

COEN 20 Homework #3

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21. (a)

```
int bit = 16;
int temp = x;
while(bit < 24){
    temp ^= (1 << bit);
    if(temp > x) break;
    bit++;
}
x = temp;
```

(b)

```
((short*)&x)[3] += 1;
```

22. A63F

	<i>Characteristic</i>	<i>Bitwise Operators</i>	<i>Structure Bit Fields</i>	<i>Variant Access</i>	<i>Unions</i>
	Messy syntax?	YES	NO	NO	NO
	Ambiguous semantics?	NO	YES	YES	YES
24.	Bit-field assignment restrictions?	NO	YES	YES	YES
	More efficient code generation?	YES	YES	YES	NO

25. (a)

```
short value = (packed >> 8);
```


(b)

```
short value = packed.c[1];
```