LAB 2. Bit manipulation.

Use the Code Composer Studio development environment for solving and testing the following tasks: .

A)

```
INT16U var1 = 0xXXXX;  // X – any number you enter
```

Clear bit 6 and 5 in the variable "var1", without affecting the other bits in the variable. Try to make the code as compact as possible.

B)

```
INT16U var2 = 0xXXXX; // X – any number you enter
```

Set bit[10-5] in the variable "var2" to [011110], without affecting the other bits in the variable. Try to make the code as compact as possible.

C)

Take an arbitrary constant, e.g. 0x67. On every button-press show one bit's value on the built-in LED starting from bit0. Make use of Lab1's code.

D)

Automatically display the value of bits from task C above every 1 second. Make use of the systick_minimum solution from itslearning – resources - code