Bit Mask and Subset Generation

Bit Mask and Subset Generation

```
Mask 0 (binary 000)
Bit Position i 1 << i Mask & (1 << i) Result (Decimal) Included Characters
0 001 000 & 001 = 000 0 None
1 010 000 & 010 = 000 0 None
2 100 000 & 100 = 000 0 None
Subset: {}
Mask 1 (binary 001)
Bit Position i 1 << i Mask & (1 << i) Result (Decimal) Included Characters
0 001 001 & 001 = 001 1 'a'
1 010 001 & 010 = 000 0 None
2 100 001 & 100 = 000 0 None
Subset: {a}
Mask 2 (binary 010)
Bit Position i 1 << i Mask & (1 << i) Result (Decimal) Included Characters
0 001 010 & 001 = 000 0 None
1 010 010 & 010 = 010 2 'b'
2 100 010 & 100 = 000 0 None
Subset: {b}
Mask 3 (binary 011)
Bit Position i 1 << i Mask & (1 << i) Result (Decimal) Included Characters
```

Bit Mask and Subset Generation

0 001 011 & 001 = 001 1 'a'

1 010 011 & 010 = 010 2 'b'

2 100 011 & 100 = 000 0 None

Subset: {a, b}

Mask 4 (binary 100)

Bit Position i 1 << i Mask & (1 << i) Result (Decimal) Included Characters

0 001 100 & 001 = 000 0 None

1 010 100 & 010 = 000 0 None

2 100 100 & 100 = 100 4 'c'

Subset: {c}

Mask 5 (binary 101)

Bit Position i 1 << i Mask & (1 << i) Result (Decimal) Included Characters

0 001 101 & 001 = 001 1 'a'

1 010 101 & 010 = 000 0 None

2 100 101 & 100 = 100 4 'c'

Subset: {a, c}

Mask 6 (binary 110)

Bit Position i 1 << i Mask & (1 << i) Result (Decimal) Included Characters

0 001 110 & 001 = 000 0 None

1 010 110 & 010 = 010 2 'b'

2 100 110 & 100 = 100 4 'c'

Subset: {b, c}

Bit Mask and Subset Generation

```
Mask 7 (binary 111)
Bit Position i 1 << i Mask & (1 << i) Result (Decimal) Included Characters
0 001 111 & 001 = 001 1 'a'
1 010 111 & 010 = 010 2 'b'
2 100 111 & 100 = 100 4 'c'
Subset: {a, b, c}
Summary of All Subsets
Mask (Decimal) Mask (Binary) Subset
0 000 {}
1 001 {a}
2 010 {b}
3 011 {a, b}
4 100 {c}
5 101 {a, c}
6 110 {b, c}
7 111 {a, b, c}
```