SIKSHA 'O' ANUSANDHAN

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Laboratory Record

Computer Science Workshop 2 (CSE 3141)

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INDEX

SI. No	Name of Program	Page No	Remarks
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		
2	Write a program to find the parity bit of a number in O(n) time, where n is the word size.		
3	Write a program to find the parity bit of a number in $O(k)$ time, where k is the number of set bits.		
4	Write a program to find the parity bit of a number in $O(k)$ time, where k is the number of set bits.		
5	Define a function to create a lookup table of size 216 whose value is the parity bits of the index.		
6	Write a program to calculate the parity bit of a 64 bit word using look up table in O(n/L) time, where n is the word size and L is the group size. Note: Consider group size is 16 bit for the problem.		
7	Write a program to calculate parity bit of a 64 bit word using only xor and right shift operator.		
8	Write a program to swap the i th bit with j th bit of a number.		
9	Design a function to create a lookup table A such that for every 16 bit number y, A[y] holds the bit-reversal of y.		
10	Write a program to find the bit reversal of a number using the lookup table created in Q9.		
11	Write a program to find the closest integer with the same weight.		
12	Write a program to compute XXY using bit wise operator.		
13	Write a program to compute X/Y using bit wise operator		
14	Write a program to compute XY using bit wise operator.		
15	Write a program to check if a decimal number is a palindrome.		
16	Write a program which test if two rectangle have a nonempty intersection. If the intersection is nonempty, return the rectangle formed by their intersection.		

```
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.
import java.util.*;
public class Q1 {
       public static void main(String[] args) {
              // TODO Auto-generated method stub
              Scanner <u>sc</u>=new Scanner(System.in);
              System.out.println("Enter a number: ");
              int num=sc.nextInt();
              int count=0;
              String conv="";
              while(num>0) {
                      int a=num % 2;
                      conv = a + conv;
                      num=num / 2;
              for(int i=0;i<conv.length();i++) {</pre>
                      if(conv.charAt(i) == '1')
                count++;
              System.out.println("Binary of number is "+conv);
              System.out.println("No. of 1's in the number is "+count);
OUTPUT:
Enter a number:
Binary of number is 110
No. of 1's in the number is 2
```

```
2. Write a program to find the parity bit of a number in O(n) time, where
n is the word size.
import java.util.*;
public class Q2 {
       public static void main(String[] args) {
              // TODO Auto-generated method stub
              Scanner <u>sc</u>=new Scanner(System.in);
              System.out.println("Enter a number: ");
              int k=sc.nextInt();
              int c=0;
              while(k!=0) {
                      c=c^1;
                      k=(k&(k-1));
              System.out.println("The Parity is "+c);
              if(c==0) {
                      System.out.println("Even Parity");
              else
                      System.out.println("Odd Parity");
OUTPUT:
Enter a number:
11
The Parity is 1
Odd Parity
```

4

```
3. Write a program to find the parity bit of a number in O(k) time, where
k is the number of set bits.
import java.util.*;
public class Q3 {
       public static void main(String[] args)
                int n;
                Scanner <a href="mailto:scanner">sc=new Scanner</a>(System.in);
                System.out.println("Enter the number:");
                n=sc.nextInt();
                int \underline{x}=n;
                int count=0;
                while(n > 0)
                  count^=1;
                  n\&=(n-1);
                System.out.println("Parity bit is:"+count);
OUTPUT:
Enter the number:
22
Parity bit is 1
```

5

Name: BRAVISH GHOSH

```
4. Write a program to find the parity bit of a number in O(k) time, where
k is the number of set bits.
import java.util.*;
public class Q4 {
       public static void main(String[] args)
               int n;
               Scanner <u>sc</u>=new Scanner(System.in);
               System.out.println("Enter the number:");
               n=sc.nextInt();
               int \underline{x}=n;
               int count=0;
               while(n>0)
                 count^=1;
                 n\&=(n-1);
               System.out.println("Parity bit is:"+count);
OUTPUT:
Enter the number:
Parity bit is 0
```

6

```
5. Define a function to create a lookup table of size 216 whose value is the
parity bits of the index.
static void lookupCreator(int parity[]){
       for(int i=0;i<65536;i++){
              int x=i;
              x^=x>>8;
         x^=x>>4;
         x^=x>>2;
         x^=x>>1;
              parity[i]=(x\&1);
```

