /// <returns>
175    /// <para>The value with discarded low-order bits.</para>
176    /// <para>Значение с отброшенными младшими битами.</para>
177    /// </returns>
178    [MethodImpl(MethodImplOptions.AggressiveInlining)]
179    public static T ShiftRight<T>(T x, int y) => Bit<T>.ShiftRight(x, y);
180
181    /// <summary>
182    /// <para>Performs a partial write of a specified number of bits from source number to
183    ///     ↪ target number.</para>
184    /// <para>Выполняет частичную запись определенного количества бит исходного числа в
185    ///     ↪ целевое число.</para>
186    /// </summary>
187    /// <typeparam name="T">
188    /// <para>The numbers' type.</para>
189    /// <para>Тип чисел.</para>
190    /// </typeparam>
191    /// <param name="target">
192    /// <para>The value to which the partial write will be performed.</para>
193    /// <para>Значение в которое будет выполнена частичная запись.</para>
194    /// </param>

```



```

186     /// <param name="source">
187     /// <para>Data source for recording.</para>
188     /// <para>Источник данных для записи.</para>
189     /// </param>
190     /// <param name="shift">
191     /// <para>The start position to read from.</para>
192     /// <para>Стартовая позиция чтения.</para>
193     /// </param>
194     /// <param name="limit">
195     /// <para>The number of bits to write from source to target.</para>
196     /// <para>Количество бит, которые нужно записать из source в target.</para>
197     /// </param>
198     /// <returns>
199     /// <para>The target number updated with bits from source number.</para>
200     /// <para>Целевое число с обновленными битами из исходного числа.</para>
201     /// </returns>
202     [MethodImpl(MethodImplOptions.AggressiveInlining)]
203     public static T PartialWrite<T>(T target, T source, int shift, int limit) =>
204         ↪ Bit<T>.PartialWrite(target, source, shift, limit);
205
206     /// <summary>
207     /// <para>Reads a specified number of bits from the number at specified position.</para>
208     /// <para>Считывает указанное количество бит из числа в указанной позиции.</para>
209     /// </summary>
210     /// <typeparam name="T">
211     /// <para>The number's type.</para>
212     /// <para>Тип числа.</para>
213     /// </typeparam>
214     /// <param name="target">
215     /// <para>The number from which the partial read will be performed.</para>
216     /// <para>Число из которого будет выполнено частичное чтение.</para>
217     /// </param>
218     /// <param name="shift">
219     /// <para>The start position to read from.</para>
220     /// <para>Стартовая позиция чтения.</para>
221     /// </param>
222     /// <param name="limit">
223     /// <para>The number of bits to read.</para>
224     /// <para>Количество бит, которые нужно считать.</para>
225     /// </param>
226     /// <returns>
227     /// <para>The number consisting of bits read from the source number.</para>
228     /// <para>Число состоящее из считанных из исходного числа бит.</para>
229     /// </returns>
230     [MethodImpl(MethodImplOptions.AggressiveInlining)]
231     public static T PartialRead<T>(T target, int shift, int limit) =>
232         ↪ Bit<T>.PartialRead(target, shift, limit);
233 }
234 }

```

1.5 ./csharp/Platform.Numbers/BitExtensions.cs

```

1  using System.Runtime.CompilerServices;
2
3  namespace Platform.Numbers
4  {
5      /// <summary>
6      /// <para>Represents a set of bitwise operation.</para>
7      /// <para>Представляет набор битовых операций.</para>
8      /// </summary>
9      public static class BitwiseExtensions
10     {
11         /// <summary>
12         /// <para>Performs bitwise inversion of a number.</para>
13         /// <para>Выполняет побитовую инверсию числа.</para>
14         /// </summary>
15         /// <typeparam name="T">
16         /// <para>The number's type.</para>
17         /// <para>Тип числа.</para>
18         /// </typeparam>
19         /// <param name="target">
20         /// <para>The number to invert.</para>
21         /// <para>Число для инверсии.</para>
22         /// </param>
23         /// <returns>
24         /// <para>An inverted value of the number.</para>
25         /// <para>Обратное значение числа.</para>
26         /// </returns>
27         [MethodImpl(MethodImplOptions.AggressiveInlining)]

```

```

28     public static T Not<T>(this ref T target) where T : struct => target = Bit.Not(target);
29
30     /// <summary>
31     /// <para>Performs a partial write of a specified number of bits from source number to
    ↪ target number.</para>
32     /// <para>Выполняет частичную запись определенного количества бит исходного числа в
    ↪ целевое число.</para>
33     /// </summary>
34     /// <typeparam name="T">
35     /// <para>The numbers' type.</para>
36     /// <para>Тип чисел.</para>
37     /// </typeparam>
38     /// <param name="target">
39     /// <para>The value to which the partial write will be performed.</para>
40     /// <para>Значение в которое будет выполнена частичная запись.</para>
41     /// </param>
42     /// <param name="source">
43     /// <para>Data source for writing.</para>
44     /// <para>Источник данных для записи.</para>
45     /// </param>
46     /// <param name="shift">
47     /// <para>The start position to read from.</para>
48     /// <para>Стартовая позиция чтения.</para>
49     /// </param>
50     /// <param name="limit">
51     /// <para>The number of bits to write from source to target.</para>
52     /// <para>Количество бит, которые нужно записать из source в target.</para>
53     /// </param>
54     /// <returns>
55     /// <para>The target number updated with bits from source number.</para>
56     /// <para>Целевое число с обновленными битами из исходного числа.</para>
57     /// </returns>
58     [MethodImpl(MethodImplOptions.AggressiveInlining)]
59     public static T PartialWrite<T>(this ref T target, T source, int shift, int limit) where
    ↪ T : struct => target = Bit<T>.PartialWrite(target, source, shift, limit);
60
61     /// <summary>
62     /// <para>Reads a specified number of bits from the number at specified position.</para>
63     /// <para>Считывает указанное количество бит из числа в указанной позиции.</para>
64     /// </summary>
65     /// <typeparam name="T">
66     /// <para>The number's type.</para>
67     /// <para>Тип числа.</para>
68     /// </typeparam>
69     /// <param name="target">
70     /// <para>The number from which the partial read will be performed.</para>
71     /// <para>Число из которого будет выполнено частичное чтение.</para>
72     /// </param>
73     /// <param name="shift">
74     /// <para>The start position to read from.</para>
75     /// <para>Стартовая позиция чтения.</para>
76     /// </param>
77     /// <param name="limit">
78     /// <para>The number of bits to read.</para>
79     /// <para>Количество бит, которые нужно считать.</para>
80     /// </param>
81     /// <returns>
82     /// <para>The number consisting of bits read from the source number.</para>
83     /// <para>Число состоящее из считанных из исходного числа бит.</para>
84     /// </returns>
85     [MethodImpl(MethodImplOptions.AggressiveInlining)]
86     public static T PartialRead<T>(this T target, int shift, int limit) =>
    ↪ Bit<T>.PartialRead(target, shift, limit);
87 }
88 }

```

1.6 ./csharp/Platform.Numbers/Bit[T].cs

