**Magic With bitset < int > vari;**

**Bit access**

1. operator [] Access bit (public member function)
2. count Count bits set (public member function)
3. size Return size (public member functio)
4. test Return bit value (public member function)
5. any Test if any bit is set (public member function)
6. none Test if no bit is set (public member function)
7. all Test if all bits are set (public member functio )

**Bit operations**

1. Set Set bits (public member function)
2. Reset Reset bits (public member function)
3. Flip Flip bits (public member function)

**Bitset operations**

1. to\_string Convert to string (public member function)
2. to\_ulong Convert to unsigned long integer (public member function)
3. to\_ullong Convert to unsigned long long (public member function)