Bit manipulation

Bit masking
Bit flags
Bit fields
Bit manipulation

Bit packing

C1CTRL1 – dsPIC33EP256MC502
Bit manipulation

Bit masks

Example

```c
// Abort the current CAN message transmission
C1CTRL1 = C1CTRL1 | 0x1000;
```
Bit manipulation

Bit masks

Example

// Disable CAN message timestamping
C1CTRL1 = C1CTRL1 & 0x00F7;
Bit manipulation

Bit masks

Example

// Disable CAN message timestamping
C1CTRL1 &= ~(1 << 3);

\sim 1000
\sim 0111
Bit manipulation

Bit masks

• A constant that indicates which bits are relevant for a given variable
• One bits indicate significant bits
• Zero bits indicate ignore bits
Bit manipulation

Bit masks

```
#define CxCTRL1_MASK_CANCAP (1 << 3)

// Disable CAN message timestamping
C1CTRL1 &= ~CxCTRL1_MASK_CANCAP;
```
Bit manipulation

Bit masking

- Setting a bit
  - ORing with 1
    
    \[
    C1CTRL1 | = CxCTRL1\_MASK\_CANCAP;
    \]

- Clearing a bit
  - ANDing with 0
    
    \[
    C1CTRL1 &= \neg CxCTRL1\_MASK\_CANCAP;
    \]

- Toggling a bit
  - XORing with 1
    
    \[
    C1CTRL1 ^= CxCTRL1\_MASK\_CANCAP;
    \]
Bit manipulation

Bit masking

- Setting a bit can OR multiple masks together

```c
enum {
    BUTTON_EVENT_1UP = 0x01,
    BUTTON_EVENT_2UP = 0x04
};

uint8_t event = BUTTON_EVENT_1UP | BUTTON_EVENT_2UP;
```
Bit manipulation

Bit masking

• Getting a bit
  – ANDing with 1

Example

```c
#define CxCTRL1_MASK_CANCAP (1 << 3)

// If CAN message timestamping is enabled
if (C1CTRL1 & CxCTRL1_MASK_CANCAP == CxCTRL1_MASK_CANCAP) {
  ...
  1000
  0000 == 1000
}
```
Bit manipulation

Bit masking

- Getting a bit
  - ANDing with 1

Example

```c
#define CxCTRL1_MASK_CANCAP (1 << 3)

// If CAN message timestamping is enabled
if (C1CTRL1 & CxCTRL1_MASK_CANCAP) {
    ...
}
```
Bit manipulation

Bit masking

Example

```c
// Retrieve the operating mode of the CAN hardware
int opmode = (ClCTRL1 & 0xE0) >> 5;
```
Bit Fields

Definition

**Bit Fields** are *(unsigned)* int members of structures that occupy a specified number of adjacent bits from one to `sizeof(int)`. They may be used as an ordinary int variable in arithmetic and logical operations.

- Bit Fields:
  - Are ordinary members of a structure
  - Have a specified bit width
  - Provide bit access to a variable without masking operations
Bit Fields

- Bit Fields:
  - May only be integers (short, long, _, long long)
    - No larger than the base type
  - Unsigned by default, but may be signed
  - Non-portable across architectures/compilers!
    - Just like regular structs
Bit Fields

How to Create a Bit Field

Syntax

```c
struct StructName {
    ((un)signed) int memberName0: bitWidth;
    ...
    ((un)signed) int memberNamen: bitWidth;
}
```

Example

```c
struct ByteBits {
    unsigned int a: 1;
    long b: 1;
    short c: 2;
    unsigned d: 1;
    long long e: 3;
};
```
Bit Fields
How to Use a Bit Field

Example

typedef struct {
    unsigned int  a: 1;
    long          b: 1;
    short         c: 2;
    unsigned      d: 1;
    long long     e: 3;
} ByteBits;

ByteBits x;

bitfield struct may be declared normally or as a typedef
Bit Fields
How to Use a Bit Field