```

1  using System;
2  using System.Runtime.CompilerServices;
3  using Platform.Exceptions;
4  using Platform.Reflection;
5
6  // ReSharper disable StaticFieldInGenericType
7
8  namespace Platform.Numbers
9  {
10     /// <summary>
11     /// <para>Represents a set of compiled bit operations delegates.</para>

```

```

12  /// <para>Представляет набор скомпилированных делегатов битовых операций.</para>
13  /// </summary>
14  public static class Bit<T>
15  {
16      /// <summary>
17      /// <para>A read-only field that represents a bitwise inversion function delegate.</para>
18      /// <para>Поле только для чтения, представляющее делегат функции побитовой инверсии
19      /// → числа.</para>
20      /// </summary>
21      public static readonly Func<T, T> Not = CompileNotDelegate();
22
23      /// <summary>
24      /// <para>A read-only field that represents a logic addition function delegate.</para>
25      /// <para>Поле только для чтения, представляющее делегат функции логического
26      /// → сложения.</para>
27      /// </summary>
28      public static readonly Func<T, T, T> Or = CompileOrDelegate();
29
30      /// <summary>
31      /// <para>A read-only field that represents a logic multiplication function
32      /// → delegate.</para>
33      /// <para>Поле только для чтения, представляющее делегат функции логического
34      /// → умножения.</para>
35      /// </summary>
36      public static readonly Func<T, T, T> And = CompileAndDelegate();
37
38      /// <summary>
39      /// <para>A read-only field that represents a bitwise left shift function
40      /// → delegate.</para>
41      /// <para>Поле только для чтения, представляющее делегат функции побитового сдвига числа
42      /// → влево.</para>
43      /// </summary>
44      public static readonly Func<T, int, T> ShiftLeft = CompileShiftLeftDelegate();
45
46      /// <summary>
47      /// <para>A read-only field that represents a bitwise right shift function
48      /// → delegate.</para>
49      /// <para>Поле только для чтения, представляющее делегат функции побитового сдвига числа
50      /// → вправо.</para>
51      /// </summary>
52      public static readonly Func<T, int, T> ShiftRight = CompileShiftRightDelegate();
53
54      /// <summary>
55      /// <para>A read-only field that represents a bitwise number representation partial
56      /// → rewrite function delegate.</para>
57      /// <para>Поле только для чтения, представляющее делегат функции частичной побитовой
58      /// → перезаписи представления числа.</para>
59      /// </summary>
60      public static readonly Func<T, T, int, int, T> PartialWrite =
61      /// → CompilePartialWriteDelegate();
62
63      /// <summary>
64      /// <para>A read-only field that represents a bitwise number representation partial read
65      /// → function delegate.</para>
66      /// <para>Поле только для чтения, представляющее делегат функции частичного побитового
67      /// → считывания числа.</para>
68      /// </summary>
69      public static readonly Func<T, int, int, T> PartialRead = CompilePartialReadDelegate();
70
71      /// <summary>
72      /// <para>
73      /// Compiles the not delegate.
74      /// </para>
75      /// <para></para>
76      /// </summary>
77      /// <returns>
78      /// <para>A func of t and t</para>
79      /// <para></para>
80      /// </returns>
81      [MethodImpl(MethodImplOptions.AggressiveInlining)]
82      private static Func<T, T> CompileNotDelegate()
83      {
84          return DelegateHelpers.Compile<Func<T, T>>(emitter =>
85          {
86              Ensure.Always.IsNumeric<T>();
87              emitter.LoadArguments(0);
88              emitter.Not();
89          });
90      }
91  }

```

```

76         emitter.Return();
77     });
78 }
79
80 /// <summary>
81 /// <para>
82 /// Compiles the or delegate.
83 /// </para>
84 /// <para></para>
85 /// </summary>
86 /// <returns>
87 /// <para>A func of t and t and t</para>
88 /// <para></para>
89 /// </returns>
90 [MethodImpl(MethodImplOptions.AggressiveInlining)]
91 private static Func<T, T, T> CompileOrDelegate()
92 {
93     return DelegateHelpers.Compile<Func<T, T, T>>(emitter =>
94     {
95         Ensure.Always.IsNumeric<T>();
96         emitter.LoadArguments(0, 1);
97         emitter.Or();
98         emitter.Return();
99     });
100 }
101
102 /// <summary>
103 /// <para>
104 /// Compiles the and delegate.
105 /// </para>
106 /// <para></para>
107 /// </summary>
108 /// <returns>
109 /// <para>A func of t and t and t</para>
110 /// <para></para>
111 /// </returns>
112 [MethodImpl(MethodImplOptions.AggressiveInlining)]
113 private static Func<T, T, T> CompileAndDelegate()
114 {
115     return DelegateHelpers.Compile<Func<T, T, T>>(emitter =>
116     {
117         Ensure.Always.IsNumeric<T>();
118         emitter.LoadArguments(0, 1);
119         emitter.And();
120         emitter.Return();
121     });
122 }
123
124 /// <summary>
125 /// <para>
126 /// Compiles the shift left delegate.
127 /// </para>
128 /// <para></para>
129 /// </summary>
130 /// <returns>
131 /// <para>A func of t and int and t</para>
132 /// <para></para>
133 /// </returns>
134 [MethodImpl(MethodImplOptions.AggressiveInlining)]
135 private static Func<T, int, T> CompileShiftLeftDelegate()
136 {
137     return DelegateHelpers.Compile<Func<T, int, T>>(emitter =>
138     {
139         Ensure.Always.IsNumeric<T>();
140         emitter.LoadArguments(0, 1);
141         emitter.ShiftLeft();
142         emitter.Return();
143     });
144 }
145
146 /// <summary>
147 /// <para>
148 /// Compiles the shift right delegate.
149 /// </para>
150 /// <para></para>
151 /// </summary>
152 /// <returns>
153 /// <para>A func of t and int and t</para>

```

