

Technological school electronic systems

Technology of programming - bitwise exam

Variation 1

Three names:

Class and number in class:

<pre>int a = 0x0c00c00; int b = 0x00e0ee; int res = a b; res = 0xc0ecee;</pre>	<pre>int a = 0x0000; int b = 0x0110000; int res = a^b; res = 0x110000;</pre>
<pre>int a = 0x0000000; int b = 0x20200; int res = a^b; res = 0x20200;</pre>	<pre>int a = 0xaaa00; int b = 0x90000; int res = a^b; res = 0x3aa00;</pre>
<pre>int a = 0x3003030; int b = 0x0000660; int res = a b; res = 0x3003670;</pre>	<pre>int a = 0xdd00000; int b = 0x00000; int res = a^b; res = 0xdd00000;</pre>
<pre>int a = 512; int b = 16; int res = (a<< 16) (b >> 14); res = 0x2000000;</pre>	<pre>int a = 512; int b = 8; int res = (a>> 2)&(b << 6); res = 0x0;</pre>
<pre>int a = 0x00cc; int res = 0; if (a ^ (1 << 4)){ res = 1; } else{ res = 2;</pre>	<pre>int a = 0x0060; int res = 0; if (a ^ (1 >> 16)){ res = 1; } else{ res = 2;</pre>

<pre>} res = 0x1;</pre>	<pre>} res = 0x1;</pre>
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