

Технологично Училище Електронни Системи

Технология на програмирането Тест побитови операции

Вариант №1

a=? int orig = 0b03 a=3818b03 int insert = e060 int a = orig (insert << 10)	b=? int orig = 0b03 b=e0f03 int insert = e060 int a = orig (insert << 4)
AND=? int orig = 0b03 AND=b03 int insert = e060 int a = orig (insert << 10) int b = orig (insert << 4) int AND = a & b;	OR=? int orig = 0b03 OR=b03 int insert = e060 int a = orig (insert << 5) int b = orig (insert << 1) int OR = a & b;
OR=? int orig = 0b03 OR=38f8400 int insert = e060 int a = orig (insert << 5) int b = orig (insert << 1) int XOR = a ^ b;	left=? left=b03 int i=0b03 int left= 0b03 (1 << 8);
result=? long value1=2200dd00 result=11006ce40 long value2=000099 int result=(value1 << 3)^(value2 << 6)	result=? int value1=451 result=11006ce40 int value2=957 int result=(value1 << 3)^(value2 << 6)
a=? long testValue=2200dd00 a=1 int a=0 if (testValue & (1 << 8)) { a=1 } else { a=2 }	a=? result=? long testValue=2200dd00 a=1 result=0 int a=0 int result=0 if((result=testValue & testValue ^ testValue (1 << 8))) { a=1 } else { a=2 }
result=? int value1=196 result=18a10 int value2=33 int result =(value1 << 9)^(value2 << 4)	result=? int value1=971 result=18a10 int value2=6142 int result =(value1 << 9)^(value2 << 4)