```

154 /// <para></para>
155 /// </returns>
156 [MethodImpl(MethodImplOptions.AggressiveInlining)]
157 private static Func<T, int, T> CompileShiftRightDelegate()
158 {
159     return DelegateHelpers.Compile<Func<T, int, T>>(emitter =>
160     {
161         Ensure.Always.IsNumeric<T>();
162         emitter.LoadArguments(0, 1);
163         emitter.ShiftRight<T>();
164         emitter.Return();
165     });
166 }
167
168 /// <summary>
169 /// <para>
170 /// Compiles the partial write delegate.
171 /// </para>
172 /// <para></para>
173 /// </summary>
174 /// <returns>
175 /// <para>A func of t and t and int and int and t</para>
176 /// <para></para>
177 /// </returns>
178 [MethodImpl(MethodImplOptions.AggressiveInlining)]
179 private static Func<T, T, int, int, T> CompilePartialWriteDelegate()
180 {
181     return DelegateHelpers.Compile<Func<T, T, int, int, T>>(emitter =>
182     {
183         Ensure.Always.IsNumeric<T>();
184         var constants = GetConstants();
185         var bitsNumber = constants.Item1;
186         var numberFilledWithOnes = constants.Item2;
187         ushort shiftArgument = 2;
188         ushort limitArgument = 3;
189         var checkLimit = emitter.DefineLabel();
190         var calculateSourceMask = emitter.DefineLabel();
191         // Check shift
192         emitter.LoadArgument(shiftArgument);
193         emitter.LoadConstant(0);
194         emitter.BranchIfGreaterOrEqual(checkLimit); // Skip fix
195         // Fix shift
196         emitter.LoadConstant(bitsNumber);
197         emitter.LoadArgument(shiftArgument);
198         emitter.Add();
199         emitter.StoreArgument(shiftArgument);
200         emitter.MarkLabel(checkLimit);
201         // Check limit
202         emitter.LoadArgument(limitArgument);
203         emitter.LoadConstant(0);
204         emitter.BranchIfGreaterOrEqual(calculateSourceMask); // Skip fix
205         // Fix limit
206         emitter.LoadConstant(bitsNumber);
207         emitter.LoadArgument(limitArgument);
208         emitter.Add();
209         emitter.StoreArgument(limitArgument);
210         emitter.MarkLabel(calculateSourceMask);
211         var sourceMask = emitter.DeclareLocal<T>();
212         var targetMask = emitter.DeclareLocal<T>();
213         emitter.LoadConstant(typeof(T), numberFilledWithOnes);
214         emitter.LoadArgument(limitArgument);
215         emitter.ShiftLeft();
216         emitter.Not();
217         emitter.LoadConstant(typeof(T), numberFilledWithOnes);
218         emitter.And();
219         emitter.StoreLocal(sourceMask);
220         emitter.LoadLocal(sourceMask);
221         emitter.LoadArgument(shiftArgument);
222         emitter.ShiftLeft();
223         emitter.Not();
224         emitter.StoreLocal(targetMask);
225         emitter.LoadArgument(0); // target
226         emitter.LoadLocal(targetMask);
227         emitter.And();
228         emitter.LoadArgument(1); // source
229         emitter.LoadLocal(sourceMask);
230         emitter.And();
231         emitter.LoadArgument(shiftArgument);

```

```

232         emitter.ShiftLeft();
233         emitter.Or();
234         emitter.Return();
235     });
236 }
237
238 /// <summary>
239 /// <para>
240 /// Compiles the partial read delegate.
241 /// </para>
242 /// <para></para>
243 /// </summary>
244 /// <returns>
245 /// <para>A func of t and int and int and t</para>
246 /// <para></para>
247 /// </returns>
248 [MethodImpl(MethodImplOptions.AggressiveInlining)]
249 private static Func<T, int, int, T> CompilePartialReadDelegate()
250 {
251     return DelegateHelpers.Compile<Func<T, int, int, T>>(emitter =>
252     {
253         Ensure.Always.IsNumeric<T>();
254         var constants = GetConstants();
255         var bitsNumber = constants.Item1;
256         var numberFilledWithOnes = constants.Item2;
257         ushort shiftArgument = 1;
258         ushort limitArgument = 2;
259         var checkLimit = emitter.DefineLabel();
260         var calculateSourceMask = emitter.DefineLabel();
261         // Check shift
262         emitter.LoadArgument(shiftArgument);
263         emitter.LoadConstant(0);
264         emitter.BranchIfGreaterOrEqual(checkLimit); // Skip fix
265         // Fix shift
266         emitter.LoadConstant(bitsNumber);
267         emitter.LoadArgument(shiftArgument);
268         emitter.Add();
269         emitter.StoreArgument(shiftArgument);
270         emitter.MarkLabel(checkLimit);
271         // Check limit
272         emitter.LoadArgument(limitArgument);
273         emitter.LoadConstant(0);
274         emitter.BranchIfGreaterOrEqual(calculateSourceMask); // Skip fix
275         // Fix limit
276         emitter.LoadConstant(bitsNumber);
277         emitter.LoadArgument(limitArgument);
278         emitter.Add();
279         emitter.StoreArgument(limitArgument);
280         emitter.MarkLabel(calculateSourceMask);
281         var sourceMask = emitter.DeclareLocal<T>();
282         var targetMask = emitter.DeclareLocal<T>();
283         emitter.LoadConstant(typeof(T), numberFilledWithOnes);
284         emitter.LoadArgument(limitArgument); // limit
285         emitter.ShiftLeft();
286         emitter.Not();
287         emitter.LoadConstant(typeof(T), numberFilledWithOnes);
288         emitter.And();
289         emitter.StoreLocal(sourceMask);
290         emitter.LoadLocal(sourceMask);
291         emitter.LoadArgument(shiftArgument);
292         emitter.ShiftLeft();
293         emitter.StoreLocal(targetMask);
294         emitter.LoadArgument(0); // target
295         emitter.LoadLocal(targetMask);
296         emitter.And();
297         emitter.LoadArgument(shiftArgument);
298         emitter.ShiftRight<T>();
299         emitter.Return();
300     });
301 }
302
303 /// <summary>
304 /// <para>
305 /// Gets the constants.
306 /// </para>
307 /// <para></para>
308 /// </summary>
309 /// <exception cref="NotSupportedException">

```

```

310     /// <para></para>
311     /// <para></para>
312     /// </exception>
313     /// <returns>
314     /// <para>A tuple of int and t</para>
315     /// <para></para>
316     /// </returns>
317     [MethodImpl(MethodImplOptions.AggressiveInlining)]
318     private static Tuple<int, T> GetConstants()
319     {
320         var type = typeof(T);
321         if (type == typeof(ulong))
322         {
323             return new Tuple<int, T>(64, (T)(object)ulong.MaxValue);
324         }
325         if (type == typeof(uint))
326         {
327             return new Tuple<int, T>(32, (T)(object)uint.MaxValue);
328         }
329         if (type == typeof(ushort))
330         {
331             return new Tuple<int, T>(16, (T)(object)ushort.MaxValue);
332         }
333         if (type == typeof(byte))
334         {
335             return new Tuple<int, T>(8, (T)(object)byte.MaxValue);
336         }
337         throw new NotSupportedException();
338     }
339 }
340 }

```

1.7 ./csharp/Platform.Numbers/Math.cs

```

1  using System;
2  using System.Runtime.CompilerServices;
3
4  namespace Platform.Numbers
5  {
6      /// <summary>
7      /// <para>Represents a set of math methods.</para>
8      /// <para>Представляет набор математических методов.</para>
9      /// </summary>
10     /// <remarks>Resizable array (FileMappedMemory) for values cache may be used. or cached
11     ↪ oeis.org</remarks>
12     public static class Math
13     {
14         /// <remarks>
15         /// <para>Source: https://oeis.org/A000142/list </para>
16         /// <para>Источник: https://oeis.org/A000142/list </para>
17         /// </remarks>
18         private static readonly ulong[] _factorials =
19         {
20             1, 1, 2, 6, 24, 120, 720, 5040, 40320, 362880, 3628800, 39916800,
21             479001600, 6227020800, 87178291200, 1307674368000, 20922789888000,
22             355687428096000, 6402373705728000, 121645100408832000, 2432902008176640000
23         };
24
25         /// <remarks>
26         /// <para>Source: https://oeis.org/A000108/list </para>
27         /// <para>Источник: https://oeis.org/A000108/list </para>
28         /// </remarks>
29         private static readonly ulong[] _catalans =
30         {
31             1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786, 208012,
32             742900, 2674440, 9694845, 35357670, 129644790, 477638700, 1767263190,
33             6564120420, 24466267020, 91482563640, 343059613650, 1289904147324, 4861946401452,
34             18367353072152, 69533550916004, 263747951750360, 1002242216651368, 3814986502092304,
35             14544636039226909, 55534064877048198, 212336130412243110, 812944042149730764,
36             ↪ 3116285494907301262, 11959798385860453492
37         };
38
39         /// <summary>
40         /// <para>Represents the limit for calculating the catanal number, supported by the <see
41         ↪ cref="ulong"/> type.</para>
42         /// <para>Представляет предел расчёта катаналового числа, поддерживаемый <see
43         ↪ cref="ulong"/> типом.</para>
44         /// </summary>
45         public static readonly ulong MaximumFactorialNumber = 20;

```

