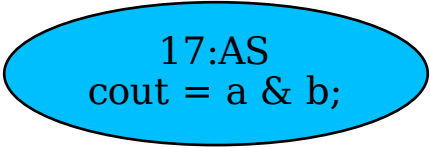


16:AS
sum = a ^ b;



17:AS
cout = a & b;