

1.4 DATA TYPES & STRUCTURES · 1.4.1 A-LEVEL

Bitwise manipulation & masks

Original practice questions · 30 marks · about 40 minutes · spec 1.4.1(i)

Instructions. Answer all questions. Marks are shown in brackets []. All shifts are logical shifts. Show your working.

1 Total: 6 marks

This question is about logical binary shifts.

- (a) Give the result of shifting `00011010` **left** by one place, and state the effect on the value. [2]

- (b) Give the result of shifting `01101000` **right** by two places, and state the effect on the value. [2]

- (c) State the effect on a number's value of shifting it left by 3 places. [1]

- (d) Give one reason a right shift can reduce the accuracy of a value. [1]

2 Total: 6 marks

A byte holds the value `10110110`.

- (a) Show the result of `10110110` AND `00001111`. [1]

- (b) State what this operation achieves. [1]

- (c) Show the result of `10110110` OR `00001111`. [1]

- (d) State what this operation achieves. [1]

- (e) Show the result of `10110110` XOR `11111111`. [1]

- (f) State what XOR with a mask of all 1s achieves. [1]

A byte controls 8 lights (bit 1 on the left to bit 8 on the right). It currently holds 11010111.

- (a) Show the mask and logical operator that would switch lights 1–4 (the left four) **off** without affecting the others, and give the result. [2]

- (b) Show the mask and logical operator that would switch lights 5–8 (the right four) **on** without affecting the others, and give the result. [2]

- (c) Describe how a mask could be used to test whether light 1 is currently on. [2]

- (a) The ASCII code for 'B' is 01000010 and for 'b' is 01100010. Give the logical operator and 8-bit mask that converts 'B' to 'b', and show the result. [3]

- (b) Using a combination of shifts and addition, multiply 00000101 (5) by 6. Show your working. [3]

- (a) State the logical operation used to **set** chosen bits to 1. [1]

- (b) State the logical operation used to **toggle** chosen bits. [1]

- (c) Describe the logical operator and 8-bit mask needed to set the **most significant bit** of a byte to 1, leaving the other bits unchanged. [2]

- (d) Explain why applying the same XOR mask to a value twice returns the original value. [2]