

## UNSCHOOL TASK-1

## Bitwise Operators:

In Computer Programming a Bitwise operation operates on one or more bit patterns at the level of their individual bits.

There are 6 Bitwise Operators they are

1.AND:The AND operator compares two bits and generates results as 1 if two bits are 1 ,otherwise 0

2.OR:The OR operator compares two bits and generates results as 1 if any one of the bit is 1 or both are 1 ,otherwise 0 i.e two bits are 0

3.NOT:The NOT operator is complement of bits .

4.XOR:The Exclusive-OR operator compares two operands and generates result as 1 if bits are complementary,otherwise 0.

5.SHIFT RIGHT(>>):.The SHIFT RIGHT operator moves bits to right,discards the far right bit,and assigns leftmost bit a value to 0.Each move to the right effectively and divides first operand in half.

6.SHIFT LEFT(<<):The SHIFT LEFT operator moves bits to left,discards the far left bit,and assigns rightmost bit a value to 0.Each move to the left effectively and multiplies first operand by 2.

## Examples:

AND:

```

  1010
  1100
  ----
  1000
  -----

```

OR:

```

  1010
  1100
  ----
  1110
  -----

```

NOT:

```

  1001
  ----
  0110
  -----

```

EXCLUSIVE-OR:

```

  0101
  0110
  ----
  0011
  -----

```

SHIFT LEFT:

```
int a=2<<1;
```

Let's take the binary representation of 2 assuming int is 1 byte for simplicity.

Position	7	6	5	4	3	2	1	0
Bits	0	0	0	0	0	0	1	0

Now shifting the bits towards left for 1

time will give the following result

Now the result in decimal is 4

If you left shift like  $2 \ll 2$ , then it will give the result as 8. Therefore left shifting 1 time, is equal to multiplying the value by 2.

Remove Watermark Now

SHIFT RIGHT:

```
int a=8>>1;
```

Let's take the binary representation of 8 assuming int is 1 byte for simplicity.

Position	7	6	5	4	3	2	1	0
Bits	0	0	0	0	1	0	0	0

Now shifting the bits towards right for 1 time, will give the following result

Position	7	6	5	4	3	2	1	0
Bits	0	0	0	0	0	1	0	0

Now the result in decimal is 4. Right shifting 1 time, is equivalent to dividing the value by 2.

