Bits and Bytes

Pre-requisites:

Knowledge of

- bitwise operators &, I, >>, <<, ^, ~
- Data representation of signed and unsigned integers

Q1. BitAnd

```
/*
/* bitAnd - x & y using only ~ and |
/* Example bitAnd(6, 5) = 4
*/ Legal ops: ~ |
/*Max ops: 8
*/
int bitAnd (int x, int y) {
    return 0;
}
```

Q2. BitXor

```
/*
/* bitXor - x ^ y using only ~ and &
/* Example bitXor(4, 5) = 1
*/ Legal ops: ~ &
/* Max ops: 14
*/
int bitXor (int x, int y) {
    return 0;
}
```

Q3. Sign

```
/*
 * sign - return 1 if positive, 0 if zero, and -1 if negative
 * Examples: sign(130) = 1, sign(-23) = -1
 * Legal ops: ! ~ & ^ | + << >>
 * Max ops : 10
 */
int sign(int x) {
   //TODO
   return 0;
}
```

Q4. GetByte

```
/*
 * getByte - extract byte n from word x
 * Examples: getByte(0x12345678, 1) = 0x56
 *Legal ops: ! ~ & ^| + << >>
Max ops: 6
 */
int getByte(int x, int n) {
    return 0;
}
```

Q5. LogicalShift

```
/* logicalShift - shift x to the right by n, using a logical
shift

* can assume that 0 <=n<=31

* examples: logicalShift(0x87654321, 4) = 0x8765432

* Legal ops: ~ & ^ | + << >>
*Max ops: 20

*/
int logicalShift(int x, int n) {
    return 0;
}
```

Q6. Conditional

```
/*
 * conditional - same as x ? y : z
 * example conditional (2, 4, 5) = 4
 * ! ~ & ^ | + << >>
 * Max ops: 16
 */
int conditional(int x, int y, int z) {
    return 0;
}
```

Q7. Bang

```
/* bang - Compute !x without using !
* Examples: bang(3)=0, bang(0)=1
* Legal ops: ~ & ^ | + << >>
* Max ops: 12
*/
int bang(int x) {
   return 0;
}
```

Q8. Invert

```
/*
/* Return x with the n bits that begin at position p inverted (i.e. turn 0
/* into 1 and vice versa)
/* and the rest left unchanged. Consider the indices of x to begin with the
/* lower -order bit numbered
/* Legal ops: ~ & ^ | << >>
/* as zero
*/
int invert (int x, int p, int n) {
    //TODO
    return 0;
}
```

Q9. Base64 Encoding

Please solve this hackerrank problem

Submission

This assignment has to be strictly submitted in C Language. Problems 1-8 can be implemented in one file and problem 9 in a separate file. As always, please share github links to your solutions.