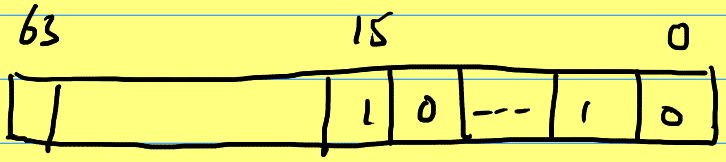
Consider a program to record 16 y/n answers to 16 questions.

Use an unsigned integer : Answer



1 → y , 0 → n

Note: 1 << j Is a number with 1 in the j^{th} bit and zeros everywhere else

Initialize Answer to 0
If the first 4 bits have been set in Answer,

It might look like this

An 'n' input will just increment the value of j

And leave the corresponding bit in Answer unchanged

at '0'

if the next 'y' input occurs when j = 6, the

Answer will be OR'd with 000-----1000000

```
Answer |= 1 << j ; // here j==6
```

(= Answer = Answer | 1 << j)

This will put a 1 in the 6th bit posn and will

leave the rest of the bits in the Answer unchanged

Bit manipulation Continued.

```
#define TX_PIN 7 // transmission pin
#define BIT_RATE 100

char data = 170; //value to transmit, binary = 10101010
char mask;       // transmission mask


void setup(){
  pinMode(TX_PIN, OUTPUT);
}
                                  mask = mask << 1
void loop(){
   for (mask = 1; mask >0; mask <<=1){
      if (data & mask){
         digitalWrite(TX_PIN, HIGH);
      }
      else{
         digitalWrite(TX_PIN, LOW);
      }
      delayMicroseconds(BIT_RATE);
   }
}
```

Example: Transmit a byte serially on a pin.

The mask values will go from

00000001

To 00000010

To 00000100

:

To 10000000

To 00000000

data & mask

data : 10101010

mask : 00000001 &

00000000 → FALSE

data : 10101010

mask : 00000010 &

00000010 → TRUE

etc

So far we have seen that

$b \,\&\, 0 = 0$

$b \,\&\, 1 = b$ - use & to select b from byte

XOR

$b \,\hat{}\, 1 = \bar{b}$ - use ^ to toggle b in a byte

$b \mid 0 = b$

$b \mid 1 = 1$ use | to set b to 1

To set bit 2 high in PORTD, while leaving all other bits as they are:

```
PORTD |= B00000100
```

≡ `PORTD |= 1 << 2` (`PORTD = PORTD | 1<<2`)

To set bit 2 low in PORTD, while leaving all other bits unchanged

```
PORTD &= B11111011   (PORTD &= 0xFB)
```

not as obvious which bit is changing

≡ `PORTD &= ~(1<<2)`

Example: Blink on Pin 5

```
Void setup () {
    DDRD |= B00100000;
    PORTD = B00000000;
}

Void loop () {
    PORTD ^= B00100000;
    delay (100);
}
```