

## Bitwise Operator

- The bitwise operator are

AND	&
OR	
NOT	~
XOR	^
Right Shift	>>
Unsigned Right Shift	>>>
Left Shift	<<<

- These operators are faster than other operators
- It works on the principle of Truth Tables

A	B	A & B
0	0	0
1	0	0
0	1	0
1	1	1

A	B	A   B
0	0	0
1	0	1
0	1	1
1	1	1

A	B	A ^ B
0	0	0
1	0	1
0	1	1
1	1	0

- These bitwise operator are performed only on integer type of data
- If you are taking byte and short the result will still be an integer