Example

```c
struct ByteBits {
    unsigned a: 1;
    unsigned b: 1;
    unsigned c: 2;
    unsigned d: 1;
    unsigned e: 3;
} x;

int main(void)
{
    x.a = 1;  // x.a may contain values from 0 to 1
    x.b = 0;  // x.b may contain values from 0 to 1
    x.c = 0b10;  // x.c may contain values from 0 to 3
    x.d = 0x0;  // x.d may contain values from 0 to 1
    x.e = 7;  // x.e may contain values from 0 to 7
}
```

Bit Fields
Microchip's SFRs

Example

// SFR register declaration
extern volatile unsigned int C1CTRL1 __attribute__((__sfr__));

// SFR bitfield declaration
typedef struct {
    unsigned WIN : 1;
    unsigned : 2;
    unsigned CANCAP : 1;
    unsigned : 1;
    unsigned OPMODE : 3;
    unsigned REQOP : 3;
    unsigned CANCKS : 1;
    unsigned ABAT : 1;
    unsigned CSIDL : 1;
} C1CTRL1BITS;
extern volatile C1CTRL1BITS C1CTRL1bits __attribute__((__sfr__));
int main(void)
{
    // Abort the current CAN message transmission
    C1CTRL1 |= 0x1000;

    // Disable CAN message timestamping
    C1CTRL1 &= 0xFFF7;

    // If CAN message timestamping is enabled
    if (C1CTRL1 & 0x0008) {
        ...
    }
}
Bit Fields

Signed values

Example

typedef struct {
    signed int    a: 3;
    short         b: 2;
    signed short  c: 2;
    long long     d: 3;
} ByteBits;

ByteBits x;
Bit Fields
Signed values

Example

typedef struct {
    signed int    a: 3;
    short         b: 2;
    signed short  c: 1;
    long long     d: 3;
} ByteBits;

ByteBits x;
Bit Fields
Maximum bitness

Example

typedef struct {
    signed int    a: 3;
    short         b: 2;
    signed short  c: 1;
    long long     d: 3;
} ByteBits;

ByteBits x;
Bit Fields
Maximum bitness

Example

typedef struct {
    signed short  a: 3;
    short         b: 2;
    signed short  c: 1;
    short         d: 3;
} ByteBits;

ByteBits x;
Metaprogramming: The C Preprocessor

Directives
Constants/Macros
Conditionals
Debugging
Preprocessor

Operation of

- Preprocessor operates on all sources files before they're pass to the compiler
- Processes special *preprocessor directives* specified in the code
- Final text of the source file after all preprocessor directives are processed is then compiler
Preprocessor Directives

Definition

Preprocessor Directives are parts of the code that give special instructions to the compiler. They always begin with a # at the beginning of the line, and are used to direct the compiler with a number of specific commands.

• Groups:
  – #defines: constants, macros
  – Conditionals

• Usage:
  – Code organization
  – Debugging
# Preprocessor Directives

<table>
<thead>
<tr>
<th>Directive</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>#define</code></td>
<td>Define a preprocessor macro.</td>
</tr>
<tr>
<td><code>#elif</code></td>
<td>Alternatively include some text based on the value of another expression, if the previous <code>#if</code>, <code>#ifdef</code>, <code>#ifndef</code>, or <code>#elif</code> test failed.</td>
</tr>
<tr>
<td><code>#else</code></td>
<td>Alternatively include some text, if the previous <code>#if</code>, <code>#ifdef</code>, <code>#ifndef</code>, or <code>#elif</code> test failed.</td>
</tr>
<tr>
<td><code>#endif</code></td>
<td>Terminate conditional text.</td>
</tr>
<tr>
<td><code>#error</code></td>
<td>Produce a compile-time error with a designated message.</td>
</tr>
<tr>
<td><code>#if</code></td>
<td>Conditionally include text, based on the value of an expression.</td>
</tr>
<tr>
<td><code>#ifdef</code></td>
<td>Conditionally include text, based on whether a macro name is defined.</td>
</tr>
<tr>
<td><code>#ifndef</code></td>
<td>Conditionally include text, based on if a name is not a defined macro.</td>
</tr>
<tr>
<td><code>#include</code></td>
<td>Insert text from another source file.</td>
</tr>
<tr>
<td><code>#line</code></td>
<td>Reset the line number for compiler output</td>
</tr>
<tr>
<td><code>#pragma</code></td>
<td>Allows for extending preprocessor directives beyond what's in the standard</td>
</tr>
<tr>
<td><code>#</code></td>
<td>Null directive</td>
</tr>
<tr>
<td><code>#warning</code></td>
<td>Emits a warning described by the rest of the line</td>
</tr>
</tbody>
</table>
Preprocessor Directives

