

# APPENDIX D

## Bit Operations

To write programs at the machine-level, often you need to deal with binary numbers directly and perform operations at the bit-level. C++ provides the bitwise operators and shift operators defined in the following table.

<i>Operator</i>	<i>Name</i>	<i>Example</i>	<i>Description</i>
&	bitwise AND	10101110 & 10010010 yields 10000010	The AND of two corresponding bits yields a 1 if both bits are 1.
	Bitwise inclusive OR	10101110   10010010 yields 10111110	The OR of two corresponding bits yields a 1 if either bit is 1.
^	Bitwise exclusive OR	10101110 ^ 10010010 yields 00111100	The XOR of two corresponding bits yields a 1 only if two bits are different.
~	One's complement	~10101110 yields 01010001	The operator toggles each bit from 0 to 1 and from 1 to 0
<<	Left shift	10101110 << 2 yields 10111000	Shift bits in the first operand left by the number of the bits specified in the second operand, filling with 0s on the right.
>>	Right shift for unsigned integer	1010111010101110 >> 4 yields 0000101011101010	Shift bit in the first operand right by the number of the bits specified in the second operand, filling with zeros on the left.
>>	Right shift for signed integer		The behavior depends on the platform. Therefore, you should avoid right shift signed integers.

All the bitwise operators can form bitwise assignment operators such as `&=`, `|=`, `<<=`, and `>>=`.