

```
#include<stdio.h>
#include<stdlib.h>
```

```
int main(void) {
//按位取反
int a=20;
//原码0001 0100
//补码1110 1011
//反码1110 1010
//源码1001 0101
printf("%d\n",~a);
```

```
//&位与运算
//|位或运算
```

```
//^异或
int a=10;
int b=20;
//0000 1010
//0001 0100
//0001 1110
printf("%d\n",a^b);
```

```
system("pause");
return 0;
```

```
}
```