```
a=?
                                                   b=?
                                                   int orig = 859b
int orig = 859b
int insert = ff0f
                                                   int insert = ff0f
int a = orig \mid (insert << 8)
                                                   int a = orig \mid (insert << 6)
AND=?
                                                   OR=?
int orig = 859b
                                                   int orig = 859b
int insert = ff0f
                                                   int insert = ff0f
int a = orig \mid (insert << 8)
                                                   int a = orig \mid (insert << 7)
int b = orig \mid (insert << 6)
                                                   int b = orig \mid (insert << 5)
                                                   int OR = a \& b;
int AND = a \& b;
OR=?
                                                   left=?
int orig = 859b
                                                   int i=859b
int insert = ff0f
                                                   int left= 859b | (1 << 10);
int a = orig \mid (insert << 7)
int b = orig \mid (insert << 5)
int XOR = a \wedge b:
result=?
                                                   result=?
long value1=c4221124
                                                   int value1=365
long value2=52086f49
                                                   int value2=262
int result=(value1
                       3)^(value2
                                       2)
                                                   int result=(value1
                                                                          3)^(value2
                                                                                         2)
a=?
                                                   a=? result=?
long testValue=c4221124
                                                   long testValue=c4221124
                                                   int a=0
int a=0
if (testValue & (1
                                                   int result=0
                      4))
                                                   if((result=testValue & testValue ^ testValue |
{
a=1
                                                   (1
                                                         4)))
}
                                                   a=1
else
                                                   }
{
a=2
                                                   else
}
                                                   a=2
                                                   }
result=?
                                                   result=?
int value1=165
                                                   int value1=723
int value2=468
                                                   int value2=700
int result =(value1
                       3)^(value2
                                       2)
                                                   int result =(value1
                                                                           5)^(value2
                                                                                          4)
```