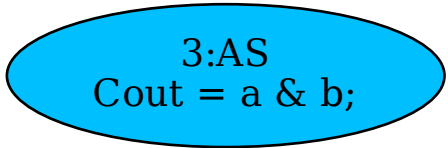


2:AS
S = a ^ b;



3:AS
Cout = a & b;