

A) NOO! 10(-1k+1+2+2++2k-1)=-120 A) NOO! 12(-1k+1+2+2++2k-1)=-1+2k -8 (124+2k+1) + 1		2AD 4.	TABUCA	
A) 1001 11/1/1/1001 11/1/1/1001 11/1/1/1001 11/1/1/1001 11/1/1/1001 11/1/1/1001 11/1/1/1001 11/1/1/1001 11/1/1/1001 11/1/1/1001 11/1/1/1001 11/1/1/1001 11/1/1/1001 11/1/1/1/			$\Gamma = I_{\bullet} \gamma$	
-2x			2 (-2 + 1+2+2++ +2+-)=-1.2	
-2x 4 (2x+2 + 2x+2 + 1x+1 + 2x) 2x+1 - 2x B) mage obcied to bethow jesti w+1 sq identyone 2AD 5. (((x >> 1) - (r × 2 1)) >> 3/1 (x & (x - 1))) 2AD 6. mint 32 + the bit = ((x >> i) 1/1 = k); Neturn x the bit 2AD. 4. (cita program(stdw str. 86 2AD. 4. (cita program(stdw str. 86 2AD. 4. (x & 0x 555555555) + ((x & x AAAAAAAAA) >> 1) My = (x & 0x 555555555) + ((x & x AAAAAAAAA) >> 1) My = (x & 0x 565656) + ((x & x X x FOFOFOFO) >> 1) My = (y & & 0x (FOFOFOF) + ((x & x 0x FOFOFOFO) >> 1) My = (y & & 0x (FOFOFOF) + ((x & x 0x FOFOFOFO) >> 1) My = (y & & 0x (FOFOFOF) + ((x & x 0x FOFOFOFO) >> 1) My = (y & & 0x (FOFOFOF) + ((x & 0x FFOFFOFO) >> 1) My = (y & & 0x (FOFOFOF) + ((x & 0x FFOFFOFO) >> 1) My = (y & & 0x (FOFOFOF) + ((x & 0x FFOFFOFO) >> 1) My = (y & & 0x (FOFOFOF) + ((x & 0x FFOFFOFO) >> 1) My = (y & & 0x (FOFOFOF) + ((x & 0x FFOFFOFO) >> 1) My = (y & & 0x (FOFOFOF) + ((x & 0x FFOFFOFO) >> 1) My = (x & 0x (FOFOFOF) + ((x & 0x FFOFFOFOFO) >> 1) My = (y & & 0x (FOFOFF) + ((x & 0x FFOFFOFO) >> 1) My = (x & 0x (FOFOFF) + ((x & 0x FFOFFOFOFFO) >> 1) My = (x & 0x (FOFOFF) + ((x & 0x FFOFFOFFOFFOFFOFFOFFOFFOFFOFFOFFOFFOFFO	- 8 <	111111001 1	+2+2+ $+2k-1=-1+2k$ $+2+2+2+2+2+2+2+2+2+2+2+2+2+2+2+2+2+2+2$	
2xt1-2x 2xt1-2x 2xt1-2x B) moge obcide to bethow jest worth so identificant 2AD 5. (((x > 1) - (-x x 1)) >> 31 ((x x (x - ()))) 2AD 6. mint 32 t the bit = ((x >> i) 1 1) <= k); Noturn x the bit 2AD. 4. ucita program(stobe str. 36 Aga = (x x 0x 555555555) + ((x x x AAAAAAAAAA) >> 1) Min = (M1 x 0x M3333333) + ((x x x AAAAAAAAAA) >> 1) Min = (M1 x 0x M3333333) + ((x x x x AAAAAAAAAA) >> 1) Min = (M1 x 0x M3333333) + ((x x x x x x x x x x x x x x x x x x	-2	$-2^{\times +1} + 2^{\times +3} + 2^{\times +2} + 2^{\times +1} + 2^{\times}$		
B) mage obcide to bethow jesti word so identificate 2AD 5. (((x > 1) - (-x & 1)) >> 31 ((x & (x - 1))) ** 2AD 6. minut & 2 + the bit = ((x >> i) & 1) & k); X = (x & (1 < k); Neturn x the bit 2AD. 4. Ucita programistow str. 36 Ay = (x & 0x 55555555) + ((x & x AAAAAAAAA) >> 1) Ai = (Ay & 0x 46555333) + ((x & x 0 x cccccccc) >> 2) Ai = (Ay & 0x 46555333) + ((x & x 0 x cccccccc) >> 2) Ai = (Ay & 0x 6666000000000000000000000000000000				
