## Технологично Училище Електронни Системи

## **Технология на програмирането Тест побитови операции**

## Вариянт №4

a=?	b=?
int orig = 2a70	int orig = 2a70
int insert = 3301	int insert = 3301
int a = orig   (insert << 8)	$int a = orig \mid (insert << 6)$
AND=? int orig = 2a70	OR=? int orig = $2a70$
int insert = 3301	int insert = 3301
int a = orig   (insert << 8)	$int a = orig \mid (insert << 7)$
$int b = orig \mid (insert << 6)$	$int b = orig \mid (insert << 5)$
int AND = a & b;	int OR = a & b;
OR=?	
int orig = 2a70	left=?
int insert = 3301	lint i=2a70
int a = orig   (insert << 7)	int l=2a70 int left= 2a70   (1 << 10);
$int b = orig \mid (insert << 5)$	lint left= 2a701 (1 << 10),
$int XOR = a \wedge b;$	
result=?	result=?
long value1=5d43d595	int value1=372
long value2=5280a156	int value2=560
int result=(value1 << 3)^(value2 << 2)	int result=(value1 << 3)^(value2 << 2)
a=?	a=? result=?
	long testValue=5d43d595
long testValue=5d43d595 int a=0	int a=0
	int result=0
if (testValue & (1 << 4))	if((result=testValue & testValue ^ testValue   (1 << 4)))
{   a=1	[{
	a=1
else	}
{	else
a=2	{
- 2    }	a=2
,	}
result=?	result=?
int value1=674	int value1=862
int value2=703	int value2=3599
$  int result = (value1 << 3)^{(value2 << 2)}$	int result =(value1 << 5)^(value2 << 4)