

# 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 = .....</pre>	<pre>int a = 0x0000; int b = 0x0110000; int res = a^b; res = .....</pre>
<pre>int a = 0x0000000; int b = 0x20200; int res = a^b; res = .....</pre>	<pre>int a = 0xaa00; int b = 0x90000; int res = a^b; res = .....</pre>
<pre>int a = 0x3003030; int b = 0x0000660; int res = a b; res = .....</pre>	<pre>int a = 0xdd00000; int b = 0x00000; int res = a^b; res = .....</pre>
<pre>int a = 512; int b = 16; int res = (a&lt;&lt; 16) (b &gt;&gt; 14); res = .....</pre>	<pre>int a = 512; int b = 8; int res = (a&gt;&gt; 2)&amp;(b &lt;&lt; 6); res = .....</pre>
<pre>int a = 0x00cc; int res = 0; if (a ^ (1 &lt;&lt; 4)){ res = 1; } else{ res = 2; }</pre>	<pre>int a = 0x0060; int res = 0; if (a ^ (1 &gt;&gt; 16)){ res = 1; } else{ res = 2; }</pre>

<pre>} res = .....</pre>	<pre>} res = .....</pre>
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