

# Convert To Int 32

```
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using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace TextGlow.Control.Utilities
{
    public static class BitUtils
    {
        public static int ConvertToInt32(string input)
        {
            if (input == null)
                throw new ArgumentNullException("input");

            int len = input.Length;
            int sum = 0, position = 0;
            for (int i = len - 1; i >= 0; i--)
            {
                if (input[i] == '1')
                    sum = sum + (1 <
```