unsigned char a = 20; //00100000

unsigned char b = 22; //00100010

unsigned char c = a&b; // 00100000

unsigned char c = a|b; // 01100010

unsigned char c = a^b; // 00000010

unsigned char c = ~a; //11011111

unsigned char c = a<<4; //00000000

unsigned char c = a>>1; //00010000