2AD 5. (((x >>1) - (-x & 1)) >> 31/(x & (x - 1))) *2AD 6. mint 32 t the bit = ((x >> i) & 1) & k); X = (x & -(1 < k); X = (-2 ×		
2AD 6. mint 32 t the bit = ((x >> i) 1/2 k); x = (x & (1 < k) 1/2 k); x = (x & (1 < k) 1/2 k); 2AD. 4. ucita progrom/stobio str. 36 2AD. 5. ucita progrom/stobio str. 36 2AD. 6. ucita progrom/stobio str. 30 2AD. 6. ucita progrom/stobio str. 30 2AD. 6. ucita progrom/stobio str. 30 2AD. 10 2AD. 10 2AD. 10 2AD. 10		B) mogę obcięć w	bittow jesti w+1 sq identyone	
Neturn x the bit 2AD. 4. Ucita program(stable star. 86 Lyn = (x & 0x 55555555) + ((x & x AAAAAAAAA) >>1) Mi = (M1 & 0x 38333333) + ((x & x0 x CCCCCCCC) >> 2) Mi = (M2 & Cx (FOFOFOF) + ((x & x0 x FOFOFOFO) >> 4) My = (M3 & 0x COFFCOFF) + ((x & x0 x FOFOFOFO) >> 8) My = (M3 & 0x COFFCOFF) + ((x & 0x FFOOFFOO) >> 8) My = (M4 & x COCCOFFCOFF) + ((x & 0x FFFOOFFOO) >> 8) Neturn N; LAD. 8. CD AB X = (x >> 16) 1(x < 16) AB CD DC BA (x & x >> 16) 1(x < 16) AB CD DC BA (x & x >> 16) 1(x < 16) LAD. 9 LAD. 9 LAD. 9 LAD. 10 LOCAL Stabus In donum & colored & colore				
2AD. 4. Ucita programistow str. 86 Q1 = (x & 0x 555555555) + ((x & x AAAAAAAA) >>1) Min = (y1 & 0x 555555555) + ((x & x AAAAAAAA) >>1) Min = (y1 & 0x 655555555) + ((x & x 0x cccccccc) >> 2) Min = (y1 & 0x 65555555) + ((x & x 0x ccccccccc) >> 2) Min = (y2 & 0x 60FF60FF) + ((x & 0x FF60FF60) >> 8) Min = (y2 & 0x 60FF60FF) + ((x & 0x FF60FF60) >> 8) Min = (y2 & 0x 60FF60FF) + ((x & 0x FF60FF60) >> 8) Min = (y2 & 0x 60FF60FF) + ((x & 0x FF60FF60) >> 8) Min = (y2 & 0x 60FF60FF) + ((x & 0x FF60FF60) >> 8) Min = (y2 & 0x 60FF60FF) + ((x & 0x FF60FF60) >> 8) Min = (y3 & 0x 60FF60FFF) + ((x & 0x FF60FF60) >> 8) Min = (y3 & 0x 60FF60FFF) + ((x & 0x FF60FF60) >> 8) Min = (y3 & 0x 60FF60FFFF) + ((x & 0x FF60FF60) >> 8) Min = (y3 & 0x 60FF60FFFFF) + ((x & 0x FF60FF60) >> 8) Min = (y3 & 0x 60FF60FFFFFFFFFFFFFFFFFFFFFFFFFFFFFF		*2AD 6. night 32_t	the bit = $((x > i) \downarrow 1) ((x k);$ x = (x k);	
Ay = (x & 0x 555555555) + ((x & x AAAAAAAA) >>1) Ma = (y & 0 x 355555555) + ((x & x O x CCCCCCCC) >> 2) Ma = (y & & 0 x 36536363) + ((x & x O x CCCCCCCC) >> 2) Ma = (y & & 0 x COFFCOFF) + ((x & 0 x FFCOFFCO) >> 6) My = (y & & 0 x COFFCOFF) + ((x & 0 x FFCOFFCO) >> 8) My = (y & & 0 x COFFCOFF) + ((x & 0 x FFCOFFCO) >> 8) My = (y & & 0 x COFFCOFF) + ((x & 0 x FFCOFFCO) >> 8) My = (y & & 0 x COFFCOFF) + ((x & 0 x FFCOFFCO) >> 8) My = (y & & 0 x COFFCOFF) + ((x & 0 x FFCOFFCO) >> 8) My = (x & & 0 x COFFCOFFCO) >> 8) My = (x & & 0 x CCCCCCCCC) My = (x & x C x CCCCCCCCC) My = (x & x C x COFFCOFFCO) >> 8) My = (x & x C x COFFCOFFCO) >> 8) My = (x & x C x COFFCOFFCO) >> 8) My = (x & x C x COFFCOFFCO) >> 8) My = (x & x C x COFFCOFFCO) >> 8) My = (x & x C x COFFCOFFCO) >> 8) My = (x & x C x COFFCOFFCO) >> 8) My = (x & x C x COFFCOFFCO) >> 8) My = (x & x C x CCCCCCCCC) >> 22) My = (x & x C x COFFCOFFCO) >> 8) My = (x & x C x COFFCOFFCO) >> 8) My = (x & x C x COFFCOFFCO) >> 8) My = (x & x C x CCCCCCCCC) >> 22) My = (x & x C x CCCCCCCCC) >> 22) My = (x & x C x CCCCCCCCC) >> 22) My = (x & x C x COFFCOFFCOFFCO) >> 8) My = (x & x C x COFFCOFFCOFFCO) >> 8) My = (x & x C x COFFCOFFCO) >> 8) My = (x & x C x COFFCOFFCOFFCO) >> 8) My = (x & x C x COFFCOFFCOFFCO) >> 8) My = (x & x C x COFFCOFFCOFFCOFFCOFFCOOFFCOOFFCOO			neturn x the bit	
- (y, 2 0x 36333633) + ((x 2 x0 xccccccc) >> 2) y = (y, 2 0x (FOFOFOF) + ((x 2 x0 x FOFOFOFO) >> 4) y = (y, 2 0x (OFFOOFF) + ((x 2 0x FFOOFFOO) >> 8) N5 = (y, 4 x 0000FFFF) + ((x 4 0 x FFFF000) >> 16) neturn y; 2AD. 8. CD AB x = (x >> 16) 1(x <= 16) AB CD DC BA x = (x 4 x00 FFOOFF) << 8 D C BA (x 1 x FFOOFFOO) >> 8) 2AD. 9 2AD. 9 2AD. 9 2AD. 10				
4 6 CD DC & A X = (X X X X X X X X X X X X X X X X X		My = (x & 0x 22222222)+((XXXAAAAAAA)>>1)	
My = (y & £ 0x COFFCOFF) + ((x£ 0x FFCOFFOO) >> 8) NS = (y y £ x COCOFFFFF) + ((x£ 0x FFFFCOO) >> 76) Neturn Nj; 2AD . 8. CD A X = (x >> 16) (x < 16) A & CD DC & A X = (x\$ \$\frac{1}{2}\$ \$\frac		M2 = (M120x 33333333)+((x & x0 xccccccc) >> 2)	
My = (y & £ 0x COFFCOFF) + ((x£ 0x FFCOFFOO) >> 8) NS = (y y £ x COCOFFFFF) + ((x£ 0x FFFFCOO) >> 76) Neturn Nj; 2AD . 8. CD A X = (x >> 16) (x < 16) A & CD DC & A X = (x\$ \$\frac{1}{2}\$ \$\frac		M3 = (M2 & CX CFOFOFOF)+((x & x0xF0F0F0F0) >>4).	
Meturn N; 2AD. B. CD AB X= (x >> 16) (x << 16) AB CD DC BA X = (x 4x00 FF00 FF) << 8 DC BA (x 4x FF00 FF00) >> 8) 2AD. 9 MOJE A) i>0 B) i-DEUTA >0 Zmiene: xuinone: i>0 cli-1]=0[i] 2AD. 10 Liod 9ternigan - kod. lataru uz donum kodowaniu	,	My = (3 & 0 X COFFCOFF	=)+((xf0xFF00FF00) >> 8)	
2AD. 8. CD AB X= (x >> 16) 1 (x << 16) AB CD DC BA X = (x \$\frac{1}{2}\times \times \			=)+((x40xFFFF0000)>7/6)	
A B CD DC B A X = (x4x00FF00FF) <<8 D C B A (x4xFF00FF00) >>8) 2AD 9 MOJE A) i>0 B) i-DEUTA >0 Zmieno: zmiono: i>0 i>DEUTA U[i-1]=0[i] 2AD 10 Kod Sterniggy - kod idony no dony no kodovoniu		neturn y;		
2AD. 9 MOJE A) i > 0 Emiora: Zmiora: Zmiora: Zi>0 Li>0 Li-1]=o[i] 2AD. 10 kind Sternisgy - kod, ktory in donum kodowowii				
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zniono: i > 0 i > DELTA al[i-1]=al[i] 2AD.10 kiod sterniga - kod ktorn in danna kodomoniu				
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