# Bit Manipulation In C++

Note by Tawhid Monowar

```
Left shift (a<<b = a*2^b)
Right shift (a>>b = a/2^b)
For all odd numbers the last bit is 1, and for even it's 0
Odd/Even (n&1)? cout << "Odd": cout << "Even";
```

Some properties of bitwise operations:

```
    a|b = a⊕b + a&b
    a⊕(a&b) = (a|b)⊕b
    b⊕(a&b) = (a|b)⊕a
    (a&b)⊕(a|b) = a⊕b
```

### Addition:

```
    a+b = a|b + a&b
    a+b = a⊕b + 2(a&b)
```

### Subtraction:

```
    a-b = (a⊕(a&b))-((a|b)⊕a)
    a-b = ((a|b)⊕b)-((a|b)⊕a)
    a-b = (a⊕(a&b))-(b⊕(a&b))
    a-b = ((a|b)⊕b)-(b⊕(a&b))
```

#### Get ith Bit

```
int get_ith_bit(int n, int i)
{
    int mask = (1<<i);
    return (n&mask)>0?1:0;
}
```

# Clear ith Bit

```
int clear_ith_bit(int n, int i)
{
    int mask = ~(1<<i);
    n = (n&mask);
    return n;
}</pre>
```

Set ith Bit

```
int set_ith_bit(int n, int i)
{
    int mask = (1<<i);
    n=(n|mask);
    return n;
}</pre>
```

Update ith Bit

```
int update_ith_bit(int n, int i, int v)
{
    clearIthBit(n,i);
    int mask = (v<<i);
    n=(n|mask);
    return n;
}</pre>
```

Clear last i Bit

```
int clear_last_i_bit(int n, int i)
{
    int mask = (-1<<i);
    n = (n&mask);
    return n;
}</pre>
```

Clear Bits In Range

```
int clear_bits_in_range(int n, int i, int j)
{
    int a = (-1<<j+1);
    int b = (i<<i-1);
    int mask = (a|b);
    n = (n&mask);
    return n;
}</pre>
```

# Update Bits In Range

```
int replace_bits_in_range(int n, int v, int i, int j)
{
    n = clear_bits_in_range(n,i,j);
    int mask = (v<<i);
    cout << (n|mask);
}</pre>
```

Check N is power of 2 or not

```
void n_is_power_of_two(int n)
{
      (n&(n-1)) ? cout << "false" : cout << "true";
}</pre>
```

Count Set Bits (Method one)

```
int count_set_bits(int n)
{
    int cont=0;
    while(n>0)
    {
        n = (n&(n-1));
        cont ++;
    }
    return cont;
}
```

Count Set Bits (Method Two)

```
int count_set_bits(int n)
{
    int cont=0;
    while(n>0)
    {
        int last_bit = (n&1);
        cont+=last_bit;
        n = n>>1;
    }
    return cont;
}
```