

Технологично Училище Електронни Системи

Технология на програмирането Тест побитови операции

Вариант №3

a=? int orig = 24ed a=3baded int insert = 3bad int a = orig (insert << 8)	b=? int orig = 24ed b=eefd int insert = 3bad int a = orig (insert << 2)
AND=? int orig = 24ed AND=aced int insert = 3bad int a = orig (insert << 8) int b = orig (insert << 2) int AND = a & b;	OR=? int orig = 24ed OR=aced int insert = 3bad int a = orig (insert << 3) int b = orig (insert << 5) int OR = a & b;
OR=? int orig = 24ed OR=3b4310 int insert = 3bad int a = orig (insert << 3) int b = orig (insert << 5) int XOR = a ^ b;	left=? left=24ed int i=24ed int left= 24ed (1 << 2);
result=? long value1=ec67c426 result=373c966a04c long value2=dc846a4a int result=(value1 << 1)^(value2 << 10)	result=? int value1=630 result=373c966a04c int value2=501 int result=(value1 << 1)^(value2 << 10)
a=? long testValue=ec67c426 a=2 int a=0 if (testValue & (1 << 6)) { a=1 } else { a=2 }	a=? result=? long testValue=ec67c426 a=1 result=0 int a=0 int result=0 if((result=testValue & testValue ^ testValue (1 << 6))) { a=1 } else { a=2 }
result=? int value1=201 result=f4 int value2=431 int result =(value1 << 3)^(value2 << 2)	result=? int value1=734 result=f4 int value2=9274 int result =(value1 << 3)^(value2 << 2)