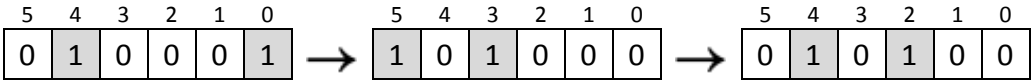
Java Basics – Debugging

The goal of this lab is to practice **debugging techniques** in scenarios where a piece of code does not work correctly. Your task is to pinpoint the bug and fix it (without rewriting the entire code).

Problem 6. Bit Carousel

You are given a number **n**, a **number of shifts** and **directions**. The program should shift the bits in a table with **6 cells**. The shifting should move all bits **1 position** to the given direction (either "**left**" or "**right**").

For example we are given the number **17** and two times shift to "right".



Note: If a bit goes exits the table, it should start over from the other end.

The result is **20**.

Output

The **resulting number** (after all shifting is done) should be printed on the console.

Constraints

- The number **n** will be in the range [0 ... 63].

Tests

Input	Program Output	Expected Output
32 2 right right	32	8
63 1 left	63	126

Input	Program Output	Expected Output
59 4 left left left left	59	62
45 3 left right left	45	27