

Московский Авиационный Институт  
(Национальный Исследовательский Университет)

Кафедра 806 «Вычислительная информатика и программирование»  
Факультет: «Информационные технологии и прикладная математика»

Лабораторная работа  
Дисциплина: «Объектно-ориентированное программирование»  
III семестр  
Задание 1: «Простые классы»

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## Задание

Создать класс BitString для работы с 128-битовыми строками. Битовая строка должна быть представлена двумя полями типа unsigned long long. Должны быть реализованы все традиционные операции для работы с битами: and, or, xor, not. Реализовать сдвиг влево shiftLeft и сдвиг вправо shiftRight на заданное количество битов. Реализовать операцию вычисления количества единичных битов, операции сравнения по количеству единичных битов. Реализовать операцию проверки включения.

## Адрес репозитория на GitHub

## Код программы на C++

```
cmake_minimum_required(VERSION 3.2)
```

```
project(BitString)
```

```
add_executable(BitString
    Source.cpp
    BitString.cpp)
```

```
set_property(TARGET BitString PROPERTY CXX_STANDARD 11)
```

```
BitString.cpp
```

```
#include "BitString.h"
#include <stdlib.h>
#include <iostream>
#include <string>
#include <vector>
```

```
BitString::BitString() {
```

```
    firstHalf = 0;
    secondHalf = 0;
```

```
}
```

```
void BitString::Enter() {
    std::string str;
```

```
    std::cout << '\n' << "Enter string" << '\n';
```

```
std::cin >> str;
```

```
std::string sec(str.size(), '0');
```

```
std::vector<int> v;
```

```
while (str != sec) {  
    int a = 0;  
    for (int i = 0; i < str.size(); i++) {  
        a *= 10;  
        a += str[i] - '0';  
        str[i] = char('0' + a / 2);  
        a %= 2;  
    }  
    v.push_back(a);  
}
```

```
unsigned long long shs = 1;
```

```
for (int i = 0; i < 64 && i < v.size(); i++) {  
    secondHalf += v[i] * shs;  
    shs *= 2;  
}
```

```
unsigned long long fhs = 1;
```

```
for (int i = 64; i < v.size(); i++) {  
    firstHalf += v[i] * fhs;  
    fhs *= 2;  
}  
}
```

```
BitString BitString::_not() {
```

```
    BitString bs;
```

```
    bs.firstHalf = ~(firstHalf);
```

```
    bs.secondHalf = ~(secondHalf);
```

```
    return bs;
```

```
}
```

```
BitString BitString::_and(const BitString &bs) {
```

```

    BitString bs1;
    bs1.firstHalf = firstHalf & bs.firstHalf;
    bs1.secondHalf = secondHalf & bs.secondHalf;

    return bs1;
}

```

```

BitString BitString::_or(const BitString &bs) {

    BitString bs1;
    bs1.firstHalf = firstHalf | bs.firstHalf;
    bs1.secondHalf = secondHalf | bs.secondHalf;

    return bs1;
}

```

```

BitString BitString::_xor(const BitString &bs) {

    BitString bs1;
    bs1.firstHalf = firstHalf ^ bs.firstHalf;
    bs1.secondHalf = secondHalf ^ bs.secondHalf;

    return bs1;
}

```

```

void BitString::shiftLeft(unsigned long long n) {

    unsigned long long pow63 = 1;
    for (int i = 0; i < 63; i++) {
        pow63 *= 2;
    }

    for (int i = 0; i < n; i++) {
        firstHalf = firstHalf << 1;
        if (secondHalf >= pow63) {
            firstHalf += 1;
        }
        secondHalf = secondHalf << 1;
    }
}

```

//110100111 << 3 ==  
100111000

```

    }
}

```

```

void BitString::shiftRight(unsigned long long n) {           //110100111 >> 3
== 000110100

```

```

    unsigned long long pow63 = 1;
    for (int i = 0; i < 63; i++) {
        pow63 *= 2;
    }
    for (int i = 0; i < n; i++) {
        secondHalf = secondHalf >> 1;
        if (firstHalf % 2 == 1) {
            secondHalf += pow63;
        }
        firstHalf = firstHalf >> 1;
    }

}

```

```

unsigned long long BitString::posBitNumber() {

```

```

    BitString bs1;
    bs1.firstHalf = firstHalf;
    bs1.secondHalf = secondHalf;

    unsigned long long number = 0;

    while (bs1.firstHalf != 0) {
        if (bs1.firstHalf % 2 == 1) number++;
        bs1.firstHalf /= 2;
    }

    while (bs1.secondHalf != 0) {
        if (bs1.secondHalf % 2 == 1) number++;
        bs1.secondHalf /= 2;
    }

    return number;

}

