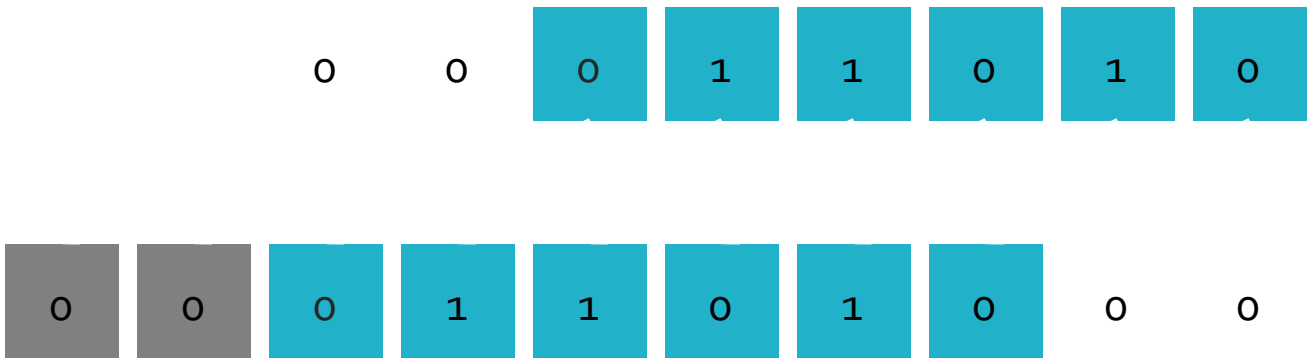
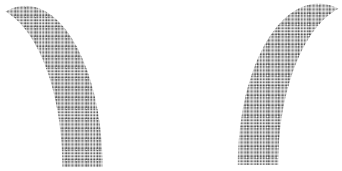
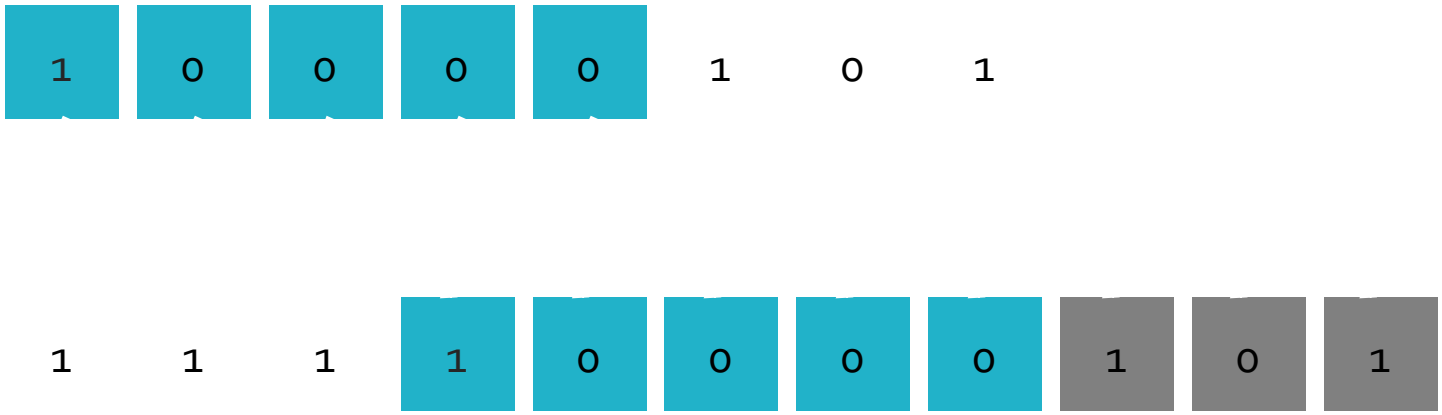
20164389 멀티미디어공학과 박

김상엽 지음 [이지스 퍼블리


0 0 0 1 1 0 1 0
0 0 0 1 1 0 1 0 0 0



10진수	16	8	4	2	1
2진수	0001 0000	0000 1000	0000 0100	0000 0010	0000 0001


1 0 0 0 0 1 0 1
1 1 1 1 0 0 0 0 1 0 1

A	B	AND(&)	OR(|)	XOR(^)	NOT(~)
0	0	0	0	0	1
0	1	0	1	1	
1	0	0	1	1	0
1	1	1	1	0	

```
  0000 1111 (0x0F)
& 0011 1100 (0x3C)
-----------------
  0000 1100 (0x0C)
```

```
  0000 1111 (0x0F)
| 0011 1100 (0x3C)
-----------------
  0011 1111 (0x3F)
```

