Changing variable type: from *char* to *int*

I guess that if you assign the content of a *char* variable to a *int* variable, its higher byte will be left 00000000, thus the assignment will mean filling the content only of the lower byte.

For instance, if

```
char var_data1 = 0b01010101;

int var_data2 = 0;
```

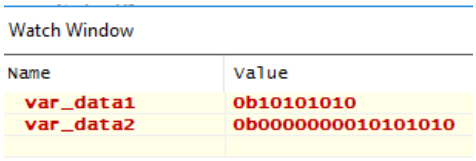
when you program in the main loop:

```
var_data2 = var_data1;
```

Probably the current content of the `var_data2` that you can watch is:

```
var_data2 = 0b0000000010101010;
```

Isn't it? Now the content of a *char* variable has been saved in a *int* variable and you can continue working at the bitwise level now in a *int* variable `var_data2`.



Another hint:

Remember that the NOT bitwise, for instance when you like to change a bit from active-low to active high is: B = A XOR '11111111'.

For example, if you like to NOT the content of the 4 least significant bits in `var_data2` while erasing the others:

```
(static int var_data3;)

var_data3 = (var_data2 ^ 0b1111111111111111) & 0b0000000000001111;
```