

Bitwise Operations Test

<p>a = ?</p> <pre>int orig = 0xA0A0; int insert = 0x000D; int a = orig & (insert << 4);</pre>	<p>a = ?</p> <pre>int orig = 0xF0F0; int insert = 0x000F; int a = orig & (insert << 12);</pre>
<p>OR = ?</p> <pre>int orig = 0xF0F0; int insert = 0x0007; int a = orig (insert << 4); int b = orig (insert << 8); int OR = a ^ b;</pre>	<p>XOR = ?</p> <pre>int orig = 0x9090; int insert = 0x0007; int a = orig (insert << 4); int b = orig (insert << 12); int XOR = a ^ b;</pre>
<p>result = ?</p> <pre>long value1 = 0xA00AD00D; long value2 = 0xA0A0D0D0; int result = (value1 << 8) ^ (value2 >> 12);</pre>	<p>result = ?</p> <pre>long value1 = 0x2002A00A; long value2 = 0x2200AA00; int result = (value1 << 4) ^ (value2 >> 8);</pre>
<p>result = ?</p> <pre>long value1 = 937; long value2 = 139; int result = (value1 << 12) ^ (value2 >> 8);</pre>	<p>result = ?</p> <pre>long value1 = 560; long value2 = 277; int result = (value1 << 8) & (value2 >> 12);</pre>
<p>cupcake = ?</p> <pre>int i = 0x3030; int cupcake = i (1 << 8);</pre>	<p>a = ?</p> <pre>long testValue = 0x6006B00B; int a = 0; if (testValue & (1 << 4)) { a = 1; } else { a = 2; }</pre>

a = ?

```
long testValue = 0xB00B2002;  
int a = 0;  
if (testValue | testValue ^ (1 << 4))  
{  
    a = 1;  
}  
else  
{  
    a = 2;  
}
```

a = ?, result = ?

```
long testValue = 0x40402020;  
int a = 0;  
if ((result = testValue | testValue & testValue  
    ^ (1 << 4)))  
{  
    a = 1;  
}  
else  
{  
    a = 2;  
}
```