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| EX 2.59 |
| #include <stdio.h>  int main(void)  {  unsigned int x = 0x89abcdef;  unsigned int y = 0x76543210;  unsigned int A = 0xff;  unsigned z = (x & A) | (y & ~A);  printf("%x\n%x\n%x", x, y, z);  return 0;  } |
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| EX 2.60 |
| #include <stdio.h>  unsigned replace\_byte(unsigned x, int i, unsigned char b)  {  unsigned A = (unsigned)0xFF << 8 \* i;  unsigned B = (unsigned)b << 8 \* i  return (x & ~A) | B;  }  int main(void)  {  unsigned ex1 = replace\_byte(0x12345678, 2, 0xAB);  unsigned ex2 = replace\_byte(0x12345678, 0, 0xAB);  printf("%x", ex1);  printf("\n%x", ex2);  return 0;  } |
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