7

Name: BRAVISH GHOSH

```
6. Write a program to calculate the parity bit of a 64 bit word using look up
table in O(n/L) time, where n is the word size and L is the group size.
import java.util.*;
public class ParityBitLookUpTable
  static void lookupcreator(int parity[])
       for(int i=0;i<65536;i++)
              int x=i;
              x^=x>>8;
         x^=x>>4;
         x^=x>>2:
         x^=x>>1;
              parity[i]=(x\&1);
       public static void main(String[] args)
               Scanner sc=new Scanner(System.in);
               int parity[]=new int[65536];
               lookupcreator(parity);
               System.out.println("Enter the binary word whose parity is to be calculated:");
               long x=sc.nextLong();
               int m=0xFFFF;
               int prt=parity[(int)(x>>48)&m]^parity[(int)(x>>32)&m]^parity[(int)
(x>>16)&m]\parity[(int)x&m];
               System.out.println("Parity of the entered number is:"+prt);
OUTPUT:
Enter the binary word whose parity is to be calculated:
1665
Parity of the entered number is 0
```

8

```
7. Write a program to calculate parity bit of a 64 bit word using only xor
and right shift operator.
import java.util.*;
public class Q7 {
       public static void main(String[] args)
              Scanner <u>sc</u>=new Scanner(System.in);
              System.out.println("Enter the number whose parity is to be calculated:");
              long x=sc.nextLong();
              x^=x>>32;
              x^=x>>16;
              x^=x>>8;
              x^=x>>4;
              x^=x>>2;
              x^=x>>1;
              System. out. println("Parity is "+(x&1));
OUTPUT:
Enter the number whose parity is to be calculated:
132
Parity is 0
```

9

```
8. Write a program to swap the ith bit with jth bit of a number.
import java.util.*;
public class Q8 {
       public static void main(String[] args) {
              // TODO Auto-generated method stub
              Scanner <u>sc</u>=new Scanner(System.in);
              System.out.println("Enter the number: ");
              int n=sc.nextInt();
              int i=2, j=3;
              if(((n>>>i)&1)!=((n>>>j)&1)) {
                     int bitmark=(1<<i)|(1<<j);
                     n=n^bitmark;
              System.out.println("The Number after swapping is "+n);
OUTPUT:
Enter the number:
The Number after swapping is 5
```

10

```
9. Design a function to create a lookup table A such that for every 16 bit
number 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)
                             r << =1;
                             if((n\&1)==1)
                                    r^=1;
                             n >>=1;
                      lookup[i]=r;
```

