

## 제목 없음

```
#include <stdio.h>

#define MAX_VARIABLES (3126) // 1~ 100000 id

unsigned int saveIdBit[MAX_VARIABLES];
unsigned int mask[33];

void setId(int Id)
{
    int fIndex=0, sIndex=0;
    fIndex = (Id-1)/32;

    sIndex = Id % 32;
    if( sIndex ==0 )
        sIndex =32;

    saveIdBit[fIndex] = saveIdBit[fIndex] | mask[sIndex];
}

void unsetId(int Id)
{
    int fIndex=0, sIndex=0;
    fIndex = (Id-1)/32;

    sIndex = Id % 32;
    if( sIndex ==0 )
        sIndex =32;

    saveIdBit[fIndex] = saveIdBit[fIndex] & ~mask[sIndex];
}

unsigned int bc1(unsigned int v)
{
    unsigned int c;
    c = (v & 0x55555555) + ((v >> 1) & 0x55555555);
    c = (c & 0x33333333) + ((c >> 2) & 0x33333333);
}
```

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```
c = (c & 0x0F0F0F0F) + ((c >> 4) & 0x0F0F0F0F);  
c = (c & 0x00FF00FF) + ((c >> 8) & 0x00FF00FF);  
c = (c & 0x0000FFFF) + ((c >> 16) & 0x0000FFFF);
```

```
return c;
```

```
}
```

```
unsigned int bc3(unsigned int v)
```

```
{
```

```
    unsigned int c;
```

```
    c = (v & 0x55555555) + ((v >> 1) & 0x55555555);  
    c = (c & 0x33333333) + ((c >> 2) & 0x33333333);  
    c = (c & 0x0f0f0f0f) + ((c >> 4) & 0x0f0f0f0f);  
    c = (c & 0x00ff00ff) + ((c >> 8) & 0x00ff00ff);  
    c = (c & 0x0000ffff) + ((c >> 16) & 0x0000ffff);  
    return c;
```

```
}
```

```
int bc2(unsigned int i)
```

```
{
```

```
    i = i - ((i >> 1) & 0x55555555);  
    i = (i & 0x33333333) + ((i >> 2) & 0x33333333);  
    i = (i + (i >> 4)) & 0x0f0f0f0f;  
    i = i + (i >> 8);  
    i = i + (i >> 16);  
    return i & 0x3f;
```

```
}
```

```
int main(int argc, char** argv)
```

```
{
```

```
    //make mask  
    for(register int i=1 ; i<=32 ; i++)  
        mask[i] = 1 << (i-1);
```

```
    setld(9999);  
    setld(32);  
    setld(31);  
    setld(28);  
    unsetld(28);
```

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```
printf(" test - %d \n",bc3(savelidBit[0]));  
  
return 0;  
  
}
```