## Технологично Училище Електронни Системи

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

## Вариянт №2

a=?	b=?
int orig = 0a02	int orig = 0a02
int insert = 80a0	int insert = 80a0
int a = orig   (insert << 4)	$int a = orig \mid (insert << 8)$
AND=?	OR=?
int orig = 0a02	int orig = 0a02
int insert = 80a0	int insert = 80a0
int a = orig   (insert << 4)	int a = orig   (insert << 1)
int b = orig   (insert << 8)	$int b = orig \mid (insert << 5)$
int AND = a & b;	int OR = a & b;
OR=?	
int orig = 0a02	left=?
int insert = 80a0	int i=0a02
int a = orig   (insert << 1)	int left= 0a02   (1 << 6);
$int b = orig \mid (insert << 5)$	
int XOR = a ^ b;	
result=?	result=?
long value1=7700aa00	int value1=943
long value2=00660022	int value2=561
int result=(value1 << 9)^(value2 << 10)	int result=(value1 << 9)^(value2 << 10)
a=?	a=? result=?
long testValue=7700aa00	long testValue=7700aa00
int a=0	int a=0
if (testValue & (1 << 2))	int result=0
	if((result=testValue & testValue ^ testValue   (1 << 2)))
{   a=1	{
	a=1
else	}
{	else
$\begin{vmatrix} t \\ a=2 \end{vmatrix}$	{
}	a=2
	}
result=?	result=?
int value1=452	int value1=596
int value2=257	int value2=341
$int result = (value1 << 9)^{(value2 << 2)}$	int result =(value1 << 9)^(value2 << 2)