

a=? int orig = c2d4 int insert = 2266 int a = orig   (insert << 8)	b=? int orig = c2d4 int insert = 2266 int a = orig   (insert << 6)
AND=? int orig = c2d4 int insert = 2266 int a = orig   (insert << 8) int b = orig   (insert << 6) int AND = a & b;	OR=? int orig = c2d4 int insert = 2266 int a = orig   (insert << 7) int b = orig   (insert << 5) int OR = a & b;
OR=? int orig = c2d4 int insert = 2266 int a = orig   (insert << 7) int b = orig   (insert << 5) int XOR = a ^ b;	left=? int i=c2d4 int left= c2d4   (1 << 10);
result=? long value1=f68c9b57 long value2=670d5195 int result=(value1     3)^(value2     2)	result=? int value1=528 int value2=365 int result=(value1     3)^(value2     2)
a=? long testValue=f68c9b57 int a=0 if (testValue & (1     4)) { a=1 } else { a=2 }	a=? result=? long testValue=f68c9b57 int a=0 int result=0 if((result=testValue & testValue ^ testValue   (1     4))) { a=1 } else { a=2 }
result=? int value1=879 int value2=563 int result =(value1     3)^(value2     2)	result=? int value1=512 int value2=8834 int result =(value1     5)^(value2     4)

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