

**1. Write a C program to determine if the least significant bit of a given integer is set (i.e., check if the number is odd).**

```
#include <stdio.h>

int main() {
    int num;

    printf("Enter an integer: ");
    scanf("%d", &num);

    if (num & 1) {
        printf("The number is odd.\n");
    } else {
        printf("The number is even.\n");
    }

    return 0;
}
```

OUTPUT

Enter an integer: 5

The number is odd.

Enter an integer: 8

The number is even.

**2. Create a C program that retrieves the value of the nth bit from a given integer.**

```
#include <stdio.h>

int main() {
    int num, n;

    printf("Enter an integer: ");
```

```
scanf("%d", &num);  
printf("Enter the bit position: ");  
scanf("%d", &n);  
  
int bit_value = (num >> n) & 1;  
printf("The %dth bit is: %d\n", n, bit_value);  
  
return 0;  
}
```

#### OUTPUT

Enter an integer: 5

Enter the bit position: 2

The 2th bit is: 1

### 3. Develop a C program that sets the nth bit of a given integer to 1.

```
#include <stdio.h>
```

```
int main() {  
    int num, n;  
    printf("Enter an integer: ");  
    scanf("%d", &num);  
    printf("Enter the bit position to set: ");  
    scanf("%d", &n);
```

```
num = num | (1 << n);  
printf("New number: %d\n", num);  
  
return 0;  
}
```

#### OUTPUT

Enter an integer: 8

Enter the bit position to set: 1

New number: 10

#### 4. Write a C program that clears (sets to 0) the nth bit of a given integer.

```
#include <stdio.h>
```

```
int main() {  
    int num, n;  
    printf("Enter an integer: ");  
    scanf("%d", &num);  
    printf("Enter the bit position to clear: ");  
    scanf("%d", &n);  
  
    num = num & ~(1 << n);  
    printf("New number: %d\n", num);  
  
    return 0;  
}
```

## OUTPUT

Enter an integer: 15

Enter the bit position to clear: 3

New number: 7

### 5. Create a C program that toggles the nth bit of a given integer.

```
#include <stdio.h>
```

```
int main() {
```

```
    int num, n;
```

```
    printf("Enter an integer: ");
```

```
    scanf("%d", &num);
```

```
    printf("Enter the bit position to toggle: ");
```

```
    scanf("%d", &n);
```

```
    num = num ^ (1 << n);
```

```
    printf("New number: %d\n", num);
```

```
    return 0;
```

```
}
```

## OUTPUT

Enter an integer: 10

Enter the bit position to toggle: 1

New number: 8

**6. Write a C program that takes an integer input and multiplies it by  $2^n$  using the left shift operator.**

```
#include <stdio.h>

int main() {
    int num, n;
    printf("Enter a number: ");
    scanf("%d", &num);
    printf("Enter n: ");
    scanf("%d", &n);

    int result = num << n;
    printf("Result: %d\n", result);

    return 0;
}
```

OUTPUT

Enter a number: 3

Enter n: 2

Result: 12

**7. Create a C program that counts how many times you can left shift a number before it overflows (exceeds the maximum value for an integer).**

```
#include <stdio.h>

int main() {
    int num = 1, count = 0;

    while (num > 0) {
```

```
    num = num << 1;

    count++;
}

printf("Shifts before overflow: %d\n", count - 1);

return 0;
}
```

OUTPUT

Shifts before overflow: 30

**8. Write a C program that creates a bitmask with the first n bits set to 1 using the left shift operator.**

```
#include <stdio.h>

int main() {
    int n;

    printf("Enter n: ");
    scanf("%d", &n);

    int bitmask = (1 << n) - 1;
    printf("Bitmask: %d\n", bitmask);

    return 0;
}
```

OUTPUT

Enter n: 5

Bitmask: 31

**9. Develop a C program that reverses the bits of an integer using left shift and right shift operations.**

```
#include <stdio.h>
```

```
int main() {
```

```
    unsigned int num, reversed = 0;
```

```
    printf("Enter a number: ");
```

```
    scanf("%u", &num);
```

```
    for (int i = 0; i < 32; i++) {
```

```
        reversed = (reversed << 1) | (num & 1);
```

```
        num = num >> 1;
```

```
    }
```

```
    printf("Reversed: %u\n", reversed);
```

```
    return 0;
```

```
}
```

OUTPUT

Enter a number: 3

Reversed: 3221225472

**10. Create a C program that performs a circular left shift on an integer.**

```
#include <stdio.h>
```

```

int main() {
    unsigned int num, shifts;
    printf("Enter a number: ");
    scanf("%u", &num);
    printf("Enter shifts: ");
    scanf("%u", &shifts);

    unsigned int result = (num << shifts) | (num >> (32 - shifts));
    printf("Result: %u\n", result);

    return 0;
}

```

#### OUTPUT

Enter a number: 5

Enter shifts: 1

Result: 10

**11. Write a C program that takes an integer input and divides it by  $2^n$  using the right shift operator.**

```
#include <stdio.h>
```

```

int main() {
    int num, n;
    printf("Enter a number: ");
    scanf("%d", &num);
    printf("Enter n: ");
    scanf("%d", &n);
}

```



```
int result = num >> n;

printf("Result: %d\n", result);


return 0;
}
```

#### OUTPUT

Enter a number: 16

Enter n: 2

Result: 4

**12. Create a C program that counts how many times you can right shift a number before it becomes zero.**

```
#include <stdio.h>
```

```
int main() {
    int num, count = 0;
    printf("Enter a number: ");
    scanf("%d", &num);

    while (num > 0) {
        num = num >> 1;
        count++;
    }

    printf("Right shifts before zero: %d\n", count);
}
```

```
    return 0;
}
```

#### OUTPUT

Enter a number: 18

Right shifts before zero: 5

### **13. Write a C program that extracts the last n bits from a given integer using the right shift operator.**

```
#include <stdio.h>
```

```
int main() {
    int num, n;
    printf("Enter a number: ");
    scanf("%d", &num);
    printf("Enter n: ");
    scanf("%d", &n);

    int result = num & ((1 << n) - 1);
    printf("Last %d bits: %d\n", n, result);

    return 0;
}
```

#### OUTPUT

Enter a number: 29

Enter n: 3

Last 3 bits: 5

### **14. Develop a C program that uses the right shift operator to create a bitmask that checks if specific bits are set in an integer.**

```
#include <stdio.h>
```

```
int main() {  
    int num, n;  
    printf("Enter a number: ");  
    scanf("%d", &num);  
    printf("Enter the bit position to check: ");  
    scanf("%d", &n);  
  
    if ((num >> n) & 1) {  
        printf("Bit %d is set (1).\n", n);  
    } else {  
        printf("Bit %d is not set (0).\n", n);  
    }  
  
    return 0;  
}
```

#### OUTPUT

Enter a number: 18

Enter the bit position to check: 1

Bit 1 is set (1).