```

43  /// <summary>
44  /// <para>Represents the limit for calculating the factorial number, supported by the
    ↳ <see cref="ulong"/> type.</para>
45  /// <para>Представляет предел расчёта факториала числа, поддерживаемый <see
    ↳ cref="ulong"/> типом.</para>
46  /// </summary>
47  public static readonly ulong MaximumCatalanIndex = 36;
48
49  /// <summary>
50  /// <para>Returns the product of all positive integers less than or equal to the number
    ↳ specified as an argument.</para>
51  /// <para>Возвращает произведение всех положительных чисел меньше или равных указанному
    ↳ в качестве аргумента числу.</para>
52  /// </summary>
53  /// <param name="n">
54  /// <para>The maximum positive number that will participate in factorial's
    ↳ product.</para>
55  /// <para>Максимальное положительное число, которое будет участвовать в произведении
    ↳ факториала.</para>
56  /// </param>
57  /// <returns>
58  /// <para>The product of all positive integers less than or equal to the number
    ↳ specified as an argument.</para>
59  /// <para>Произведение всех положительных чисел меньше или равных указанному, в качестве
    ↳ аргумента, числу.</para>
60  /// </returns>
61  public static ulong Factorial(ulong n)
62  {
63      if (n >= 0 && n <= MaximumFactorialNumber)
64      {
65          return _factorials[n];
66      }
67      else
68      {
69          throw new ArgumentOutOfRangeException($"Only numbers from 0 to
            ↳ {MaximumFactorialNumber} are supported by unsigned integer with 64 bits
            ↳ length.");
70      }
71  }
72
73  /// <summary>
74  /// <para>Returns the Catalan Number with the number specified as an argument.</para>
75  /// <para>Возвращает Число Катанала с номером, указанным в качестве аргумента.</para>
76  /// </summary>
77  /// <param name="n">
78  /// <para>The number of the Catalan number.</para>
79  /// <para>Номер Числа Катанала.</para>
80  /// </param>
81  /// <returns>
82  /// <para>The Catalan Number with the number specified as an argument.</para>
83  /// <para>Число Катанала с номером, указанным в качестве аргумента.</para>
84  /// </returns>
85  public static ulong Catalan(ulong n)
86  {
87      if (n >= 0 && n <= MaximumCatalanIndex)
88      {
89          return _catalans[n];
90      }
91      else
92      {
93          throw new ArgumentOutOfRangeException($"Only numbers from 0 to
            ↳ {MaximumCatalanIndex} are supported by unsigned integer with 64 bits
            ↳ length.");
94      }
95  }
96
97  /// <summary>
98  /// <para>Checks if a number is a power of two.</para>
99  /// <para>Проверяет, является ли число степенью двойки.</para>
100  /// </summary>
101  /// <param name="x">
102  /// <para>The number to check.</para>
103  /// <para>Число для проверки.</para>
104  /// </param>
105  /// <returns>
106  /// <para>True if the number is a power of two otherwise false.</para>
107  /// <para>True, если число является степенью двойки, иначе - false.</para>

```



```

108     /// </returns>
109     [MethodImpl(MethodImplOptions.AggressiveInlining)]
110     public static bool IsPowerOfTwo(ulong x) => (x & x - 1) == 0;
111
112     /// <summary>
113     /// <para>Takes a module from a number.</para>
114     /// <para>Берёт модуль от числа.</para>
115     /// </summary>
116     /// <typeparam name="T">
117     /// <para>The number's type.</para>
118     /// <para>Тип числа.</para>
119     /// </typeparam>
120     /// <param name="x">
121     /// <para>The number from which to take the absolute value.</para>
122     /// <para>Число, от которого необходимо взять абсолютное значение.</para>
123     /// </param>
124     /// <returns>
125     /// <para>The absolute value of the number.</para>
126     /// <para>Абсолютное значение числа.</para>
127     /// </returns>
128     [MethodImpl(MethodImplOptions.AggressiveInlining)]
129     public static T Abs<T>(T x) => Math<T>.Abs(x);
130
131     /// <summary>
132     /// <para>Makes a number negative.</para>
133     /// <para>Делает число отрицательным.</para>
134     /// </summary>
135     /// <typeparam name="T">
136     /// <para>The number's type.</para>
137     /// <para>Тип числа.</para>
138     /// </typeparam>
139     /// <param name="x">
140     /// <para>The number to be made negative.</para>
141     /// <para>Число которое нужно сделать отрицательным.</para>
142     /// </param>
143     /// <returns>
144     /// <para>A negative number.</para>
145     /// <para>Отрицательное число.</para>
146     /// </returns>
147     [MethodImpl(MethodImplOptions.AggressiveInlining)]
148     public static T Negate<T>(T x) => Math<T>.Negate(x);
149 }
150 }

```

1.8 ./csharp/Platform.Numbers/MathExtensions.cs

```

1 using System.Runtime.CompilerServices;
2
3 namespace Platform.Numbers
4 {
5     /// <summary>
6     /// <para>Represents a set of extension methods that perform mathematical operations on
7     /// ↪ arbitrary object types.</para>
8     /// <para>Представляет набор методов расширения выполняющих математические операции для
9     /// ↪ объектов произвольного типа.</para>
10    /// </summary>
11    public static class MathExtensions
12    {
13        /// <summary>
14        /// <para>Takes a module from a number.</para>
15        /// <para>Берёт модуль от числа.</para>
16        /// </summary>
17        /// <typeparam name="T">
18        /// <para>The number's type.</para>
19        /// <para>Тип числа.</para>
20        /// </typeparam>
21        /// <param name="x">
22        /// <para>The number from which to take the absolute value.</para>
23        /// <para>Число от которого необходимо взять абсолютное значение.</para>
24        /// </param>
25        /// <returns>
26        /// <para>The absolute value of a number.</para>
27        /// <para>Абсолютное значение числа.</para>
28        /// </returns>
29        [MethodImpl(MethodImplOptions.AggressiveInlining)]
30        public static T Abs<T>(this ref T x) where T : struct => x = Math<T>.Abs(x);
31
32        /// <summary>
33        /// <para>Makes a number negative.</para>

```

