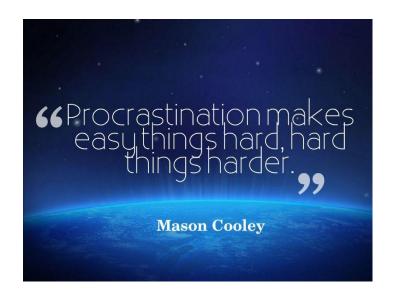
BITS 1





Content

01. Truth Table

02. Basic AND, OR, XOR properties

03. Left & Right shift operator

04. check it bit

05. Count set bits

06. Unset it bit

on. set bits in Range

Yery Easy

TRUTH TABLE

Δ	В	A&B	AlB	A ^ B	SA
0	0	0	0	0	l
0	(O	l	ſ	l
1	0	0	1	ſ	0
1	1	1	l	0	٥

Same same puppy shame

* Basic AND Properties

03.
$$\triangle 4 \triangle = \triangle$$

$$\Delta = 11$$

* Commutative property

* Associative property

$$A \stackrel{!}{!} B \stackrel{!}{!} C = A \stackrel{!}{!} (B \stackrel{!}{!} C) = (A \stackrel{!}{!} C) \stackrel{!}{!} C$$

$$A \stackrel{!}{!} B \stackrel{!}{!} C = (A \stackrel{!}{!} B) \stackrel{!}{!} C = A \stackrel{!}{!} (B \stackrel{!}{!} C) = (A \stackrel{!}{!} C) \stackrel{!}{!} B$$

$$A \stackrel{!}{!} B \stackrel{!}{!} C = (A \stackrel{!}{!} B) \stackrel{!}{!} C = (A \stackrel{!}{!} C) \stackrel{!}{!} B = A \stackrel{!}{!} (B \stackrel{!}{!} C)$$

guiz 1

gui2 2

- 0^0^02
- **-** 2

Assume - int = & bits

$$A < < 1 \times 0 0 0 1 0 1 0 1 0 = 20 = A + 2$$

$$A << 3 \times 0 \quad 1 \quad 0 \quad 1 \quad 0 \quad D \quad D = 80 = A + 2^{s}$$

$$A < < 4 \times \frac{1}{x} \times \frac{0}{x} \times \frac{1}{x} \times \frac{0}{x} \times \frac{1}{x} \times \frac{0}{x} \times \frac{0}$$

Idealy, it should be 320 but we are getting 64.



Right Shift operator

$$A = 10$$
 0 0 0 1 0 1 0 = 10 = 10/2°

$$A \rightarrow 2 \quad 0 \quad 0 \quad 0 \quad 0 \quad 0 \quad 1 \quad 0 \quad x = 2 = \frac{10}{2^2}$$

$$a >> n = \underline{a}$$

$$\underline{2}^n$$

$$9^{012}$$
 $3 = 1 * 2^3 = 8$

$$45 = 101101$$

$$1442 = 000100$$

$$000100 = (1442)$$

* Power of left shift with OR

ar left shift operator with XOR

* Check whether i bit is set or not.

boolean checkbit (N, 1)?

If ((N& (1<<1)) > 0)?

return true;

clse?

return false;

02 Given an integer N, count the total no. of set bits
in N.

$$N = 10 = 1010$$
 Ams = 2
 $N = 13 = 1101$ Ams = 3

ans = 0

for (int 1=0;
$$1(32; 1++)$$
?

If (checkbit(N,1) = = twe)?

ans ++;

3

return ans;

Issue

0! Hard coding it for 32 bits integer

02 Code will run for 32 times irrespective of the ne

1 = 00000...of

for 30 unset bits, and = 1

the loop run

$$N = 10 \qquad 10 \quad 0 \quad 4 \quad 1 \Rightarrow 0 \qquad 0$$

$$N = N > 1 \qquad 0 \quad 1 \quad 4 \quad 1 \Rightarrow 1 \qquad 1$$

$$N = N > 1 \qquad 0 \quad 10 \quad 4 \quad 4 \quad 4 \Rightarrow 0 \qquad 1$$

$$N = N > 1 \qquad 0 \quad 0 \quad 4 \quad 4 \quad 4 \Rightarrow 0 \qquad 1$$

$$N = N > 1 \qquad 0 \quad 0 \quad 4 \quad 4 \quad 4 \Rightarrow 0 \qquad 1$$

$$N = N > 1 \qquad 0 \quad 0 \quad 4 \quad 4 \quad 4 \Rightarrow 0 \qquad 1$$

$$N = N > 1 \qquad 0 \quad 0 \quad 1 \quad 4 \quad 1 \Rightarrow 0 \qquad 1$$

$$N = N > 1 \qquad 0 \quad 0 \quad 1 \quad 4 \quad 1 \Rightarrow 0 \qquad 1$$

ans=0

while
$$(n>0)$$

if $((n+1)==1)$ ans= ans+1

Tc: $o(\log n)$
 $n=n>>1$;

 $((n+1)==1)$ ans= ans+1

 $((n+1)==1)$ ans= ans+1

return ans:

* Unset the
$$i$$
 bit of a no., if it is set.
$$N = 1010$$

set Bits in Range

A group of computer scientists is working on a project that involves encoding binary numbers. They need to create a binary number with a specific pattern for their project. The pattern requires A 0's followed by B 1's followed by C 0's. To simplify the process, they need a function that takes A, B, and C as inputs and returns the decimal value of the resulting binary number. Can you help them by writing a function that can solve this problem efficiently?

Constraints:

Example:

$$A = 4$$
 $B = 3$
 $C = 2$



* We can solve this question in O(1) as well.

Doubts

-
$$(2)3$$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2)3$

- $(2$