

int i {0}      i = -10; ✓

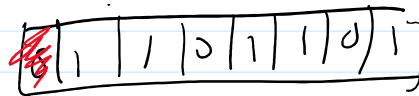
Signed int j {0}      j = -10; ✓

unsigned int k {0}      k = -10 ✗

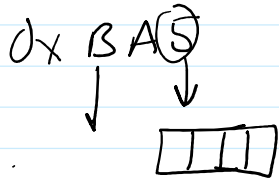
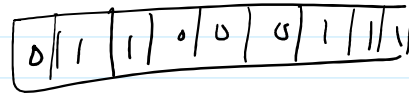
int i

1	1	0	1	1	0	1
---	---	---	---	---	---	---

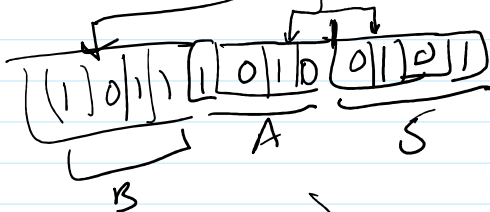
auto i { 10L };



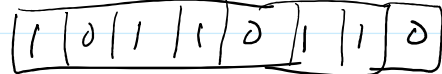
Unsigned i



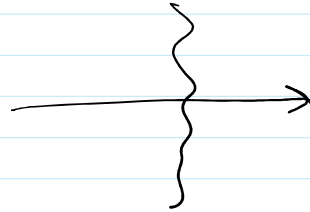
0x 0BA5



676



8-bits  
1-byte



Server side

1 char dash  
0th bit → use then  
1st bit → XYZ  
2nd bit → a2

client  
Setting a bit (to 1)

byte flag {0};

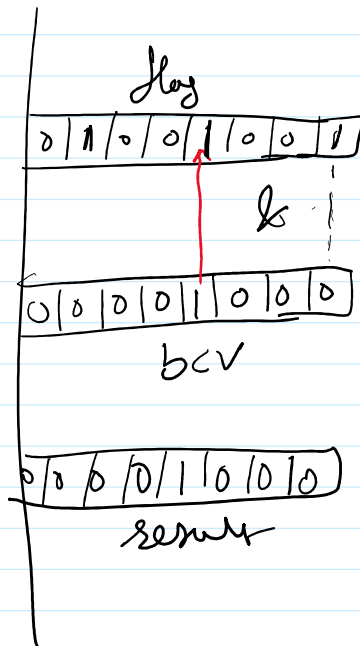
⇒ set 4th bit of flag

① byte bcv = row(2, 4-1)  
1 <= 4-1

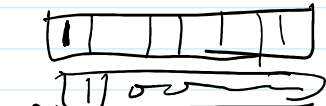
flag = flag | bcv;

flag |= bcv;

② Read a bit



uint  
uint



flag  
bcv | << sizeof(int)\*8  
-11

## (2) Read a bit

Read  $4^{\text{th}}$  bit from flag

$$\text{byte bcv} = \underline{\underline{1 \ll 4 - 1}}$$

auto result = flag & bcv.

if (result > 0)

{

}

## (3) Reset a bit (set it 0)

Reset  $4^{\text{th}}$  bit

$$\text{byte bcv} = \underline{\underline{1 \ll 4 - 1}} \checkmark$$

$$\text{bcv} = \text{bcv}$$

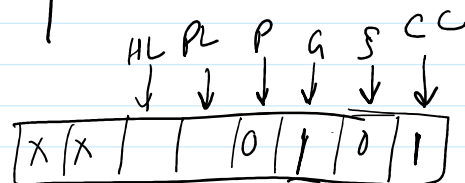
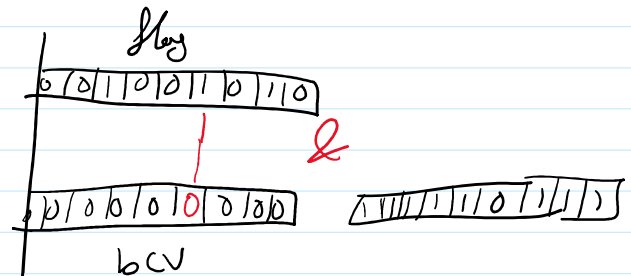
$$\text{flag} \&= \text{bcv}$$

<input type="checkbox"/> CL
<input checked="" type="checkbox"/> CC
<input type="checkbox"/> CS
<input checked="" type="checkbox"/> G
<input type="checkbox"/> R
<input type="checkbox"/> PL
1 1 0

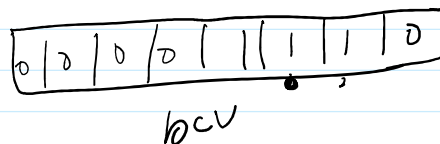
$$\text{bcv} = \underline{\underline{1 \ll 1 - 1}}$$

$$\text{bcv} = 01111111$$

uint bcv | << size (int)  
-1)  
uint result = flag & bcv



Read  
CC



2 0 0 0 1 0 0 0  
sent = sent >> S  
P  
1 0  
Get int S {1}  
a}