

## 5.13 Advanced topics threading memory management templates

### 5.13.1 Bit-field variable type

Variable bit fields are a specific type of data structure in C++ that allows a user to store multiple bit-sized values within a single variable. This can be useful for storing several different values in the same memory space or for compressing data. An example of a variable bit field in C++ is shown below:

```

1  struct example {
2      unsigned int value1 : 4; // Use 4 bits
3      unsigned int value2 : 8; // Use 8 bits
4      unsigned int value3 : 12; // Use 12 bits
5  } myStruct;
```

In this example, we have defined a structure called 'example' which contains three members - 'value1', 'value2', and 'value3'. Each of these members has been defined as a variable bit field using the 'unsigned int' data type and the ':' syntax, which allows us to specify the number of bits that each member should use. In this case, 'value1' will use 4 bits, 'value2' will use 8 bits, and 'value3' will use 12 bits. To access these values, we can use the members of the structure, for example, 'myStruct.value2'.

```

1  struct adc4 {
2      unsigned int value1 : 10;
3      unsigned int value2 : 10;
4      unsigned int value3 : 10;
5      unsigned int value4 : 10;
6  };
7
8  unsigned int adc_val[40];           //40 values
9  adc4 myAdc[10];                     //40 values
10
11 void setup() {
12     Serial.begin(9600);
13     Serial.println(sizeof(adc_val)); //print 80
14     Serial.println(sizeof(myAdc));  //print 50
15 }
16
17 void loop() {
18
19 }
```