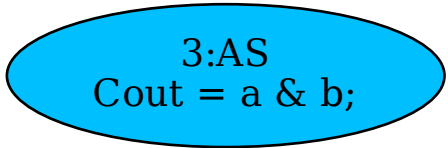


2:AS  
S = a ^ b;



3:AS  
Cout = a & b;