Text substitution using \#define

- Defines a text substitution label

**Syntax**

```c
\#define label text
```

- Each instance of `label` will be replaced with `text` by the preprocessor unless `label` is inside a string
- `text` is optional
- Uses no memory

**Example**

```c
\#define PI 3.14159
\#define MOL 6.02E23
\#define MCU "PIC32MX320F128H"
\#define PI_2 2 * PI
\#define _STDIO_H_
```
Preprocessor Directives

Text substitution using \texttt{\#define}

- Labels must be valid identifiers

\begin{verbatim}
define 0 1
#define __WRONG
#define ____WRONG
#define RIGHT
\end{verbatim}
Preprocessor Directives

Text substitution using `#define`

- Text goes until the end of the line
  - Unless newline is escaped with a `
`

Example

```c
#define true false
#define true \false
```

- Constants can be nested

Example

```c
#define OLED_NUM_LINES (OLED_DRIVER_PIXEL_ROWS \
   / ASCII_FONT_HEIGHT)
```
# Preprocessor Directives

## Predefined constants

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>__FILE__</code></td>
<td>Full path of current file</td>
</tr>
<tr>
<td><code>__LINE__</code></td>
<td>The current line in the file</td>
</tr>
<tr>
<td><code>__DATE__</code></td>
<td>The current date as a string, like &quot;Jan 27 2014&quot;</td>
</tr>
<tr>
<td><code>__TIME__</code></td>
<td>The current time as a string, like &quot;17:20:50&quot;</td>
</tr>
<tr>
<td><code>__func__</code></td>
<td>The current function as a string, like 'main'</td>
</tr>
<tr>
<td><code>__DEBUG</code></td>
<td>When debugging is specified in MPLAB X, not part of the standard!</td>
</tr>
</tbody>
</table>
Preprocessor Directives

```
#define M_PI 3.14
#undef M_PI
#define M_PI 3.141592653589793238462643383279502884197
```
Preprocessor Directives

Argument Macros

- Create a function-like macro

**Syntax**

```c
#define LABEL(arg1, ..., argn) code
```

- The `code` must fit on a single line or use `'\' to split lines
- Text substitution used to insert arguments into `code`
- Each instance of `LABEL()` will be expanded into `code`
- This is not the same as a C function! No stack allocation.

**Example**

```c
#define MIN(x, y) ((x) < (y) ? (x) : (y))
#define SQUARE(x) ((x) * (x))
#define SWAP(x, y) { (x) ^= (y); (y) ^= (x); (x) ^= (y); }
```
Preprocessor Directives
Argument Macros – Side Effects

Example

#define SQUARE(x) x * x

Extreme care must be exercised when using macros. Consider the following use of the above macro:

```c
i = 5;
a = SQUARE(i + 3);
```
Preprocessor Directives
Argument Macros – Side Effects

Example

```c
#define SQUARE(x) ((x)*(x))
```

Extreme care must be exercised when using macros. Consider the following use of the above macro:

```c
i = 5;
a = SQUARE(i++);
```
Macros with \texttt{\#define}

