

```
/*QUIZ 18 - ATTEMPT TO LOCATE AN INT INSIDE A GIVEN INT ARRAY IN O(1)*/
```

```
/*the idea is to use xor operation with (num, arr[i]):
```

```
If you XOR an integer with a bitmask where all the bits are 0 except for the bit  
you want to clear (which is set to 1), it will effectively clear the specified bit.  
so xoring a number with itself will result in 0.
```

```
*/
```

```
#include <stddef.h> /*size_t*/
```

```
#include <stdio.h> /*size_t*/
```

```
int FindNumInArrayEfficiently (size_t num, size_t *arr, size_t len)
```

```
{  
    size_t i = 0;  
    size_t is_found = 0xFFFFFFFFFFFFFFFF;  
    while(i < len)  
    {  
        is_found *= (arr[i] ^ num);  
        ++i;  
    }  
    return !is_found; /*if 1 - found, else - not found*/  
}
```

```
int main()
```

```
{  
    size_t num_to_find = 12;  
    size_t arr[10] = {1,2,3,4,5,6,7,8,9,10};  
    size_t is_found = FindNumInArrayEfficiently (num_to_find, arr, 10);  
    if(is_found)  
    {  
        printf("num %ld is found\n", num_to_find);  
        return 0;  
    }  
    printf("num %ld is not found\n", num_to_find);  
    return 0;  
}
```