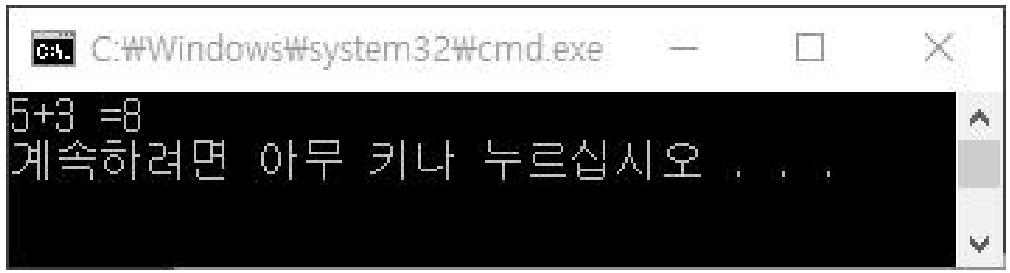
```
  0000 1111 (0x0F)
^ 0011 1100 (0x3C)
-----------------
  0011 0011 (0x33)
```

```
~ 0000 1111 (0x0F)
-----------------
  1111 0000 (0xF0)
```

```c
#include <stdio.h>

int Sum(int data1, int data2)
{
    int result = data1 + data2;
    return result;
}

void main()
{
    int result;
    result = Sum(5, 3);
    printf("5+3 =%d₩n", result);
}
```



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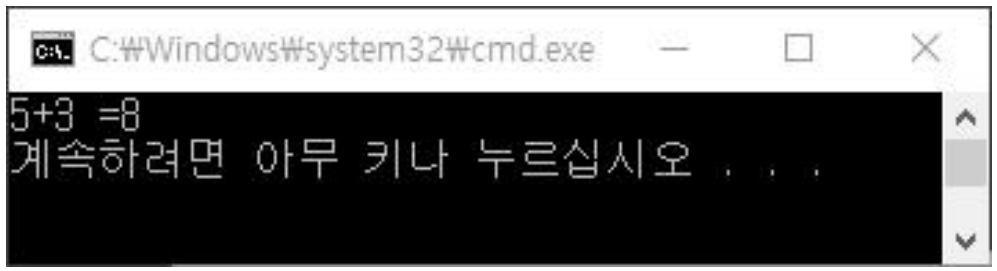

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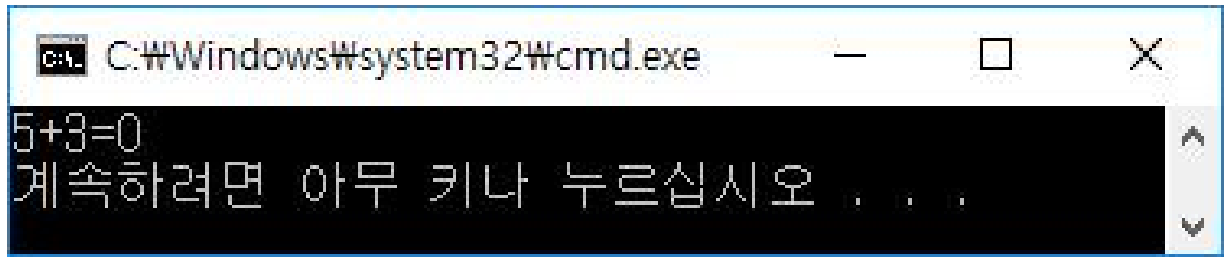

```
int result = 0;
void Sum(int data1, int data2)
{
	result = data1 + data2;
}
```

```
#include <stdio.h>
void Sum(int data1, int data2)
void main()
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	printf("5+3=%d₩n", result);
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exturn int result;
void main()
{
	Sum(5,3);
	printf("5+3=%d₩n", result);
}
```

```
int g_data1 = 0;
static int g_data2 = 0;
static int g_data3 = 0;
...
```

```
int g_data1;
int g_data2;
extern int g_data3;
...
```

```
double GetArea(const double pi, double radius, int limit)
{
	double result;
	pi = 3.14;
	result = pi * radius * radius;
	return result;
}
```