

# Технологично Училище Електронни Системи

## Технология на програмирането Тест побитови операции

### Вариант №2

a=? int orig = 0203            a=343a03 int insert = d0e0 int a = orig   (insert << 6)	b=? int orig = 0203            b=34383 int insert = d0e0 int a = orig   (insert << 2)
AND=? int orig = 0203            AND=203 int insert = d0e0 int a = orig   (insert << 6) int b = orig   (insert << 2) int AND = a & b;	OR=? int orig = 0203            OR=203 int insert = d0e0 int a = orig   (insert << 5) int b = orig   (insert << 7) int OR = a & b;
OR=? int orig = 0203            OR=377980 int insert = d0e0 int a = orig   (insert << 5) int b = orig   (insert << 7) int XOR = a ^ b;	left=?            left=603 int i=0203 int left= 0203   (1 << 10);
result=? long value1=ff002200            result=7f89810330 long value2=00990033 int result=(value1 << 7)^(value2 << 4)	result=? int value1=482            result=7f89810330 int value2=585 int result=(value1 << 7)^(value2 << 4)
a=? long testValue=ff002200            a=2 int a=0 if (testValue & (1 << 10)) { a=1 } else { a=2 }	a=? result=? long testValue=ff002200            a=1    result=0 int a=0 int result=0 if((result=testValue & testValue ^ testValue   (1 << 10))) { a=1 } else { a=2 }
result=? int value1=622            result=3870 int value2=43 int result =(value1 << 3)^(value2 << 8)	result=? int value1=32            result=3870 int value2=3146 int result =(value1 << 3)^(value2 << 8)