

Declare a 362-bit width variable of unsigned integer type and initialise that with a value that set all bits to one.

The straitforward way is as shown in the following code

```
ap_uint<362> a = ap_uint< 763 >( "1111111111111111"
                                "1111111111111111"
                                "1111111111111111"
                                "1111111111111111"
                                "1111111111111111"
                                "1111111111111111"
                                "1111111111111111"
                                "1111111111111111"
                                "1111111111111111"
                                "1111111111111111"
                                "1111111111111111"
                                "1111111111111111"
                                "1111111111111111"
                                "1111111111111111"
                                "1111111111111111"
                                "1111111111111111"
                                "1111111111111111"
                                "1111111111111111"
                                "1111111111", 2);
std::cout << " a = " << a.to_string() << std::endl;
```

Another way is using the concept of overflow in unsigned operations as shown in the code below

```
ap_uint<362> a = ap_uint< 763 >("0", 16)-1;
std::cout << " a = " << a.to_string() << std::endl;
```