

A Bit Shifty

Bit hacks you should know

Primer on operators

<code>&</code>	bitwise AND	integers
<code> </code>	bitwise OR	integers
<code>^</code>	bitwise XOR	integers
<code>&^</code>	bit clear (AND NOT)	integers
<code><<</code>	left shift	integer << unsigned integer
<code>>></code>	right shift	integer >> unsigned integer

Numbers in binary representation

```
fmt.Printf("%08b | %[1]d\n", i)  
// 00001101 | 13
```

```
fmt.Printf("%08b | %[1]d\n", i)  
// 00000000 | 0
```

Finding odd numbers

```
// the usual way  
if 3 % 1 == 0 { /* odd */ }
```

```
// the bit hack way  
if 3&1 == 1 { /* odd */ }
```

This works because...

	00101011		43
&	00000001		1

	00000001		

Bit shifting

Observe which bit is set in this series

Operation	Binary	Integer
$1 \ll 1$	00000010	2
$1 \ll 2$	00000100	4
$1 \ll 3$	00001000	8
$1 \ll 4$	00010000	16
$1 \ll 5$	00100000	32
$1 \ll 6$	01000000	64
$1 \ll 7$	10000000	128

Turning on specific bits

```
// Given the number 120...
```

```
var n = 120
```

```
// → 01111000 | 120
```

```
// Now let's turn on bit position 2
```

```
n = n | (1 << 2)
```

```
// → 01111100 | 124
```

```
// Can we turn it off now?
```

```
n = n &^ (1 << 2)
```

```
// → 01111000 | 120
```

Re-stating the obvious

- Think of a uint8 not as a number, but as 8 individual bits
- Each bit has 2 possible state, 1 or 0
- We now have 256 possible states

Bitwise Permissions

```
const (  
    read    = 1 << iota // left shift by 0  
    write   // left shift by 1  
    update  // left shift by 2  
    delete // left shift by 3  
  
    guest    = read  
    user     = read | write | update  
    moderator = read | delete  
    admin    = read | write | update | delete  
)
```

Note that read gives no permission.