```

32     /// <para>Делает число отрицательным.</para>
33     /// </summary>
34     /// <typeparam name="T">
35     /// <para>The number's type.</para>
36     /// <para>Тип числа.</para>
37     /// </typeparam>
38     /// <param name="x">
39     /// <para>The number to be made negative.</para>
40     /// <para>Число которое нужно сделать отрицательным.</para>
41     /// </param>
42     /// <returns>
43     /// <para>Negative number.</para>
44     /// <para>Отрицательное число.</para>
45     /// </returns>
46     [MethodImpl(MethodImplOptions.AggressiveInlining)]
47     public static T Negate<T>(this ref T x) where T : struct => x = Math<T>.Negate(x);
48 }
49 }

```

1.9 ./csharp/Platform.Numbers/Math[T].cs

```

1  using System;
2  using System.Runtime.CompilerServices;
3  using Platform.Exceptions;
4  using Platform.Reflection;
5
6  // ReSharper disable StaticFieldInGenericType
7  namespace Platform.Numbers
8  {
9      /// <summary>
10     /// <para>Represents a set of compiled math operations delegates.</para>
11     /// <para>Представляет набор скомпилированных делегатов математических операций.</para>
12     /// </summary>
13     public static class Math<T>
14     {
15         /// <summary>
16         /// <para>A read-only field that represents a number modulus calculation function
17         /// <para>→ delegate.</para>
18         /// <para>Поле только для чтения, которое представляет делегат функции вычисления модуля
19         /// <para>→ числа.</para>
20         /// </summary>
21         public static readonly Func<T, T> Abs = CompileAbsDelegate();
22
23         /// <summary>
24         /// <para>A read-only field that represents a number negation function delegate.</para>
25         /// <para>→ delegate.</para>
26         /// <para>Поле только для чтения, которое представляет делегат функции отрицания
27         /// <para>→ числа.</para>
28         /// </summary>
29         public static readonly Func<T, T> Negate = CompileNegateDelegate();
30
31         /// <summary>
32         /// <para>Compiles the abs delegate.
33         /// </para>
34         /// <para></para>
35         /// </summary>
36         /// <returns>
37         /// <para>A func of t and t</para>
38         /// <para></para>
39         /// </returns>
40         [MethodImpl(MethodImplOptions.AggressiveInlining)]
41         private static Func<T, T> CompileAbsDelegate()
42         {
43             return DelegateHelpers.Compile<Func<T, T>>(emitter =>
44             {
45                 Ensure.Always.IsNumeric<T>();
46                 emitter.LoadArgument(0);
47                 if (NumericType<T>.IsSigned)
48                 {
49                     emitter.Call(typeof(System.Math).GetMethod("Abs", Types<T>.Array));
50                 }
51                 emitter.Return();
52             });
53         }
54
55         /// <summary>
56         /// <para>Compiles the negate delegate.
57         /// </para>
58         /// </summary>
59         /// <returns>
60         /// <para>A func of t and t</para>
61         /// <para></para>
62         /// </returns>
63         [MethodImpl(MethodImplOptions.AggressiveInlining)]
64         private static Func<T, T> CompileNegateDelegate()
65         {
66             return DelegateHelpers.Compile<Func<T, T>>(emitter =>
67             {
68                 Ensure.Always.IsNumeric<T>();
69                 emitter.LoadArgument(0);
70                 emitter.Call(typeof(System.Math).GetMethod("Negate", Types<T>.Array));
71                 emitter.Return();
72             });
73         }
74     }
75 }

```

```

56     /// <para></para>
57     /// </summary>
58     /// <returns>
59     /// <para>A func of t and t</para>
60     /// <para></para>
61     /// </returns>
62     [MethodImpl(MethodImplOptions.AggressiveInlining)]
63     private static Func<T, T> CompileNegateDelegate()
64     {
65         return DelegateHelpers.Compile<Func<T, T>>(emitter =>
66         {
67             emitter.LoadArgument(0);
68             emitter.Negate();
69             emitter.Return();
70         });
71     }
72 }
73 }

```

1.10 ./csharp/Platform.Numbers.Tests/ArithmeticExtensionsTests.cs

```

1  using Xunit;
2
3  namespace Platform.Numbers.Tests
4  {
5      /// <summary>
6      /// <para>
7      /// Represents the arithmetic extensions tests.
8      /// </para>
9      /// <para></para>
10     /// </summary>
11     public static class ArithmeticExtensionsTests
12     {
13         /// <summary>
14         /// <para>
15         /// Tests that increment test.
16         /// </para>
17         /// <para></para>
18         /// </summary>
19         [Fact]
20         public static void IncrementTest()
21         {
22             var number = 0UL;
23             var returnValue = number.Increment();
24             Assert.Equal(1UL, returnValue);
25             Assert.Equal(1UL, number);
26         }
27
28         /// <summary>
29         /// <para>
30         /// Tests that decrement test.
31         /// </para>
32         /// <para></para>
33         /// </summary>
34         [Fact]
35         public static void DecrementTest()
36         {
37             var number = 1UL;
38             var returnValue = number.Decrement();
39             Assert.Equal(0UL, returnValue);
40             Assert.Equal(0UL, number);
41         }
42     }
43 }

```

1.11 ./csharp/Platform.Numbers.Tests/ArithmeticTests.cs

```

1  using System;
2  using Xunit;
3
4  namespace Platform.Numbers.Tests
5  {
6      /// <summary>
7      /// <para>
8      /// Represents the arithmetic tests.
9      /// </para>
10     /// <para></para>
11     /// </summary>
12     public static class ArithmeticTests
13     {

```

```

14     /// <summary>
15     /// <para>
16     /// Tests that compiled operations test.
17     /// </para>
18     /// <para></para>
19     /// </summary>
20     [Fact]
21     public static void CompiledOperationsTest()
22     {
23         Assert.Equal(3, Arithmetic.Add(1, 2));
24         Assert.Equal(1, Arithmetic.Subtract(2, 1));
25         Assert.Equal(8, Arithmetic.Multiply(2, 4));
26         Assert.Equal(4, Arithmetic.Divide(8, 2));
27         Assert.Equal(2, Arithmetic.Increment(1));
28         Assert.Equal(1UL, Arithmetic.Decrement(2UL));
29         Assert.Throws<NotSupportedException>(() => Arithmetic<string>.Subtract("1", "2"));
30     }
31 }
32 }

```

1.12 ./csharp/Platform.Numbers.Tests/BitTests.cs

```

1  using System;
2  using Platform.Reflection;
3  using Xunit;
4
5  namespace Platform.Numbers.Tests
6  {
7      /// <summary>
8      /// <para>
9      /// Represents the bit tests.
10     /// </para>
11     /// <para></para>
12     /// </summary>
13     public static class BitTests
14     {
15         /// <summary>
16         /// <para>
17         /// Tests that get lowest bit position test.
18         /// </para>
19         /// <para></para>
20         /// </summary>
21         /// <param name="value">
22         /// <para>The value.</para>
23         /// <para></para>
24         /// </param>
25         /// <param name="expectedPosition">
26         /// <para>The expected position.</para>
27         /// <para></para>
28         /// </param>
29         [Theory]
30         [InlineData(00, -1)] // 0000 0000 (none, -1)
31         [InlineData(01, 00)] // 0000 0001 (first, 0)
32         [InlineData(08, 03)] // 0000 1000 (forth, 3)
33         [InlineData(88, 03)] // 0101 1000 (forth, 3)
34         public static void GetLowestBitPositionTest(ulong value, int expectedPosition)
35         {
36             Assert.True(Bit.GetLowestPosition(value) == expectedPosition);
37         }
38
39         /// <summary>
40         /// <para>
41         /// Tests that byte bitwise operations test.
42         /// </para>
43         /// <para></para>
44         /// </summary>
45         [Fact]
46         public static void ByteBitwiseOperationsTest()
47         {
48             Assert.True(Bit<byte>.Not(2) == unchecked((byte)~2));
49             Assert.True(Bit<byte>.Or(1, 2) == (1 | 2));
50             Assert.True(Bit<byte>.And(1, 2) == (1 & 2));
51             Assert.True(Bit<byte>.ShiftLeft(1, 2) == (1 << 2));
52             Assert.True(Bit<byte>.ShiftRight(1, 2) == (1 >> 2));
53             Assert.Equal(NumericType<byte>.MaxValue >> 1,
54                 ↪ Bit<byte>.ShiftRight(NumericType<byte>.MaxValue, 1));
55         }
56         /// <summary>

```

