

## Fortress - Bug #10299

### Probably, a bug in BitVector.isAll{Set,Reset}

04/22/2020 10:18 PM - Alexander Kamkin

<b>Status:</b> Closed	<b>Start date:</b> 04/22/2020
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b> Sergey Smolov	<b>% Done:</b> 100%
<b>Category:</b> Bit Vector	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b> 0.4	<b>Published in build:</b> 0.4.34-beta-200916
<b>Detected in build:</b> git	
<b>Platform:</b>	

**Description**

Does it work properly if the bit length is not multiple of 8?

```
public final boolean isAllSet() {
    for(int index = 0; index < this.getByteSize(); ++index) {
        if (-1 != this.getBytes(index)) {
            return false;
        }
    }

    return true;
}
```

</post>

#### Associated revisions

**Revision fdae5acd - 04/23/2020 02:16 PM - Sergey Smolov**

bitvector: fix isAll{Set,Reset} (#10299)

Signed-off-by: Sergey Smolov <[smolov@ispras.ru](mailto:smolov@ispras.ru)>

#### History

**#1 - 04/23/2020 12:35 PM - Sergey Smolov**

- Status changed from New to Open

The implementation is incorrect. Will be fixed soon.

**#2 - 04/23/2020 02:22 PM - Sergey Smolov**

- % Done changed from 0 to 100

- Status changed from Open to Resolved

**#3 - 09/16/2020 10:42 AM - Sergey Smolov**

- Published in build set to 0.4.34-beta-200916

- Status changed from Resolved to Closed