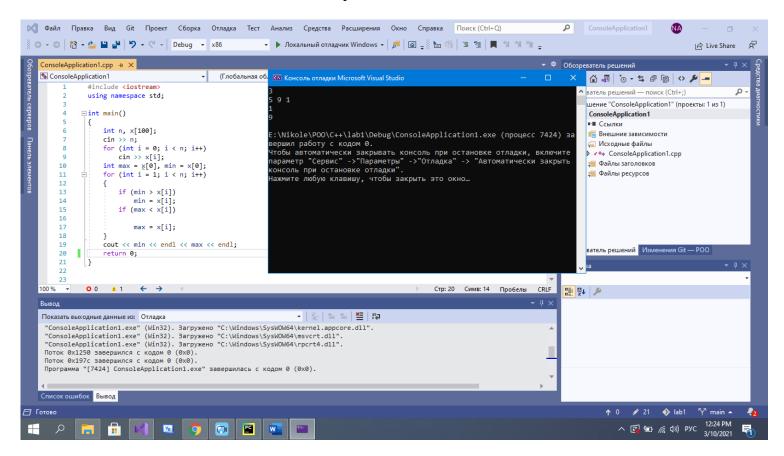
# Laborator 1

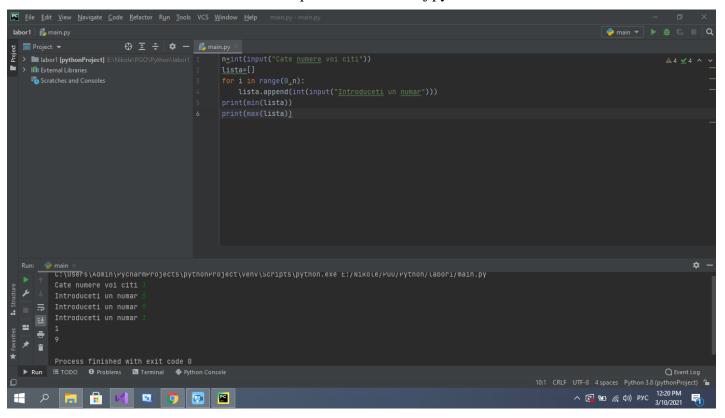
1. Primul pas a fost instalarea aplicațiilor de lucru Visual Studio și Pycharm (printscreen-ul afișează o parte din aplicațiile instalate pe laptop din Panel Control).