```

57     /// <para>
58     /// Tests that u int 16 bitwise operations test.
59     /// </para>
60     /// <para></para>
61     /// </summary>
62     [Fact]
63     public static void UInt16BitwiseOperationsTest()
64     {
65         Assert.True(Bit<ushort>.Not(2) == unchecked((ushort)~2));
66         Assert.True(Bit<ushort>.Or(1, 2) == (1 | 2));
67         Assert.True(Bit<ushort>.And(1, 2) == (1 & 2));
68         Assert.True(Bit<ushort>.ShiftLeft(1, 2) == (1 << 2));
69         Assert.True(Bit<ushort>.ShiftRight(1, 2) == (1 >> 2));
70         Assert.Equal(NumericType<ushort>.MaxValue >> 1,
71             ↪ Bit<ushort>.ShiftRight(NumericType<ushort>.MaxValue, 1));
72     }
73     /// <summary>
74     /// <para>
75     /// Tests that u int 32 bitwise operations test.
76     /// </para>
77     /// <para></para>
78     /// </summary>
79     [Fact]
80     public static void UInt32BitwiseOperationsTest()
81     {
82         Assert.True(Bit<uint>.Not(2) == unchecked((uint)~2));
83         Assert.True(Bit<uint>.Or(1, 2) == (1 | 2));
84         Assert.True(Bit<uint>.And(1, 2) == (1 & 2));
85         Assert.True(Bit<uint>.ShiftLeft(1, 2) == (1 << 2));
86         Assert.True(Bit<uint>.ShiftRight(1, 2) == (1 >> 2));
87         Assert.Equal(NumericType<uint>.MaxValue >> 1,
88             ↪ Bit<uint>.ShiftRight(NumericType<uint>.MaxValue, 1));
89     }
90     /// <summary>
91     /// <para>
92     /// Tests that u int 64 bitwise operations test.
93     /// </para>
94     /// <para></para>
95     /// </summary>
96     [Fact]
97     public static void UInt64BitwiseOperationsTest()
98     {
99         Assert.True(Bit<ulong>.Not(2) == unchecked((ulong)~2));
100        Assert.True(Bit<ulong>.Or(1, 2) == (1 | 2));
101        Assert.True(Bit<ulong>.And(1, 2) == (1 & 2));
102        Assert.True(Bit<ulong>.ShiftLeft(1, 2) == (1 << 2));
103        Assert.True(Bit<ulong>.ShiftRight(1, 2) == (1 >> 2));
104        Assert.Equal(NumericType<ulong>.MaxValue >> 1,
105            ↪ Bit<ulong>.ShiftRight(NumericType<ulong>.MaxValue, 1));
106    }
107    /// <summary>
108    /// <para>
109    /// Tests that partial read write test.
110    /// </para>
111    /// <para></para>
112    /// </summary>
113    [Fact]
114    public static void PartialReadWriteTest()
115    {
116        {
117            uint firstValue = 1;
118            uint secondValue = 1543;
119
120            // Pack (join) two values at the same time
121            uint value = secondValue << 1 | firstValue;
122
123            uint unpackagedFirstValue = value & 1;
124            uint unpackagedSecondValue = (value & 0xFFFFFFF0) >> 1;
125
126            Assert.True(firstValue == unpackagedFirstValue);
127            Assert.True(secondValue == unpackagedSecondValue);
128
129            // Using universal functions:
130            Assert.True(PartialRead(value, 0, 1) == firstValue);
131            Assert.True(PartialRead(value, 1, -1) == secondValue);

```

```

132     firstValue = 0;
133     secondValue = 6892;
134
135     value = PartialWrite(value, firstValue, 0, 1);
136     value = PartialWrite(value, secondValue, 1, -1);
137
138     Assert.True(PartialRead(value, 0, 1) == firstValue);
139     Assert.True(PartialRead(value, 1, -1) == secondValue);
140 }
141
142 {
143     uint firstValue = 1;
144     uint secondValue = 1543;
145
146     // Pack (join) two values at the same time
147     uint value = secondValue << 1 | firstValue;
148
149     uint unpackagedFirstValue = value & 1;
150     uint unpackagedSecondValue = (value & 0xFFFFFFF) >> 1;
151
152     Assert.True(firstValue == unpackagedFirstValue);
153     Assert.True(secondValue == unpackagedSecondValue);
154
155     // Using universal functions:
156     Assert.True(Bit.PartialRead(value, 0, 1) == firstValue);
157     Assert.True(Bit.PartialRead(value, 1, -1) == secondValue);
158
159     firstValue = 0;
160     secondValue = 6892;
161
162     value = Bit.PartialWrite(value, firstValue, 0, 1);
163     value = Bit.PartialWrite(value, secondValue, 1, -1);
164
165     Assert.True(Bit.PartialRead(value, 0, 1) == firstValue);
166     Assert.True(Bit.PartialRead(value, 1, -1) == secondValue);
167 }
168
169 {
170     uint firstValue = 1;
171     uint secondValue = 1543;
172
173     // Pack (join) two values at the same time
174     uint value = secondValue << 1 | firstValue;
175
176     uint unpackagedFirstValue = value & 1;
177     uint unpackagedSecondValue = (value & 0xFFFFFFF) >> 1;
178
179     Assert.True(firstValue == unpackagedFirstValue);
180     Assert.True(secondValue == unpackagedSecondValue);
181
182     // Using universal functions:
183     var readMasksAndShiftFor0And1 = GetReadMaskAndShift(0, 1);
184     var readMasksAndShiftFor1AndMinus1 = GetReadMaskAndShift(1, -1);
185     var writeMasksAndShiftFor0And1 = GetWriteMasksAndShift(0, 1);
186     var writeMasksAndShiftFor1AndMinus1 = GetWriteMasksAndShift(1, -1);
187
188     Assert.True(PartialRead(value, readMasksAndShiftFor0And1) == firstValue);
189     Assert.True(PartialRead(value, readMasksAndShiftFor1AndMinus1) == secondValue);
190
191     firstValue = 0;
192     secondValue = 6892;
193
194     value = PartialWrite(value, firstValue, writeMasksAndShiftFor0And1);
195     value = PartialWrite(value, secondValue, writeMasksAndShiftFor1AndMinus1);
196
197     Assert.True(PartialRead(value, readMasksAndShiftFor0And1) == firstValue);
198     Assert.True(PartialRead(value, readMasksAndShiftFor1AndMinus1) == secondValue);
199 }
200 }
201
202 // TODO: Can be optimized using precalculation of TargetMask and SourceMask
203 /// <summary>
204 /// <para>
205 /// Partials the write using the specified target.
206 /// </para>
207 /// <para></para>
208 /// </summary>
209 /// <param name="target">
210 /// <para>The target.</para>

```

