



# Bit Manipulation

Please do the following exercises individually.

## Control Registers

The control register of a communication module has the following layout:

Bit	7	6	5	4	3	2	1	0
Description	CMODE		CHSIZE			SBMODE	PMODE	

The content of the register is 0x57.

Please specify the values of the bit/group positions and masks:

- CMODE\_gp: 6
- CHSIZE\_gp: 3
- SBMODE\_bp: 2
- PMODE\_gp: 0
- CMODE\_gm: 1100 0000 = 0xC0
- CHSIZE\_gm: 0011 1000 = 0x38
- SBMODE\_bm: 0000 0100 = 0x04
- PMODE\_gm: 0000 0011 = 0x03

Please clear SBMODE.

REG:	0	1	0	1	0	1	1	1
SBMODE_bm:	0	0	0	0	0	1	0	0
~SBMODE_bm:	1	1	1	1	1	0	1	1
REG & ~SBMODE_bm:	0	1	0	1	0	0	1	1

Please test if CMODE is 01 (CMODE\_SYNC\_gc).

REG:	0	1	0	1	0	1	1	1
CMODE_gm:	1	1	0	0	0	0	0	0
REG & CMODE_gm:	0	1	0	0	0	0	0	0
CMODE_SYNC_gc:	0	1	0	0	0	0	0	0
(REG & CMODE_gm) == CMODE_SYNC_gc:	0	0	0	0	0	0	0	1

True

Please change PMODE to 10 (PMODE\_EVEN\_gc).

REG:	0	1	0	1	0	1	1	1
PMODE_gm:	0	0	0	0	0	0	1	1
~PMODE_gm:	1	1	1	1	1	1	0	0
REG & ~PMODE_gm:	0	1	0	1	0	1	0	0
PMODE_EVEN_gc:	0	0	0	0	0	0	1	0
(REG & ~PMODE_gm)   PMODE_EVEN_gc:	0	1	0	1	0	1	1	0

Write 5 in CHSIZE.

REG:	0	1	0	1	0	1	1	1
CHSIZE_gm:	0	0	1	1	1	0	0	0
REG & ~CHSIZE_gm:	0	1	0	0	0	1	1	1
5:	0	0	0	0	0	1	0	1
5 << CHSIZE_gp:	0	0	1	0	1	0	0	0
(REG & ~CHSIZE_gm)   (5 << CHSIZE_gp):	0	1	1	0	1	1	1	1