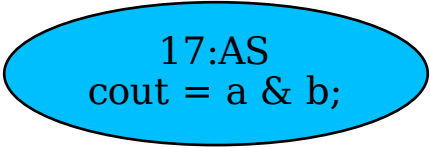


16:AS  
sum = a ^ b;



17:AS  
cout = a & b;