

Bitwise Operations Test

<p>a = ?</p> <pre>int orig = 0xB0B0; int insert = 0x000A; int a = orig & (insert << 4);</pre>	<p>a = ?</p> <pre>int orig = 0x2020; int insert = 0x0009; int a = orig ^ (insert << 8);</pre>
<p>AND = ?</p> <pre>int orig = 0x1010; int insert = 0x0007; int a = orig (insert << 12) int b = orig (insert << 8) int AND = a ^ b;</pre>	<p>AND = ?</p> <pre>int orig = 0xC0C0; int insert = 0x0007; int a = orig (insert << 4) int b = orig (insert << 12) int AND = a ^ b;</pre>
<p>result = ?</p> <pre>long value1 = 0x80082002; long value2 = 0x88002200; int result = (value1 << 8) ^ (value2 >> 12);</pre>	<p>result = ?</p> <pre>long value1 = 0x44008800; long value2 = 0x40048008; int result = (value1 << 12) ^ (value2 >> 8);</pre>
<p>result = ?</p> <pre>long value1 = 375; long value2 = 883; int result = (value1 << 12) ^ (value2 >> 4);</pre>	<p>result = ?</p> <pre>long value1 = 352; long value2 = 169; int result = (value1 << 4) ^ (value2 >> 12);</pre>
<p>right = ?</p> <pre>int i = 0x1010; int right = i & (1 << 8);</pre>	<p>a = ?</p> <pre>long testValue = 0xCC00DD00; int a = 0; if (testValue & (1 << 8)) { a = 1; } else { a = 2; }</pre>

a = ?

```
long testValue = 0x50059009;  
int a = 0;  
if (testValue ^ testValue | (1 << 12))  
{  
    a = 1;  
}  
else  
{  
    a = 2;  
}
```

a = ?, result = ?

```
long testValue = 0xE00EB00B;  
int a = 0;  
if ((result = testValue ^ testValue | testValue  
& (1 << 4)))  
{  
    a = 1;  
}  
else  
{  
    a = 2;  
}
```