# **CFBitVector Reference**

**Core Foundation** 



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## **CFBitVector Reference**

**Derived From:** CFType

Framework: CoreFoundation/CoreFoundation.h

**Companion guide** Collections Programming Topics for Core Foundation

**Declared in** CFBitVector.h

## Overview

CFBitVector and its derived mutable type, CFMutableBitVector, manage ordered collections of bit values, which are either 0 or 1. CFBitVector creates static bit vectors and CFMutableBitVector creates dynamic bit vectors.

## **Functions by Task**

## **Creating a Bit Vector**

CFBitVectorCreate (page 6)

Creates an immutable bit vector from a block of memory.

CFBitVectorCreateCopy (page 7)

Creates an immutable bit vector that is a copy of another bit vector.

## **Getting Information About a Bit Vector**

CFBitVectorContainsBit (page 6)

Returns whether a bit vector contains a particular bit value.

CFBitVectorGetBitAtIndex (page 8)

Returns the bit value at a given index in a bit vector.

CFBitVectorGetBits (page 8)

Returns the bit values in a range of indices in a bit vector.

CFBitVectorGetCount (page 8)

Returns the number of bit values in a bit vector.

CFBitVectorGetCountOfBit (page 9)

Counts the number of times a certain bit value occurs within a range of bits in a bit vector.

```
CFBitVectorGetFirstIndexOfBit (page 9)
```

Locates the first occurrence of a certain bit value within a range of bits in a bit vector.

```
CFBitVectorGetLastIndexOfBit (page 10)
```

Locates the last occurrence of a certain bit value within a range of bits in a bit vector.

## **Getting the CFBitVector Type ID**

```
CFBitVectorGetTypeID (page 11)
```

Returns the type identifier for the CFBitVector opaque type.

## **Functions**

#### **CFBitVectorContainsBit**

Returns whether a bit vector contains a particular bit value.

```
Boolean CFBitVectorContainsBit (
    CFBitVectorRef bv,
    CFRange range,
    CFBit value
);
```

#### **Parameters**

bν

The bit vector to search.

range

The range of bits in bv to search.

value

The bit value for which to search.

#### **Return Value**

true if the specified range of bits in by contains value, otherwise false.

#### **Availability**

Available in Mac OS X v10.0 and later.

#### **Declared In**

CFBitVector.h

#### **CFBitVectorCreate**

Creates an immutable bit vector from a block of memory.

```
CFBitVectorRef CFBitVectorCreate (
    CFAllocatorRef allocator,
    const UInt8 *bytes,
    CFIndex numBits
);
```

#### **Parameters**

allocator

The allocator to use to allocate memory for the new bit vector. Pass NULL or kCFAllocatorDefault to use the current default allocator.

bytes

A pointer to the bit values to store in the new bit vector. The values are copied into the bit vector's own memory. The bit indices are numbered left-to-right with 0 being the left-most, or most-significant, bit in the byte stream.

numBits

The number of bits in the bit vector.

#### Return Value

A new bit vector. Ownership follows the Create Rule.

#### **Availability**

Available in Mac OS X v10.0 and later.

#### **Declared In**

CFBitVector.h

### **CFBitVectorCreateCopy**

Creates an immutable bit vector that is a copy of another bit vector.

```
CFBitVectorRef CFBitVectorCreateCopy (
    CFAllocatorRef allocator,
    CFBitVectorRef bv
);
```

#### **Parameters**

allocator

The allocator to use to allocate memory for the new bit vector. Pass NULL or kCFAllocatorDefault to use the current default allocator.

bν

The bit vector to copy.

## Return Value

A new bit vector holding the same bit values as by. Ownership follows the Create Rule.

#### **Availability**

Available in Mac OS X v10.0 and later.

#### Declared In

CFBitVector.h

#### **CFBitVectorGetBitAtIndex**

Returns the bit value at a given index in a bit vector.

```
CFBit CFBitVectorGetBitAtIndex (
    CFBitVectorRef bv,
    CFIndex idx
);
```

#### **Parameters**

hν

The bit vector to examine.

idx

The index of the bit value in bv to return.

#### **Return Value**

The bit value at index i dx in bv.

#### **Availability**

Available in Mac OS X v10.0 and later.

