## **ReverseBits Function**

```
Implement the following function:
void ReverseBits(int8_t Data[], uint32_t NumberOfBitsToReverse)
        // Reverse the first NumberOfBitsToReverse in the specified array, leaving
        \ensuremath{//} the remainder unchanged.
       // You may assume the array will always be adequately sized to support the
        // input.
```