2. Verificarea codului dat ca exemplu la curs în C++

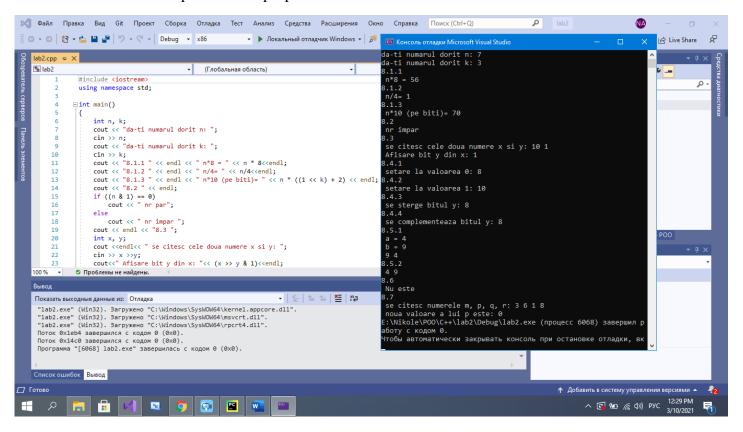


3. Verificarea codului dat ca exemplu la curs în limbaj python.



### **Laborator 2**

1. Rezolvarea problemelor propuse în C++

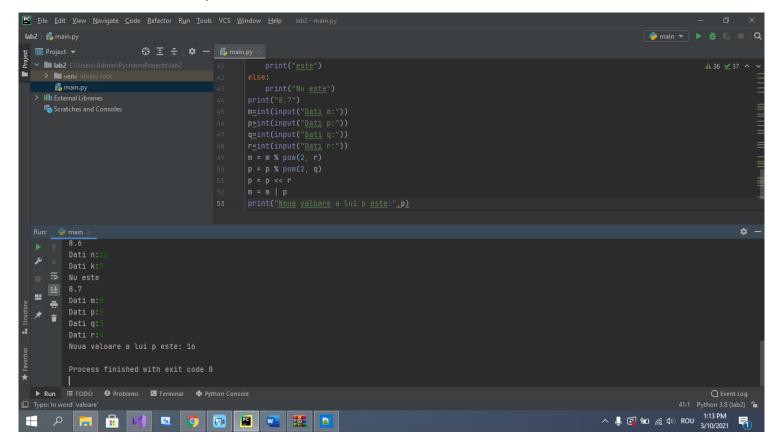


#### Codul în C++

```
#include <iostream>
using namespace std;
int main()
{
       int n, k;
       cout << "da-ti numarul dorit n: ";</pre>
       cin >> n;
       cout << "da-ti numarul dorit k: ";</pre>
       cin >> k;
       cout << "8.1.1 " << endl << " n*8 = " << n * 8<<endl;</pre>
       cout << "8.1.2 " << endl << " n/4= " << n/4<<endl;</pre>
       cout << "8.1.3 " << endl << " n*10 (pe biti)= " << n * ((1 << k) + 2) << endl;
       cout << "8.2 " << endl;</pre>
       if ((n & 1) == 0)
               cout << " nr par";</pre>
       else
               cout << " nr impar ";</pre>
       cout << endl << "8.3 ";</pre>
       int x, y;
       cout <<endl<< " se citesc cele doua numere x si y: ";</pre>
       cin >> x >> y;
       cout<<" Afisare bit y din x: "<< (x >> y & 1)<<endl;</pre>
       cout << "8.4.1" << endl;</pre>
       cout << " setare la valoarea 0: " << (x & (255 ^ (1 << y))) << endl;</pre>
       cout << "8.4.2" << endl;</pre>
       cout << " setare la valoarea 1: " << (x | (1 << y)) << endl;</pre>
       cout << "8.4.3"<<endl;</pre>
       cout << " se sterge bitul y: " << (x & ~(1 << y));</pre>
       cout << endl << "8.4.4" << endl;</pre>
       cout << " se complementeaza bitul y: " << (x ^ 1 << y)<<endl;</pre>
       cout << "8.5.1 "<<endl;</pre>
       int a, b;
       cout << " a = ";
       cin >> a;
       cout << " b = ";
       cin>> b;
       a = a + b;
       b = a - b;
       a = a - b;
       cout <<" "<< a << " " << b<<endl;</pre>
       cout << "8.5.2" << endl:
       a = a ^ b;
       b = a \wedge b;
       a = a ^ b;
       cout <<" "<< a << " " << b << endl;
       cout << "8.6"<<endl;</pre>
       if (n == (1 << k))
               cout << " Este ";</pre>
       else
               cout << " Nu este ";</pre>
       cout << endl << "8.7" << endl;</pre>
       int m, p, q, r;
       cout << " se citesc numerele m, p, q, r: ";</pre>
       cin >> m >> p >> q >> r;
       m = m \% (int)pow(2, r);
       p = p \% (int)pow(2, q);
       p = p \ll r;
```

```
m = m | p;
cout << " noua valoare a lui p este: " << p;
}</pre>
```

# 2. Varianta Python



# Codul Python:

```
n=int(input("Dati numarul dorit:"))
print("8.1.1")
print("n*8=",n*8)
print("8.1.2")
print("Catul impartirii lui n la 4 este ",n/4)
print("8.1.3")
print("n*10 cu operatorii logici de deplasare la nivel de
bit=",(n<<2<<1)+(n<<1))
print("8.2")
if((n&1)==0):
    print("Nr par")
else:
    print("Nr impar")
print("8.3")
x=int(input("Dati x:"))
n=int(input("Dati n:"))
print("Bitul n din x este:",(x & (1<<n)))
print("8.4.1")
print("setarea n la valoarea 0: ",(x & (255 ^ (1 << n))))
print("setarea n la valoarea 1:",(x | (1 << n)))</pre>
```

```
print("8.4.3")
print("sterge bitul n:",(x & ~(1 << n)))</pre>
print("8.4.4")
print("complementează bitul n:",(x ^ 1 << n))</pre>
print("8.5.1")
a=int(input("Dati a:"))
b=int(input("Dati b:"))
a = a + b
b = a - b
a = a - b
print(a," ",b)
a=int(input("Dati a:"))
b=int(input("Dati b:"))
a = a ^ b
b = a ^ b
a = a ^ b
print(a," ",b)
print("8.6")
n=int(input("Dati n:"))
k=int(input("Dati k:"))
if (n == (1 << k)):
print("8.7")
m=int(input("Dati m:"))
p=int(input("Dati p:"))
q=int(input("Dati q:"))
r=int(input("Dati r:"))
m = m % pow(2, r)
p = p % pow(2, q)
p = p \ll r
m = m \mid p
print("Noua valoare a lui p este:",p)
```