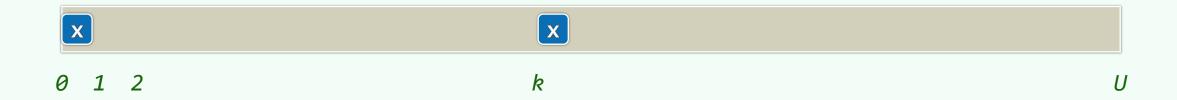
## 向量

位图:数据结构

这样做能保存的信息量就小多了,不到原来的万分之一,但他们也只能接受这个结果。

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## 有限整数集



## 结构

```
class Bitmap {
private:
  int N;
                                                 B[0,n)
   unsigned char * M;
                          8X
                                 8X
                                       8X
                                             X8
                                                                                X8
public:
                                                 M[0,N)
   Bitmap( int n = 8 ) { M = new unsigned char[ N = (n+7)/8 ]; memset( M, 0, N ); }
  ~Bitmap() { delete [] M; M = NULL; }
  void set( int k ); void clear( int k ); bool test( int k );
```

## 实现

```
bool test( int k ) { return M[k >> 3] & (0x80 >> (k & 0x07) ); }
void set( int k ) { expand( k ); M[ k >> 3 ] = ( 0x80 >> (k & 0x07) ); }
void clear( int k ) { expand(k); M[ k >> 3 ] &= ~( 0x80 >> (k & 0x07) ); }
                        0x80:
                     bit mask:
                                        0
                                           0
 0
                                                                       n
                                             0/1
             k >> 3
                                 k & 0x07
             k / 8
```