# Lab: Bitwise Operations

Problems for in-class lab for the ["Programming Fundamentals" course @ SoftUni](https://softuni.bg/courses/programming-fundamentals).

## Binary Digits Count

You are given a positive integer number and one binary digit B (0 or 1). Your task is to write a program that finds the number of binary digits (B) in given integer.

### Examples

|  |  |  |
| --- | --- | --- |
| **Input** | **Output** | **Comments** |
| 20  0 | 3 | 20 -> 1**0**1**00**  We have **3 zeroes**. |
| 15  1 | 4 | 15 -> **1111**  We have **4 ones**. |
| 10  0 | 2 | 10 -> 1**0**1**0**  We have **2 zeroes**. |

### Hints

1. Declare **two** variables (**n** and **b**).
2. Read the user input from the console.
3. Convert the **n** into **binary representation** (you can use built-in method).
4. Count the **b** digit in the binary number.
5. Print the result on the console.

## Bit at Position 1

Write a program that prints the bit at **position 1** of given integer. We use the standard counting: from right to left, starting from 0.

### Examples

|  |  |  |
| --- | --- | --- |
| **Input** | **Output** | **Comments** |
| 2 | 1 | 000000**1**0 🡪 **1** |
| 51 | 1 | 001100**1**1 🡪 1 |
| 13 | 0 | 00001101 🡪 0 |
| 24 | 0 | 00011000 🡪 0 |

### Hints

1. Declare **two** variables (n and bitAtPosition1).
2. **Read** the user input from the console.
3. **Find** the **value** of the **bit at position 1** (position 1 is the second bit from right to left: [7, 6, 5, 4, 3, 2, **1**, 0]):
   1. **Shift** the number **n** times to the **right** (where **n** is the position, in this case it is **1**) by using the **>>** operator. In that way the bit we want to check will be at position **0**;
   2. **Find** the bit at **position 0**. Use **& 1** operator expression to extract the value of a bit. By using the following **formulae** () you **check** whether the bit at **position 0** is equal to **1** or **not**. If the bit is **equal** to **1** the **result** is **1** if the bit is **not** **equal** - the **result** is **0**;
   3. **Save** the result in **bitAtPosition1;**
4. **Print** the result on the console.

## P-th Bit

Write a program that prints the bit at position **p** of given integer. We use the standard counting: from right to left, starting from 0.

### Examples

|  |  |  |
| --- | --- | --- |
| **Input** | **Output** | **Comments** |
| 2145  5 | 1 | 0000100001**1**00001 🡪 **1** |
| 512  0 | 0 | 0000001000000000 🡪 0 |
| 111  8 | 0 | 0000000001101111 🡪 0 |
| 255  7 | 1 | 0000000011111111 🡪 **1** |

### Hints

1. Declare **three** variables (**n**, **p** and **bitAtPositionP**).
2. **Read** the user input from the console.
3. **Find** the **value** of the **bit at position p**:
   1. **Shift** the number **p** times to the **right** (where **p** is the position) by using the **>>** operator. In that way the bit we want to check will be at position **0**;
   2. **Find** the bit at **position 0**. Use **& 1** operator expression to extract the value of a bit. By using the following **formula** (bitAtPositionP & 1) you **check** whether the bit at **position 0** is equal to **1** or **not**. If the bit is **equal** to **1** the **result** is **1** if the bit is **not** **equal** - the **result** is **0**;
   3. **Save** the result in **bitAtPosition1;**
4. **Print** the result on the console.

## Bit Destroyer

Write a program that sets the bit at **position** **p** to **0**. Print the resulting integer.

### Examples

|  |  |  |
| --- | --- | --- |
| **Input** | **Output** | **Comments** |
| 1313  5 | 1281 | 010100100001 🡪 010100000001 |
| 231  2 | 227 | 000011100111 🡪 000011100011 |
| 111  6 | 47 | 000001101111 🡪 000000101111 |
| 111  4 | 111 | 000001101111 🡪 000001101111 |

### Hints

1. Declare **four** variables (n, p, mask and newNumber).
2. **Read** the user input from the console.
3. **Set** the **value** of the **bit at position p** to **0**:
   1. **Shift** the number **1**, **p** times to the **left** (where **p** is the position) by using the **<<** operator. In that way the bit we want to delete will be at position **p**. Save the resulting value in **mask**;
   2. **Invert** the **mask** (e.g. we move the number 1, 3 times and we get 00001000, after inverting we get 11110111).
   3. Use **& mask** operator expression to **set** the **value** of a number to **0**. By using the following **formulae** (n & mask) you **copy** **all** the **bits** of the **number** and you **set** the bit at **position** **p** to **0**;
   4. **Save** the result in **newNumber;**
4. **Print** the result on the console.

## \* Odd Times

You are given an **array of positive integers** in a single line, separated by a space (' '). All numbers occur even number of times except one number which occurs odd number of times. Find it, using only bitwise operations.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 1 2 3 2 3 1 3 | 3 |
| 5 7 2 7 5 2 5 | 5 |

### Hints

1. Read an array of integers.
2. Initialize a variable **result** with value **0**.
3. Iterate through all number in the array.
4. Use **XOR (^)** of **result** and **all numbers** in the **array**.
   1. **XOR** of **two elements** is **0** if **both elements** are **same** and **XOR** of a number **x** with **0** is **x**
5. Print the **result**.

Think why the above algorithms is correct.

## \* Tri-bit Switch

Write a program that inverts the **3 bits** from position **p** to the left with their XOR opposites (e.g. **111** -> **000**, **101** -> **010**) in 32-bit number. Print the resulting integer on the console.

### Examples

|  |  |  |
| --- | --- | --- |
| **Input** | **Output** | **Comments** |
| 1234  7 | 1874 | 0000000000000000000001**001**1010010 🡪  0000000000000000000001**110**1010010 |
| 44444  4 | 44524 | 0000000000000000101011011**001**1100 🡪  0000000000000000101011011**110**1100 |

### Hints

1. **Shift** the number **7** (the number 7 has the bits 111 which we use to get 3 consecutive values), **p** times to the **left** (where **p** is the position) by using the **<<** operator. In that way the **3 bits** we want to **invert** will be at position **p**. Save the resulting value in **mask**;
2. Use **^ mask** operator expression to **invert** the **values** of the **three** **bits** starting from position **p**. By using the following **formulae** (n ^ mask) you **copy** all the **bits** of the **number** and you **invert** the bits at position **p**, **p+1** and **p+2**;
3. Save the result in **result**;