Repebect 4 us 1000 6 1600 12345678 16 12345664 771604 16 14 771600 48225 16 4 48224 3014 16 6 176 111 8 1000000 16 1000000 62500 16 0 62496 2906 16 4 3904 244 16 2 240 15 = F 016et: F4240 Mepelecoy uz 1600 6 1010 cucremy edien 12345678 = 1 x 167 + 2 x 16 + 3 x 16 + 4 x 16 + 5 x 163 + 6 x 16 + + 7+16+ + 8+16= 268435456 + 33554432+ + 3145728 + 262144 + 20480 + 1536 + 112 +8 = 305 419896 2 9560 1000000 = 1×16 +0×165+0×164+0×163+0×164 +0×161 + 0×160 = 16777216 & 0160

Gracour Companience X=(B->A). (A+B). (A->c)= = (!B+A).!A.|B.(!A+C) = (!B!A+A!A). .B.(!A+C) = |B!A.|B.(!A+C) = |B!A.(!A+C) = = |B. |A. |A + !B! A. C = !B! A + !B! A. C Roznousepue = !B!A Other x = !B!AПроверю созавв табриту истинкост Banucaro STEET BUHHY MYXG C = Cryvesenne monoro: M - mieg X - xneo C 88 M 88!X

```
C#, OCaml, VB, Perl, Swift, Prolog, Javascript, Pascal, COBOL, HTML, CSS, JS
        Code, Compile, Run and Debug online from anywhere in world.
     #include <stdio.h>
   9
  10
      int main()
  11
  12 - {
  13
  14
          int A = 0; int B = 0; int C = 0;
  15
          int arr_A[8] = {0,0,0,0,1,1,1,1};
  17
          int arr_B[8] = \{0,0,1,1,0,0,1,1\};
          int arr_C[8] = {0,1,0,1,0,1,0,1};
  18
  19
  21 -
          for (int i=0; i<8; i++) {
  22
  23
              A = arr_A[i]; B = arr_B[i]; C = arr_C[i];
  24
              printf("%d%d%d%d%d\n", A, B, C, (!B||A) && (!(A||B)) && (!A||C), !B&&!A );
  25
  26
  27
          } //for
          return 0;
  29
        O
                                                                                   input
           ☆ .%
00011
00111
01000
01100
10000
10100
11000
```

11100

Donazast sungers	60
A->B=!A11B C	hurmikaisul
AB, !A IB A ->B	A - Moaning
D D 1 1 1	B-zanprehur Lluraeral =
	Com A, TOB
11011	
A => B = (A88B) (!A	881B) AKGUBARUTTKOCTE
A B ! A ! B A B ! A · ! B (A · E	
001101	1 1
	<i>O O O</i>
110010	1 1
Guraera A TO sice course 270 u B	
A extensionent to m	
	JZ 33 34 25

XOR, ucerwzarousee UM A @ B = (!A88B) | (A88!B) A B ! A ! B ! A · B A · ! B | ! A · B + A · ! B A DB