```

212 /// <para></para>
213 /// </param>
214 /// <param name="source">
215 /// <para>The source.</para>
216 /// <para></para>
217 /// </param>
218 /// <param name="shift">
219 /// <para>The shift.</para>
220 /// <para></para>
221 /// </param>
222 /// <param name="limit">
223 /// <para>The limit.</para>
224 /// <para></para>
225 /// </param>
226 /// <returns>
227 /// <para>The uint</para>
228 /// <para></para>
229 /// </returns>
230 private static uint PartialWrite(uint target, uint source, int shift, int limit)
231 {
232     if (shift < 0)
233     {
234         shift = 32 + shift;
235     }
236     if (limit < 0)
237     {
238         limit = 32 + limit;
239     }
240     var sourceMask = ~(uint.MaxValue << limit) & uint.MaxValue;
241     var targetMask = ~(sourceMask << shift);
242     return target & targetMask | (source & sourceMask) << shift;
243 }
244
245 /// <summary>
246 /// <para>
247 /// PartialRead the read using the specified target.
248 /// </para>
249 /// <para></para>
250 /// </summary>
251 /// <param name="target">
252 /// <para>The target.</para>
253 /// <para></para>
254 /// </param>
255 /// <param name="shift">
256 /// <para>The shift.</para>
257 /// <para></para>
258 /// </param>
259 /// <param name="limit">
260 /// <para>The limit.</para>
261 /// <para></para>
262 /// </param>
263 /// <returns>
264 /// <para>The uint</para>
265 /// <para></para>
266 /// </returns>
267 private static uint PartialRead(uint target, int shift, int limit)
268 {
269     if (shift < 0)
270     {
271         shift = 32 + shift;
272     }
273     if (limit < 0)
274     {
275         limit = 32 + limit;
276     }
277     var sourceMask = ~(uint.MaxValue << limit) & uint.MaxValue;
278     var targetMask = sourceMask << shift;
279     return (target & targetMask) >> shift;
280 }
281
282 /// <summary>
283 /// <para>
284 /// Gets the write masks and shift using the specified shift.
285 /// </para>
286 /// <para></para>
287 /// </summary>
288 /// <param name="shift">
289 /// <para>The shift.</para>

```

```

290 /// <para></para>
291 /// </param>
292 /// <param name="limit">
293 /// <para>The limit.</para>
294 /// <para></para>
295 /// </param>
296 /// <returns>
297 /// <para>A tuple of uint and uint and int</para>
298 /// <para></para>
299 /// </returns>
300 private static Tuple<uint, uint, int> GetWriteMasksAndShift(int shift, int limit)
301 {
302     if (shift < 0)
303     {
304         shift = 32 + shift;
305     }
306     if (limit < 0)
307     {
308         limit = 32 + limit;
309     }
310     var sourceMask = ~(uint.MaxValue << limit) & uint.MaxValue;
311     var targetMask = ~(sourceMask << shift);
312     return new Tuple<uint, uint, int>(targetMask, sourceMask, shift);
313 }
314
315 /// <summary>
316 /// <para>
317 /// Gets the read mask and shift using the specified shift.
318 /// </para>
319 /// <para></para>
320 /// </summary>
321 /// <param name="shift">
322 /// <para>The shift.</para>
323 /// <para></para>
324 /// </param>
325 /// <param name="limit">
326 /// <para>The limit.</para>
327 /// <para></para>
328 /// </param>
329 /// <returns>
330 /// <para>A tuple of uint and int</para>
331 /// <para></para>
332 /// </returns>
333 private static Tuple<uint, int> GetReadMaskAndShift(int shift, int limit)
334 {
335     if (shift < 0)
336     {
337         shift = 32 + shift;
338     }
339     if (limit < 0)
340     {
341         limit = 32 + limit;
342     }
343     var sourceMask = ~(uint.MaxValue << limit) & uint.MaxValue;
344     var targetMask = sourceMask << shift;
345     return new Tuple<uint, int>(targetMask, shift);
346 }
347
348 /// <summary>
349 /// <para>
350 /// Partial the write using the specified target.
351 /// </para>
352 /// <para></para>
353 /// </summary>
354 /// <param name="target">
355 /// <para>The target.</para>
356 /// <para></para>
357 /// </param>
358 /// <param name="targetMask">
359 /// <para>The target mask.</para>
360 /// <para></para>
361 /// </param>
362 /// <param name="source">
363 /// <para>The source.</para>
364 /// <para></para>
365 /// </param>
366 /// <param name="sourceMask">
367 /// <para>The source mask.</para>

```



```

368     /// <para></para>
369     /// </param>
370     /// <param name="shift">
371     /// <para>The shift.</para>
372     /// <para></para>
373     /// </param>
374     /// <returns>
375     /// <para>The uint</para>
376     /// <para></para>
377     /// </returns>
378     private static uint PartialWrite(uint target, uint targetMask, uint source, uint
    → sourceMask, int shift) => target & targetMask | (source & sourceMask) << shift;
379
380     /// <summary>
381     /// <para>
382     /// Partials the write using the specified target.
383     /// </para>
384     /// <para></para>
385     /// </summary>
386     /// <param name="target">
387     /// <para>The target.</para>
388     /// <para></para>
389     /// </param>
390     /// <param name="source">
391     /// <para>The source.</para>
392     /// <para></para>
393     /// </param>
394     /// <param name="masksAndShift">
395     /// <para>The masks and shift.</para>
396     /// <para></para>
397     /// </param>
398     /// <returns>
399     /// <para>The uint</para>
400     /// <para></para>
401     /// </returns>
402     private static uint PartialWrite(uint target, uint source, Tuple<uint, uint, int>
    → masksAndShift) => PartialWrite(target, masksAndShift.Item1, source,
    → masksAndShift.Item2, masksAndShift.Item3);
403
404     /// <summary>
405     /// <para>
406     /// Partials the read using the specified target.
407     /// </para>
408     /// <para></para>
409     /// </summary>
410     /// <param name="target">
411     /// <para>The target.</para>
412     /// <para></para>
413     /// </param>
414     /// <param name="targetMask">
415     /// <para>The target mask.</para>
416     /// <para></para>
417     /// </param>
418     /// <param name="shift">
419     /// <para>The shift.</para>
420     /// <para></para>
421     /// </param>
422     /// <returns>
423     /// <para>The uint</para>
424     /// <para></para>
425     /// </returns>
426     private static uint PartialRead(uint target, uint targetMask, int shift) => (target &
    → targetMask) >> shift;
427
428     /// <summary>
429     /// <para>
430     /// Partials the read using the specified target.
431     /// </para>
432     /// <para></para>
433     /// </summary>
434     /// <param name="target">
435     /// <para>The target.</para>
436     /// <para></para>
437     /// </param>
438     /// <param name="masksAndShift">
439     /// <para>The masks and shift.</para>
440     /// <para></para>

```

