### 与 x&y

### 或 x | y

### 非 !x

### 异或 x^y

int 32bit

1:00000000000000...01

2:00000000000000...10

### 补码：

1 + x = 00000000000000000000

x = 0000000000000000000000 - 1

1 + 1111111111111111 = 000000000000000000000

2 + 1111111111111110 = 000000000000000000000

x + ? = 0000000000000000000000000

? = ~x +1

~x +1 就是x的补码

-n = ~n +1

### 初始化技巧

0x3f

memset(f,0x3f,sizeof f);

0x3f3f3f3f \*2<0xffffffff

不会溢出

### 移位运算

1 -> 10->100

1<<n = 2^n

n>>x = n/2^x