

```
#include <unistd.h>
```

```
void print_bits(unsigned char octet)
```

```
{  
    int div = 128;  
    int num = octet;  
  
    while (div != 0)  
    {  
        if (div <= num)  
        {  
            write(1, "1", 1);  
            num = num % div;  
        }  
        else  
            write(1, "0", 1);  
        div = div / 2;  
    }  
}
```