#### Declared In

CFBitVector.h

#### **CFBitVectorGetBits**

Returns the bit values in a range of indices in a bit vector.

```
void CFBitVectorGetBits (
    CFBitVectorRef bv,
    CFRange range,
    UInt8 *bytes
);
```

#### **Parameters**

bv

The bit vector to examine.

range

The range of bit values to return.

bytes

On return, contains the requested bit values from bv. This argument must point to enough memory to hold the number of bits requested. The requested bits are left-aligned with the first requested bit stored in the left-most, or most-significant, bit of the byte stream.

#### **Availability**

Available in Mac OS X v10.0 and later.

#### **Declared In**

CFBitVector.h

#### **CFBitVectorGetCount**

Returns the number of bit values in a bit vector.

```
CFIndex CFBitVectorGetCount (
    CFBitVectorRef bv
);
```

#### **Parameters**

bv

The bit vector to examine.

#### **Return Value**

The current size of bv.

#### **Availability**

Available in Mac OS X v10.0 and later.

#### **Declared In**

CFBitVector.h

#### **CFBitVectorGetCountOfBit**

Counts the number of times a certain bit value occurs within a range of bits in a bit vector.

```
CFIndex CFBitVectorGetCountOfBit (
    CFBitVectorRef bv,
    CFRange range,
    CFBit value
);
```

#### **Parameters**

bv

The bit vector to examine.

range

The range of bits in bv to search.

value

The bit value to count.

#### **Return Value**

The number of occurrences of value in the specified range of bv.

#### **Availability**

Available in Mac OS X v10.0 and later.

#### **Declared In**

CFBitVector.h

#### **CFBitVectorGetFirstIndexOfBit**

Locates the first occurrence of a certain bit value within a range of bits in a bit vector.

```
CFIndex CFBitVectorGetFirstIndexOfBit (
    CFBitVectorRef bv,
    CFRange range,
    CFBit value
);
```

#### **Parameters**

bν

The bit vector to examine.

range

The range of bits in bv to search.

value

The bit value for which to search.

#### **Return Value**

The index of the first occurrence of value in the specified range of bv, or kCFNotFound if value is not present.

#### **Availability**

Available in Mac OS X v10.0 and later.

#### **Declared In**

CFBitVector.h

#### **CFBitVectorGetLastIndexOfBit**

Locates the last occurrence of a certain bit value within a range of bits in a bit vector.

```
CFIndex CFBitVectorGetLastIndexOfBit (
    CFBitVectorRef bv,
    CFRange range,
    CFBit value
);
```

#### **Parameters**

bν

The bit vector to examine.

range

The range of bits in bv to search.

value

The bit value for which to search.

#### **Return Value**

The index of the last occurrence of value in the specified range of bv, or kCFNotFound if value is not present.

#### **Availability**

Available in Mac OS X v10.0 and later.

#### **Declared In**

CFBitVector.h

### **CFBitVectorGetTypeID**

Returns the type identifier for the CFBitVector opaque type.

```
CFTypeID CFBitVectorGetTypeID (
    void
);
```

#### **Return Value**

The type identifier for the CFBitVector opaque type.

#### Discussion

CFMutableBitVector objects have the same type identifier as CFBitVector objects.

#### **Availability**

Available in Mac OS X v10.0 and later.

#### **Declared In**

CFBitVector.h

## **Data Types**

#### **CFBit**

A binary value of either 0 or 1.

```
typedef UInt32 CFBit;
```

#### **Availability**

Available in Mac OS X v10.0 and later.

#### **Declared In**

CFBitVector.h

#### **CFBitVectorRef**

A reference to an immutable bit vector object.

```
typedef const struct __CFBitVector *CFBitVectorRef;
```

### **Availability**

Available in Mac OS X v10.0 and later.

#### **Declared In**

CFBitVector.h

# **Document Revision History**

This table describes the changes to CFBitVector Reference.

Date	Notes
2005-12-06	Clarified the return value of CFBitVectorGetFirstIndexOfBit and CFBitVectorGetLastIndexOfBit.
2005-08-11	Cosmetic changes to conform to documentation guidelines.
2003-01-01	First version of this document.

#### **REVISION HISTORY**

**Document Revision History** 

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