



# EXERCISES — Bit Rotation

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version #



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# 1 Bit Rotation

**Files to submit:**

- bit\_rotation/rol.c

**Main function:** None

**Authorized headers:** You are only allowed to use the functions defined in the following headers:

- assert.h
- err.h
- errno.h
- stddef.h

## 1.1 Goal

Rotate the bits of `value` by `roll` rolls to the left. Each roll will shift the bits by one bit in the left direction. The leftmost bits are placed on the right.

```
[1]1101010 -> 1101010[1]
```

The prototype:

```
unsigned char rol(unsigned char value, unsigned char roll);
```

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