```

```

int BitString::compPosBitNumber(BitString &bs) {
    unsigned long long thisNumber = posBitNumber();

```

```

    unsigned long long bsNumber = bs.posBitNumber();

    if (thisNumber > bsNumber) return 0;
    if (thisNumber < bsNumber) return 1;
    else return -1;

}

void BitString::isArgInThis(const BitString &bs) {

    BitString ans = _and(bs);
    if (ans.firstHalf == bs.firstHalf && ans.secondHalf == bs.secondHalf) std::cout
    << "YES";
    else std::cout << "NO";                                     // push

}

void BitString::print() {

    BitString bs1;
    bs1.firstHalf = firstHalf;
    bs1.secondHalf = secondHalf;

    std::vector<int> v;

    while (bs1.firstHalf != 0) {
        v.push_back(bs1.firstHalf % 2);
        bs1.firstHalf /= 2;
    }

    for (int i = 0; i < 64 - v.size(); i++) {
        std::cout << 0;
    }

    for (int i = v.size() - 1; i >= 0; i--) {
        std::cout << v[i];
    }
    v.clear();

    std::cout << " ";

    while (bs1.secondHalf != 0) {
        v.push_back(bs1.secondHalf % 2);
        bs1.secondHalf /= 2;
    }
}

```

```

    for (int i = 0; i < 64 - v.size(); i++) {
        std::cout << 0;
    }

    for (int i = v.size() - 1; i >= 0; i--) {
        std::cout << v[i];
    }
    std::cout << '\n';

}

```

### BitString.h

```

#include <iostream>
#include <string>

```

```

class BitString
{
public:

```

```

    BitString();
    BitString(unsigned long long first, unsigned long long second);

```

```

    void Enter();

```

```

    BitString _not();
    BitString _and(const BitString &bs);
    BitString _or(const BitString &bs);
    BitString _xor(const BitString &bs);

```

```

    void shiftLeft(unsigned long long n);
    void shiftRight(unsigned long long n);

```

```

    unsigned long long posBitNumber();
    int compPosBitNumber(BitString &bs);

```

```

    void isArgInThis(const BitString &bs);

```

```

    void print();

```

```

private:
    unsigned long long firstHalf;
    unsigned long long secondHalf;

```

```
};
```

Source.cpp

```
#include "BitString.h"
```

```
int main(int argc, char** argv) {
```

```
    BitString bs;
```

```
    bs.Enter();
```

```
    BitString bs1;
```

```
    bs1.Enter();
```

```
    bs.print();
```

```
    bs1.print();
```

```
    BitString bsTest = bs._not();
```

```
    std::cout << "not first number:\n";
```

```
    bsTest.print();
```

```
    bsTest = bs._and(bs1);
```

```
    std::cout << "first and second:\n";
```

```
    bsTest.print();
```

```
    bsTest = bs._or(bs1);
```

```
    std::cout << "first or second:\n";
```

```
    bsTest.print();
```

```
    bsTest = bs._xor(bs1);
```

```
    std::cout << "first xor second:\n";
```

```
    bsTest.print();
```

```
    std::cout << "Positive Bit Number of First is " << bs.posBitNumber() << "\n";
```



```

    if (bs.compPosBitNumber(bs1) == 0) {
        std::cout << "Bit Comparance of first and second shows that first is larger\n";
    } else if (bs.compPosBitNumber(bs1) == 1) {
        std::cout << "Bit Comparance of first and second shows that second is
larger\n";
    } else {
        std::cout << "Bit Comparance of first and second shows that they are
equal\n";
    }

    std::cout << "Is second in first? : ";
    bs.isArgInThis(bs1);

    int shift;

    std::cout << "Enter number of bits to shift first number left and second right : ";
    std::cin >> shift;

    bs.shiftLeft(shift);

    std::cout << "Shifted first left : \n";
    bs.print();

    bs1.shiftRight(shift);

    std::cout << "Shifted second right : \n";
    bs1.print();


    return 0;
}

```

file01.test

18446744073709551627

11

3

file02.test

18446744073709551615

156

10

1

18446744073709551627

11

not first number:

[illegible][illegible][illegible][illegible]

Bit Comparance of first and second shows that first is larger

Enter number of bits to shift first number left and second right : 3

[illegible]

Shifted second right :

18446744073709551615

156

not first number:

