|  |  |
| --- | --- |
| **EX05-06.cpp:** *Bit Fields* | |
| **Line#** | **Code** |
| 1  2  3  4  5  6  7  8  9  10  11  12  13  14  15  16  17 | #include <iostream>  using namespace std;  struct S {  // will usually occupy 2 bytes:  // 3 bits: value of b1  // 2 bits: unused  // 6 bits: value of b2  // 2 bits: value of b3  // 3 bits: unused  unsigned char b1 : 3, : 2, b2 : 6, b3 : 2;  };  int main() {  cout << sizeof(S) << endl; // usually prints 2  return 0;  } |