```

441     /// </param>
442     /// <returns>
443     /// <para>The uint</para>
444     /// <para></para>
445     /// </returns>
446     private static uint PartialRead(uint target, Tuple<uint, int> masksAndShift) =>
447         ↳ PartialRead(target, masksAndShift.Item1, masksAndShift.Item2);
448
449     /// <summary>
450     /// <para>
451     /// Tests that bug with loading constant of 8 test.
452     /// </para>
453     /// <para></para>
454     /// </summary>
455     [Fact]
456     public static void BugWithLoadingConstantOf8Test()
457     {
458         Bit<byte>.PartialWrite(0, 1, 5, -5);
459     }
460 }

```

1.13 ./csharp/Platform.Numbers.Tests/MathExtensionsTests.cs

```

1  using Xunit;
2
3  namespace Platform.Numbers.Tests
4  {
5      /// <summary>
6      /// <para>
7      /// Represents the math extensions tests.
8      /// </para>
9      /// <para></para>
10     /// </summary>
11     public static class MathExtensionsTests
12     {
13         /// <summary>
14         /// <para>
15         /// Tests that abs test.
16         /// </para>
17         /// <para></para>
18         /// </summary>
19         [Fact]
20         public static void AbsTest()
21         {
22             var number = -1L;
23             var returnValue = number.Abs();
24             Assert.Equal(1L, returnValue);
25             Assert.Equal(1L, number);
26         }
27
28         /// <summary>
29         /// <para>
30         /// Tests that negate test.
31         /// </para>
32         /// <para></para>
33         /// </summary>
34         [Fact]
35         public static void NegateTest()
36         {
37             var number = 2L;
38             var returnValue = number.Negate();
39             Assert.Equal(-2L, returnValue);
40             Assert.Equal(-2L, number);
41         }
42
43         /// <summary>
44         /// <para>
45         /// Tests that unsigned negate test.
46         /// </para>
47         /// <para></para>
48         /// </summary>
49         [Fact]
50         public static void UnsignedNegateTest()
51         {
52             var number = 2UL;
53             var returnValue = number.Negate();
54             Assert.Equal(18446744073709551614, returnValue);
55             Assert.Equal(18446744073709551614, number);

```

```

56     }
57 }
58 }

```

1.14 ./csharp/Platform.Numbers.Tests/MathTests.cs

```

1  using Xunit;
2
3  namespace Platform.Numbers.Tests
4  {
5      /// <summary>
6      /// <para>
7      /// Represents the math tests.
8      /// </para>
9      /// <para></para>
10     /// </summary>
11     public static class MathTests
12     {
13         /// <summary>
14         /// <para>
15         /// Tests that compiled operations test.
16         /// </para>
17         /// <para></para>
18         /// </summary>
19         [Fact]
20         public static void CompiledOperationsTest()
21         {
22             Assert.True(Math.Abs(Arithmetic<double>.Subtract(3D, 2D) - 1D) < 0.01);
23         }
24     }
25 }

```

1.15 ./csharp/Platform.Numbers.Tests/SystemTests.cs

```

1  using Xunit;
2
3  namespace Platform.Numbers.Tests
4  {
5      /// <summary>
6      /// <para>
7      /// Represents the system tests.
8      /// </para>
9      /// <para></para>
10     /// </summary>
11     public static class SystemTests
12     {
13         /// <summary>
14         /// <para>
15         /// Tests that possible pack two values into one test.
16         /// </para>
17         /// <para></para>
18         /// </summary>
19         [Fact]
20         public static void PossiblePackTwoValuesIntoOneTest()
21         {
22             uint value = 0;
23
24             // Set one to first bit
25             value |= 1;
26
27             Assert.True(value == 1);
28
29             // Set zero to first bit
30             value &= 0xFFFFFFFF;
31
32             // Get first bit
33             uint read = value & 1;
34
35             Assert.True(read == 0);
36
37             uint firstValue = 1;
38             uint secondValue = 1543;
39
40             // Pack (join) two values at the same time
41             value = (secondValue << 1) | firstValue;
42
43             uint unpackedFirstValue = value & 1;
44             uint unpackedSecondValue = (value & 0xFFFFFFFF) >> 1;
45
46             Assert.True(firstValue == unpackedFirstValue);
47             Assert.True(secondValue == unpackedSecondValue);

```

```

48
49 // Using universal functions:
50
51 Assert.True(PartialRead(value, 0, 1) == firstValue);
52 Assert.True(PartialRead(value, 1, -1) == secondValue);
53
54 firstValue = 0;
55 secondValue = 6892;
56
57 value = PartialWrite(value, firstValue, 0, 1);
58 value = PartialWrite(value, secondValue, 1, -1);
59
60 Assert.True(PartialRead(value, 0, 1) == firstValue);
61 Assert.True(PartialRead(value, 1, -1) == secondValue);
62 }
63
64 /// <summary>
65 /// <para>
66 /// Partials the write using the specified target.
67 /// </para>
68 /// <para></para>
69 /// </summary>
70 /// <param name="target">
71 /// <para>The target.</para>
72 /// <para></para>
73 /// </param>
74 /// <param name="source">
75 /// <para>The source.</para>
76 /// <para></para>
77 /// </param>
78 /// <param name="shift">
79 /// <para>The shift.</para>
80 /// <para></para>
81 /// </param>
82 /// <param name="limit">
83 /// <para>The limit.</para>
84 /// <para></para>
85 /// </param>
86 /// <returns>
87 /// <para>The uint</para>
88 /// <para></para>
89 /// </returns>
90 private static uint PartialWrite(uint target, uint source, int shift, int limit)
91 {
92     if (shift < 0)
93     {
94         shift = 32 + shift;
95     }
96     if (limit < 0)
97     {
98         limit = 32 + limit;
99     }
100     var sourceMask = ~(uint.MaxValue << limit) & uint.MaxValue;
101     var targetMask = ~(sourceMask << shift);
102     return (target & targetMask) | ((source & sourceMask) << shift);
103 }
104
105 /// <summary>
106 /// <para>
107 /// Partials the read using the specified target.
108 /// </para>
109 /// <para></para>
110 /// </summary>
111 /// <param name="target">
112 /// <para>The target.</para>
113 /// <para></para>
114 /// </param>
115 /// <param name="shift">
116 /// <para>The shift.</para>
117 /// <para></para>
118 /// </param>
119 /// <param name="limit">
120 /// <para>The limit.</para>
121 /// <para></para>
122 /// </param>
123 /// <returns>
124 /// <para>The uint</para>
125 /// <para></para>

```

```
126     /// </returns>
127 private static uint PartialRead(uint target, int shift, int limit)
128 {
129     if (shift < 0)
130     {
131         shift = 32 + shift;
132     }
133     if (limit < 0)
134     {
135         limit = 32 + limit;
136     }
137     var sourceMask = ~(uint.MaxValue << limit) & uint.MaxValue;
138     var targetMask = sourceMask << shift;
139     return (target & targetMask) >> shift;
140 }
141 }
142 }
```

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