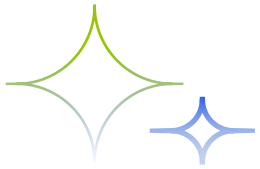

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Programming with C I

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Binary

- Computers represent everything as bits
- Recall: a byte is 8 bits
- Int: 4 bytes (32 bits)
- What's the largest int we can represent?

2^32 - 1

(unsigned)

Hexadecimal (base 16)

- **Binary takes up a lot of space**
- **Hexadecimal takes few digits but can easily be converted to binary (and vice versa)**
  - Hex uses digits 0-9 and a-f
  - 1 hex digit = 4 bits
- **0000 0000 0000 0001 1101 0011 0101 1011**
- **1d35b**

In C

Format ints

- %d for decimal
- %b for binary
- %x for hex

Assign ints

- 0b for binary (ex: 0b11011 is 27)
- 0x for hex (ex: 0x83fa9 is 540585)

Bitwise Operators

- You know logical operators…&&,||,!
- We will now learn &,|,~,^,<<,>>
- These operate at the bit level

Table

&

a	b	a & b
1	1	1
0	0	0
0	1	0
0	0	0

Table

|

a	b	a | b
1	1	1
0	0	1
0	1	1
0	0	0

Table

^

a	b	a ^ b
1	1	0
1	0	1
0	1	1
0	0	0

Table

~

a	~a
1	0
0	1

Operators on multiple bits

AND

```
    0110
&   1100
    ----
    0100
```

OR

```
    0110
|   1100
    ----
    1110
```

XOR

```
    0110
^   1100
    ----
    1010
```

NOT

```
^   1100
    ----
    0011
```

Bitmasks

- We often want to manipulate or isolate specific bits from a collection
- A **bitmask** is a bit pattern that achieves this
- We can use and/or create bitmasks using bitwise operators

Example:

- **Array of ints vs. storing bits**
- **Bitmasks**
  - Setting bits to 1 with |
  - Setting bits to 0 with &
  - Computing union and intersection
  - “Masking off” unwanted bits
- **But how do we mask an arbitrary position?**

<< and >>

- **<< k shifts x left by k**

  00**110111** << 2 results in **11011**100

  0110**0011** << 4 results in **0011**0000

  1001**0101** << 4 results in **0101**0000

- **x >> k shifts x right by k**
- **Careful with unsigned ints for >>**

THE END

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