

```
int isLessEqual (int x, int y)
```

```
{ int x-sign = x >> 31;
```

```
int y-sign = y >> 31; /* sign bit */
```

```
return !((!(x-sign) & y-sign) | ((!(x-sign ^ y-sign) & (y + ~x + 1) >> 31) & 1));
```

```
}
```

↑
sign bits of x and y are
different

↑
sign bits are
the same

↑
compare x, y

