

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

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

```
{  
    int i;  
    unsigned char bit;  
  
    i = 8;  
    while (i--)  
    {  
        bit = (octet >> i & 1) + '0';  
        write(1, &bit, 1);  
    }  
}
```