

## SBCM Lab 3 Єгоров ΦI-03

```
m = 281;
```

**Add:**

**Elem1=100100111110110111110001111101000000110111  
1011000000011011010110010010001010101000100101010  
1010010101110111011011011000111100111101001001010  
0010101011010001100111101010011110100001001101010  
0010010101100111010100100010001100100000100111110  
101011001110111111111010110010010011101001**

**Elem2=1000111101111011001000100011010101011011100  
1111001001100100001010110011001010100100010000000  
1100010000011010001010010110110110100000010111010  
0000010101101110110101100000010010001101100101101  
0000010101001110010111101101001111101110101100011  
010010000010001010110111000111100000000100**

**Output:**

```
1100101100111001001001101110001000001001011100011111001010100001011101111010010111011111010000110101000011001001110100000000100011111100100101011100001010011010111001  
101011011111101100000110011100000001111101101100110011110000000010100011001111000001010111100000111011000101
```

**Time:**

**115.68ms**

**Mul:**

**Elem1=1001001111101101111110001111101000000110111101110000000110110101100100100010101010001001010101010010101110111011011011000111100111101001001010001010101101000110011110101001111010000100110101000100101011001110101001000100011001000001001111101010110011101111111111010110010010011101001**

**Elem2=1000111101111011001000100011010101011011100  
1111001001100100001010110011001010100100010000000  
1100010000011010001010010110110110100000010111010  
0000010101101110110101100000010010001101100101101  
0000010101001110010111101101001111101110101100011  
010010000010001010110111000111100000000100**

### Output:

```
100100101010100111111011101000101100001110010101101110110011111111110100011100001001000111110100110110011000110001111111011000000101111110111011000111100111010  
01110111000100101110000110001011001001101000100100010100011101101111111111011011011101110110110
```

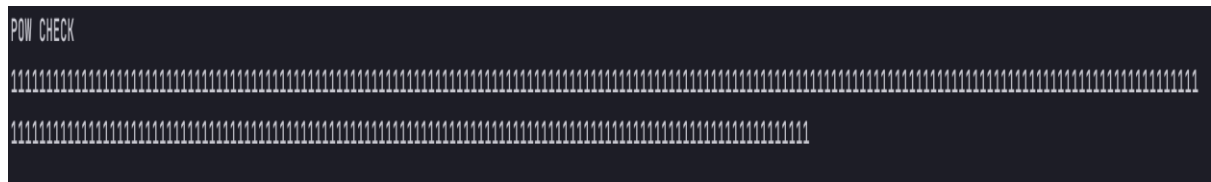
**Time:**

**148.363ms**

**Pow check:**

**Elem1=1001001111101101111110001111101000000110111  
1011000000011011010110010010001010101000100101010  
1010010101110111011011011011000111100111101001001010  
0010101011010001100111101010011110100001001101010  
0010010101100111010100100010001100100000100111110  
101011001110111111111010110010010011101001**

**Pow = 2<sup>(281)</sup> - 1**



**Time:**

**0.984ms**

## Inverse check:

**Elem1=10010011111011011111100011111010000001101111011100000001101101011001001000101010100010010101010100101011101110110110110001111001111010010010100010101011010001100111101010011110100001001101010001001010110011101010010001000110010000010011111010101100111011111111111010110010010011101001**

## Output:

[illegible]

### Quadratic:

**Elem1=1001001111101101111110001111101000000110111101100000001101101011001001000101010100010010101010100101011101110110110110001111001111010010010100010101011010001100111101010011110100001001101010001001010110011101010010001000110010000010011111010101100111011111111110101100100100111101001**

### Output:

QUADRATIC

**Quadratic:**

**Elem1=100100111110110111110001111101000000110111  
1011000000011011010110010010001010101000100101010  
1010010101110111011011011000111100111101001001010  
0010101011010001100111101010011110100001001101010  
0010010101100111010100100010001100100000100111110  
101011001110111111111010110010010011101001**

**Elem2=1000111101111011001000100011010101011011100  
1111001001100100001010110011001010100100010000000  
1100010000011010001010010110110110100000010111010  
0000010101101110110101100000010010001101100101101  
0000010101001110010111101101001111101110101100011  
010010000010001010110111000111100000000100**