

```
1  package bitManipulation;
2
3  class CalculateNumberOfOnes {
4
5      public static int calculateNumberOfOnes(int number) {
6
7          int tempResult;
8          int onesCount = 0;
9          while (number != 0) {
10
11              tempResult = number & 1;
12              if (tempResult != 0) {
13                  onesCount++;
14              }
15              number = number >>> 1;
16          }
17
18          return onesCount;
19      }
20  }
```