11

Name: BRAVISH GHOSH

```
10. Write a program to find the bit reversal of a number using the lookup
table created in Q9.
import java.util.*;
public class BitReversalUsingLookUpTable
       static void reversallookup(int lookup[])
              for(int i=0;i<65536;i++)
                      int n=i;
                      int r=0;
                      while(n>0)
                             r << =1;
                             if((n\&1)==1)
                                    r^=1;
                             n >>=1;
                      lookup[i]=r;
       public static void main(String[] args)
               Scanner sc=new Scanner(System.in);
      int lookup[]=new int[65536];
      reversallookup(lookup);
      System.out.println("Enter the number whose bit reversal is to be calculated:");
      int n=sc.nextInt();
      if(n) = 65536
       System.out.println("The entered number is outside the range of the lookup table");
        System.out.println(lookup[n]);
       }
OUTPUT:
Enter the number whose bit reversal is to be calculated:
200
19
```

```
11. Write a program to find the closest integer with the same weight.
import java.util.*;
public class Q11 {
       public static void main(String[] args) {
              // TODO Auto-generated method stub
              Scanner sc=new Scanner(System.in);
              System.out.println("Enter a Number: ");
              int a=sc.nextInt();
              int i=0;
              int b=a;
              while(b!=0) {
                     if(((b>>i)&1)!=((b>>(i+1))&1)) {
                             a=a^{(1<< i)};
                             a=a^{(1<<(i+1))};
                             break;
                     i++;
              System.out.println("The closest integer of the number is "+a);
OUTPUT:
Enter a Number:
The closest integer of the number is 10
```

```
12. Write a program to compute XXY using bit wise operator.
import java.util.*;
public class Q12 {
       public static void main(String[] args) {
              // TODO Auto-generated method stub
              Scanner <u>sc</u>=new Scanner(System.in);
              System.out.println("Enter the numbers: ");
              int x=sc.nextInt();
              int y=sc.nextInt();
              int res=0;
              while(y>0) {
                     if((y\&1)!=0) {
                             res+=x;
                     x=x<<1;
                     y=y>>1;
              System.out.println(res);
OUTPUT:
Enter the numbers:
12
13
156
```

```
13. Write a program to compute X/Y using bit wise operator.
import java.util.*;
public class Q13 {
        public static void main(String[] args)
               Scanner <u>sc</u>=new Scanner(System.in);
               System.out.println("Enter the numbers:");
               int x=sc.nextInt();
               int y=sc.nextInt();
               int \underline{t}=0, q=0;
               for(int i=0;x>=y;i++)
                       if((y \le i) \ge x)
                               q = (1 < < (i-1));
                               x=(y<<(i-1));
                               i=-1;
               System.out.println(q);
OUTPUT:
Enter the numbers:
50
5
10
```

```
14. Write a program to compute X^{Y} using bit wise operator.
import java.util.*;
public class Q14{
       public static void main(String[] args) {
              // TODO Auto-generated method stub
              Scanner <u>sc</u>=new Scanner(System.in);
              System.out.println("Enter the number: ");
              double x=sc.nextInt();
              int y=sc.nextInt();
              double res=1.0;
              if(y<0) {
                     x=1/x;
                      y=-y;
              while(y!=0) {
                      if((y\&1)==1)
                             res=res*x;
                             x=x*x;
                             y=y>>>1;
              System.out.println(res);
OUTPUT:
Enter the number:
5
3
125.0
```

```
15. Write a program to check if a decimal number is a palindrome.
import java.util.*;
public class Q15 {
       public static void main(String[] args) {
              // TODO Auto-generated method stub
              Scanner <u>sc</u>=new Scanner(System.in);
              int x=sc.nextInt();
              int y=x;
              int rev=0;
              while(x!=0) {
                     int rem=x%10;
                     rev=(rev*10)+rem;
                     x=x/10;
              System.out.println(rev);
              if(y==rev) {
                     System.out.println("Palindrome");
              else {
                     System.out.println("Not Palindrome");
OUTPUT:
Enter a number:
113322
223311
Not Palindrome
```

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```
16. Write a program which test if two rectangle have a nonempty intersection. If the intersection
is nonempty, return the rectangle formed by their intersection.
class Rectangle {
       int x,y,width,height;
       public Rectangle(int x,int y,int width ,int height) {
              this.x=x;
              this.y=y;
              this.width=width;
              this.height=height;
       void Disp() {
              System.out.println("x: "+x+" y: "+y+" width: "+width+" height: "+height);
public class Q16 {
public static Rectangle intersectRectangle(Rectangle R1,Rectangle R2) {
       if(!isIntersect(R1,R2)) {
              return new Rectangle(0,0,-1,-1);
       return new Rectangle (
                     Math.max(R1.x, R2.x), Math.max(R1.y, R2.y),
                     Math.min(R1.x+R1.width,R2.x+R2.width)-Math.max(R1.x,R2.x),
                     Math.min(R1.y+R1.height,R2.y+R2.height)-Math.max(R1.y,R2.y));
public static boolean isIntersect(Rectangle R1,Rectangle R2)
 return R1.x<=R2.x+R2.width && R1.x+R1.width>=R2.x && R1.y<=R2.y+R2.height &&
R1.y+R1.height >= R2.y;
public static void main(String[] args) {
              Rectangle R1= new Rectangle(2,3,4,5);
              R1.Disp();
              Rectangle R2= new Rectangle(7,5,10,12);
              R2.Disp();
              boolean result = isIntersect(R1,R2);
              if(result)
                     System.out.println("Rectangles intersect each other");
              else
                     System.out.println("Rectangles do not intersect each other");
              Rectangle R3=intersectRectangle(R1,R2);
              R3.Disp();
       }
OUTPUT:
x: 2 y: 3 width: 4 height: 5
x: 7 y: 5 width: 10 height: 12
Rectangles do not intersect each other
```