

# Re: Computer programmers' habits in electronics

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*Source:* <http://sci.tech-archive.net/Archive/sci.electronics.design/2005-12/msg03923.html>

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- *From:* Puckdropper <[puckdropper@xxxxxxxx](mailto:puckdropper@xxxxxxxx)>
  - *Date:* 22 Dec 2005 06:21:41 GMT
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"Mike Young" <[boat042-spam@xxxxxxxx](mailto:boat042-spam@xxxxxxxx)> wrote in  
[news:kaqqf.2184\\$oW.1871@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:kaqqf.2184$oW.1871@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx):

```
> "Spehro Pefhany" <speffSNIP@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message  
> news:0u2kq1h7cm70jgjmj5hari4kug5308ihtn@xxxxxxxx  
>>> std::reverse(pStr, pStr + (len ? len : strlen(pStr)));  
>>>}  
>>  
>> Isn't that kinda cheating?  
>  
> I suppose you should also ding me for <string.h>.  
>  
> It's a valid answer, and meaningful of itself. The follow up questions  
> would bring it back to where we started.  
>  
> If you're not tired of the game yet, write:  
>  
> // return true if val is an integer power of 2; false otherwise.  
> bool IsPowerOf2(unsigned val);  
>  
>
```

Can I do it in Ada? I can do C++, but I'm not too fond of it. Note that Ada doesn't have an unsigned type, so I'm using an integer instead. The code would be the same regardless.

[/http://www.adahome.com/Ammo/cpp2ada.html](http://www.adahome.com/Ammo/cpp2ada.html)

```
function IsPowerOf2(val: integer) return boolean is  
result: integer;  
begin  
result := val rem 2;  
if result = 0 then  
return true;  
else  
return false;  
end if;  
end IsPowerOf2;
```

## Re: Computer programmers' habits in electronics

Puckdropper

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www.uncreativelabs.net

Old computers are getting to be a lost art. Here at Uncreative Labs, we still enjoy using the old computers. Sometimes we want to see how far a particular system can go, other times we use a stock system to remind ourselves of what we once had.

To email me directly, send a message to puckdropper (at) fastmail.fm

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- *Follow-Ups:*

- ◆ **[Re: Computer programmers' habits in electronics](#)**

- ◇ *From:* Mike Young

- *References:*

- ◆ **[Re: Computer programmers' habits in electronics](#)**

- ◇ *From:* onehappymadman

- ◆ **[Re: Computer programmers' habits in electronics](#)**

- ◇ *From:* Rich Grise, but drunk

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- ◇ *From:* Rich Grise, but drunk

- ◆ **[Re: Computer programmers' habits in electronics](#)**

- ◇ *From:* Tim Wescott

- ◆ **[Re: Computer programmers' habits in electronics](#)**

- ◇ *From:* Spehro Pefhany

- ◆ **[Re: Computer programmers' habits in electronics](#)**

- ◇ *From:* Mike Young

- ◆ **[Re: Computer programmers' habits in electronics](#)**

- ◇ *From:* Spehro Pefhany

- ◆ **[Re: Computer programmers' habits in electronics](#)**

- ◇ *From:* Mike Young

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