Argument Macros – Side Effects

\begin{verbatim}
#define ABS(x) (((x) > 0) ? (x) : (-x))
#define NORM1(x, y) (ABS((x)) + ABS((y)))

int x = NORM1(5, 6.6);

int x = (((5) > 0)?(5):(-5)) + (((6.6) > 0)?(6.6):(-6.6));
\end{verbatim}
Macros with `#define`

Emulating functions

- Functions provide useful features:
  - Encapsulation
  - Evaluate as an expression
  - Return values
Preprocessor Directives
Emulating functions

- For encapsulation

Example

```c
#define LABEL(arg1, ..., argn) {
    ...
    ...
}
```

- Code blocks forces all code in the macro to execute in the same context
- Also allows for temporary variables within the macros
Preprocessor Directives

Emulating functions

Example

```c
#define INIT() TRISA = 5; LATA = 5;

if (beginStartup)
  INIT();
```
#define INIT() {TRISA = 5; LATA = 5;};

if (beginStartup)
    INIT();
else
    ...

Preprocessor Directives

Emulating functions

- For encapsulation with expression-ness

Example

```c
#define LABEL(arg_1, ..., arg_n) do {
    ...
} while (0)
```

- Code blocks forces all code in the macro to execute in the same context
  - Also allows for temporary variables within the macros
- `while`-statement allows for semi-colon termination
  - Generates a single statement
Preprocessor Directives

Emulating functions

- To "return" values, just have the statement evaluate to a value

Example

```c
#define LABEL(arg_1, ..., arg_n) VALUE
```
Preprocessor Directives
Stringification of macro values

Example

```c
#define VERSION 6.3
#define TEXTIFY(x) #x

printf("\%s", TEXTIFY(VERSION));
```

6.3
Preprocessor Directives
Stringification of macro values

- You need another layer of indirection

Example

```c
#define TEXTIFY(x) TEXTIFY_HELPER(x)
#define TEXTIFY_HELPER(x) #x
#define MAJOR_VER 1
#define MINOR_VER 3
#define VERSION_STRING TEXTIFY(MAJOR_VER) \ 
    "." \ 
    TEXTIFY(MINOR_VER)

printf("%s", TEXTIFY(VERSION));
```

1.3
Preprocessor Directives

Token concatenation

- To combine argument with existing token to generate identifiers

Example

```c
#define DEBUGIFY(x) x ## _DEBUG

printf("%s", DEBUGIFY(asdf));
```
Preprocessor Directives
Conditional compilation

- Control what code actually gets compiled
  - Already seen this with header guards

Example

```c
#ifndef BUTTONS_H
#define BUTTONS_H

...

#endif
```

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Preprocessor Directives
Conditional compilation

- Family of if-statements
  - #if
  - #ifdef
  - #ifndef
- Ended with #endif
- #if is the general case
  - #ifdef/#ifndef only check if a macro has been defined
Preprocessor Directives

Emulating functions

Example

```
#include INIT

#if 0

#if defined(_WIN32)

#if defined(__unix__) && !defined(__APPLE__)

#if __STDC_VERSION__ > 199409L
```

Preprocessor Directives

Conditional compilation

• \#ifdef text
  – Same as \#if defined(...)  
• \#ifndef text
  – Same as \#if !defined(...)  
• \#elif text
  – Else-if, follows same rules as \#if
• \#else
• \#endif
Preprocessor Directives

Unit testing

• Conditionally compile in test code

Example

```c
int main(void)
{

    // Initialization code

#if 0

    // Test code

#endif

    // Main program
}
```
Preprocessor Directives

Fatal errors

- Output location of failure and stop running

Example

```c
#define FATAL_ERROR() do {
    printf("FATAL ERROR at %s:%s():%ld\n", __FILE__, __func__, __LINE__);
    TRISE = 0;
    LATE = 0xFF;
} while (1);
```
Preprocessor Directives

Forcing compilation errors/warnings

• `#warning text`
  – Outputs compilation warning

• `#error text`
  – Outputs compilation error

Example

```
#if __STDC_VERSION__ < 199901
#error "Must be compiled with C99 or greater"
#endif
```
Switch statements
**switch Statement**

