ASSIGNMENT 6 WRITEUP

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1   Goal

My assignment 6 takeaways.

2   TAKEAWAYS

BITWISE OPERATORS
    -First time really understanding bitwise operators and their uses:
    -num (1 « index) or (num » index) 1 can be used to check if a specific bit of a number, at an index, is set.
    -bitwise or can be used to set bits
    -bitwise and, combined with not, can be used to clear bits
BINARY TREES
    -A tree type data structure can be made in C, by creating a node ADT, and linking the nodes together somehow
    -in the case of our trie tree, nodes are linked by a list and a code
    -in order to free a tree, all children nodes must be freed first, from lowest children, to highest
    -this can be done with recursion
    -if you free highest first, you will lose access to lower nodes, which isn't good
COMPILING MULTIPLE EXECUTABLES
    -makefiles can compile multiple executables
    -using make all: binary1, binary2, etc