

To output to a port

$PORT_y = Bxxxxxxx$, where $y = D|B|C$

1 \Rightarrow High

0 \Rightarrow Low

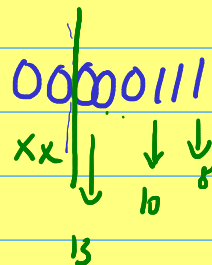
So $PORTD = B10101010$ will set pin 7 High, pin 6 Low, pin 5 High, etc

Input: uses the PIN_y , where $y = D|B|C$

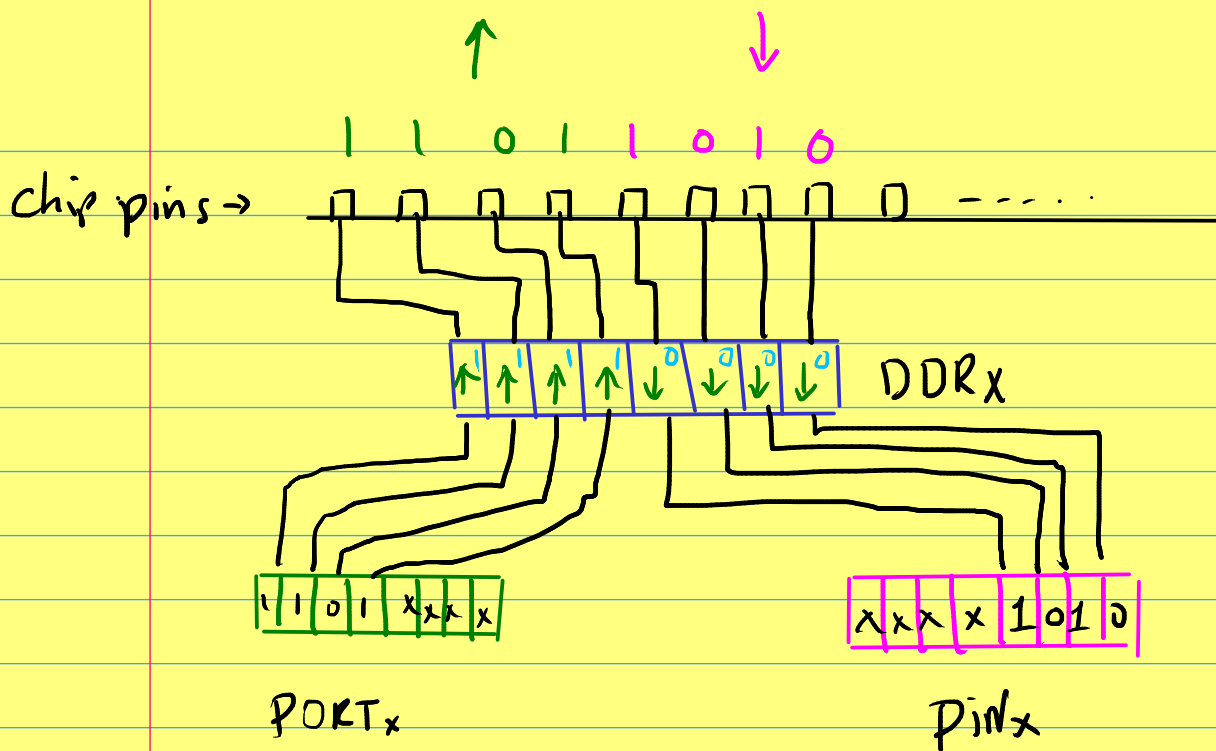
Example: if pins 8-10 were attached to a logic 1

and pins 11-13 were attached to logic 0, then the

$PINB$ expression would result in 0000111



Char C = PINB;



DDR_x = B11110000 ; where x = D/B/C

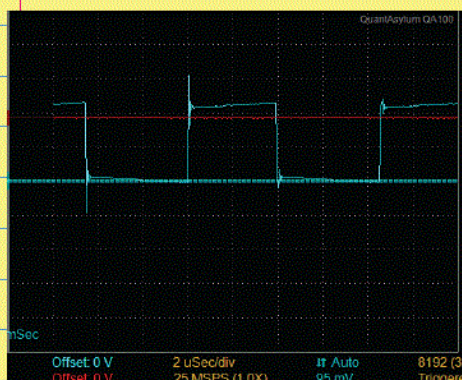
PORT_x = 1101xxxx; where x = don't care

Pin_x;

illustrating speed difference when manipulating ports directly:

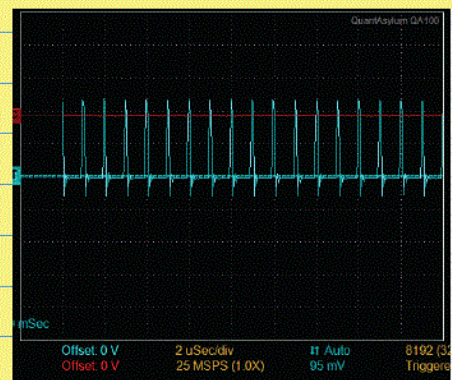
```
void setup()
{
  DDRD = B11111111; // set PORTD (digital 7-0) to outputs
}

void loop()
{
  digitalWrite(7, HIGH);
  digitalWrite(7, LOW);
}
```



```
void setup()
{
  DDRD = B11111111; // set PORTD (digital 7-0) to outputs
}

void loop()
{
  PORTD = B11110000; // digital 4-7 HIGH, digital 3-0 LOW
  PORTD = B00001111; // digital 4-7 LOW, digital 3-0 HIGH
}
```



Bit manipulation Operators

Table 5: Bitwise Operators

Operator	Name	Example	Defined
~	Bitwise complement NOT	~x	Changes 1 bits to 0 and 0 bits to 1
&	Bitwise AND	x&y	Bitwise AND of x and y
	Bitwise OR	x y	Bitwise OR of x and y
^	Bitwise exclusive OR	x^y	Bitwise XOR of x and y
<<	Left shift	x<<2	Bits in x shifted left 2 bit positions
>>	Right shift	x>>3	Bits in x shifted right 3 bit positions

$$x \ll y \equiv x * 2^y$$

$$x \gg y \equiv x / 2^y$$

$$32 = 100000$$

$$32 \gg 1 = 10000 \\ < 16$$

When a positive value is shifted to the left or to the right, the vacant bits are filled with 0s

When a negative value is shifted to the left or right, vacant bits can be filled with 1s or 0s depend on the implementation

Shifting in O_s is known as a logical shift

1 1 1 1 1 1 arithmetic shift

Something like $10 \gg 80$

Implementation dependent

- * Bit manipulation can be used to implement masking — allowing you to access a specific bit or group of bit and hiding other

- * We can use bit manipulation to reduce the amount of memory needed to store data.