**Syntax**

```
switch (expression)
{
    case const-expr₁: statements₁ 
    : 
    case const-exprᵢ: statementsᵢ 
    default: statementsᵢ₊₁ 
}
```

- `expression` is evaluated and tested for a match with the `const-expr` in each `case` clause
- The `statements` in the matching `case` clause is executed
**switch Statement**

Flow Diagram (default)

1. **START**
2. **Const-expr_1 = expression?**
   - **YES** → **statement_1**
   - **NO**
3. **Const-expr_2 = expression?**
   - **YES** → **statement_2**
   - **NO**
4. ... (repeated n times)
5. **Const-expr_n = expression?**
   - **YES** → **statement_n**
   - **NO**
6. **statement_{n+1}**
7. **END**

**Notice that each statement falls through to the next.**

**This is the default behavior of the switch statement.**
**switch Statement**

Flow Diagram (modified)

```
START

Const-expr₁ = expression? [YES]
  → statement₁ break;

Const-expr₂ = expression? [YES]
  → statement₂ break;

... [continues]

Const-exprₙ = expression? [YES]
  → statementₙ break;

statementₙ₊₁
```

Adding a `break` statement to each statement block will eliminate fall through, allowing only one case clause's statement block to be executed.

---

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CMPE-013/L: “C” Programming
switch Statement

Simple example

switch Example 1

```c
switch (channel) {
    case 2:      puts("WBBM Chicago"); break;
    case 3:      puts("DVD Player"); break;
    case 4:      puts("WTMJ Milwaukee"); break;
    case 5:      puts("WMAQ Chicago"); break;
    case 6:      puts("WITI Milwaukee"); break;
    case 7:      puts("WLS Chicago"); break;
    case 9:      puts("WGN Chicago"); break;
    case 10:     puts("WMVS Milwaukee"); break;
    case 11:     puts("WTTW Chicago"); break;
    case 12:     puts("WISN Milwaukee"); break;
    default:     puts("No Signal Available");
}
```
switch Statement

Styling

switch Example 1

```c
switch (channel) {
    case 2:
        puts("WBBM Chicago");
        break;
    case 3:
        puts("DVD Player");
        break;
    case 4:
        puts("WTMJ Milwaukee");
        break;
    ...
}
```
switch Statement
With ASCII

switch Example 2

```c
switch (letter) {
    case 'a':
        puts("Letter 'a' found.");
        break;
    case 'b':
        puts("Letter 'b' found.");
        break;
    case 'c':
        puts("Letter 'c' found.");
        break;
    default:
        puts("Letter not in list.");
}
```
switch Statement

Fall-through

switch Example 3

```c
switch (channel) {
    case 4:
    case 5:
    case 6:
    case 7:
        puts("VHF Station");
        break;
    case 9:
    case 10:
    case 11:
    case 12:
        puts("VHF Station");
        break;
    default:
        puts("No Signal Available");
}
```
switch Statement

Range syntax

switch Example 3

```c
switch (channel) {
    case 4 ... 7:
        puts("VHF Station");
        break;
    case 9 ... 12:
        puts("VHF Station");
        break;
    default:
        puts("No Signal Available");
}
```
switch Statement

Real-world example

switch Example 2

```c
bool IsHex(char character)
{
    switch (character) {
    case 'a' ... 'f' :
    case 'A' ... 'F' :
    case '0' ... '9' :
        return true;
    default:
        return false;
    }
}
```
CMPE-013/L

Computer Systems and “C” Programming

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Array vs LL
SortedWordCount
Bounce Examples
Demo of bit changing
walkthrough of starter file
Switch Debouncing
Quiz Today
int a

\[ a \]
\[ a[i] \]
\[ a[i+1] \]
\[ a[i-1] \]
\[ i+1 \]
\[ i-1 \]

LL | L
---|---
GF(L) | item
L -> NI -> data
L P -> D
L = L -> N
for item in Z:
    for a in 1 to Z:
        if a == cur:
            count++