class Solution {

public:

uint32\_t reverseBits(uint32\_t n) {

n = (n >> 16) | (n << 16);

n = ((n & 0xff00ff00) >> 8) | ((n & 0x00ff00ff) << 8);

n = ((n & 0xf0f0f0f0) >> 4) | ((n & 0x0f0f0f0f) << 4);

n = ((n & 0xcccccccc) >> 2) | ((n & 0x33333333) << 2);

n = ((n & 0xaaaaaaaa) >> 1) | ((n & 0x55555555) << 1);

return n;

}

};