

EXPERIMENT-11

1.AIM: Write a program to apply bitwise OR, AND and NOT operators on bit level.

CODE:

```
#include <stdio.h>

int main()
{
    int a,b;
    printf("enter two numbers: ");
    if(scanf("%d %d", &a, &b)!=2)
    {
        printf("invalid input:");
        return 0;
    }
    printf("a = %d, b = %d\n", a, b);
    printf("a & b = %d\n", a & b); // AND
    printf("a | b = %d\n", a | b); // OR
    printf("~a = %d\n", ~a); // NOT → flips all bits

    return 0;
}
```

OUTPUT:

1.f

invalid input:

2. 5 gh

invalid input:

3. enter two numbers: 5 6

$a = 5, b = 6$

$a \& b = 4$

$a | b = 7$

$\sim a = -6$

2.AIM: Write a program to apply left shift and right shift operator.

CODE:

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
int num, shift; //declaration
```

```
printf("Enter a number: "); //number to be shifted
```

```
if(scanf("%d", &num)!=1) //condition to accept only numbers
```

```
{
```

```
printf("invalid input");
```

```
return 0;
```

```
}
```

```
printf("Enter the number of positions to shift: ");
```

```
if(scanf("%d", &shift)!=1) //condition to accept only numbers
```

```
{
```

```
printf("invalid input");
```

```
return 0;
```

```
}
```

```
printf("Original number: %d\n", num);
printf("Left shift by %d: %d\n", shift, num << shift);
printf("Right shift by %d: %d\n", shift, num >> shift);

return 0;
}
```

OUTPUT:

1. Enter a number: 5

Enter the number of positions to shift: R

invalid input%

2. Enter a number: 5

Enter the number of positions to shift: 2

Original number: 5

Left shift by 2: 20

Right shift by 2: 1