

BIT MANIPULATION

SET**CLEAR****TOGGLE****TEST**

SET A BIT

Make a specific bit = 1 (without touching others)

$REG \mid= (1 \ll n)$

How it works:

$1 \ll 5 = 0b00100000$

$REG \mid=$ keeps all existing bits and makes bit 5 = 1

→ It's like saying: "Force this bit ON."

Example:

- Initial REG = 0b00000000
- Final REG = 0b00100000

CLEAR A BIT

Make a specific bit = 0 (without touching others)

REG &= ~(1 << n);

How it works:

$\sim(1 \ll 5) = 0b11011111$

- **REG &=** preserves other bits but turns bit 5 to 0

→ It's like saying: "Force this bit OFF."

Example:

Initial REG = 0b00100000

Final REG = 0b00000000

TOGGLE A BIT

Flip the value:

If it's 1 → becomes 0, if it's 0 → becomes 1

$\text{REG} \wedge= (1 \ll n);$

How it works:

$(1 \ll 5) \rightarrow 0b00100000$

$\text{REG} \wedge=$ inverts only bit 5, leaves others unchanged → “Flip this bit.”

Example 1:

Initial REG = 0b00000000

Final REG = 0b00100000

Example 2:

Initial REG = 0b00100000

Final REG = 0b00000000

TEST A BIT

Check if a specific bit is 1

```
if (REG & (1 << n)) { /* Bit is 1 */ }
```

How it works:

$(1 \ll 5) = 0b00100000$

$REG \& (1 \ll 5)$ returns non-zero if the 5th bit is 1

→ It's like saying: "Is this bit ON?"

Example:

$REG = 0b00100000 \rightarrow$ test passes

$REG = 0b00000000 \rightarrow$ test fails

SUMMARY

Action	Code	Use Case
Set bit	<code>`REG</code>	Turn on feature
Clear bit	<code>REG &= ~(1 << n);</code>	Turn off feature, reset
Toggle bit	<code>REG ^= (1 << n);</code>	Blink LED, toggle output
Test bit	<code>REG & (1 << n)</code>	Check input pin, flag

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