Bit manipulation (C++)

1. Debugging

> To parint data in binary.

2. Fixed size int types

#include/cstdint>

3. Bit wise operations

$$\alpha = 1101$$
 $\left(\alpha \gg 1 = 010\right) \left(\alpha \angle 1 = 11010\right)$

$$b = 0110(11)$$
 $a = 0000$
 $a = b$
 $a = 6(11)$

4. Sign (+/-)