Bitwise Operations Test

```
a = ?
                                                         a = ?
int orig = 0x122F;
                                                         int orig = 0x37ED;
int insert = 0x0076;
                                                         int insert = 0x00A6;
int a = \text{orig } \& (\text{insert } << 2);
                                                         int a = \text{orig } \land (\text{insert} << 6);
OR = ?
                                                         OR = ?
int orig = 0x8748;
                                                         int orig = 0x89F0;
int insert = 0x00C3;
                                                         int insert = 0x0034;
int a = orig \mid (insert << 15)
                                                         int a = orig \mid (insert << 10)
int b = orig \mid (insert << 14)
                                                         int b = orig \mid (insert << 5)
int OR = a \wedge b;
                                                         int OR = a \mid b;
AND = ?
                                                         left = ?
int orig = 0x76C9;
                                                         int i = 0x388A;
int insert = 0x007D;
                                                         int left = i ^ (1 << 5);
int a = orig \mid (insert << 1)
int b = orig \mid (insert << 3)
int AND = a \wedge b;
result = ?
                                                          result = ?
                                                         long value 1 = 5896;
long value1 = 0xE910D362;
                                                         long value2 = 5395;
long value2 = 0x0ED2273E;
int result = (value1 << 9) ^( (value2 >> 10);
                                                         int result = (value1 << 11) ^ (value2 >> 7);
result = ?
                                                          result = ?
long value 1 = 2495;
                                                         long value 1 = 5468;
long value 2 = 5391;
                                                         long value 2 = 5057;
int result = (value1 << 10) ^ (value2 >> 14);
                                                         int result = (value1 << 7) \land (value2 >> 3);
```