Technological school electronic systems

Technology of programming - bitwise exam

Variation 1

Three names:

Class and number in class:

int a = 0x00010;
 	
int b = 0x00000f;
 	
int res = a^b;
 	
res = 0x1f;
	int a = 0x000d0;
	
	int b = 0x001101;
	
	int res = a^b;
	
	res = 0x11d1;

int a = 0x0000;
 	
int b = 0x0110001;
 	
int res = a&b;
 	
res = 0x0;
	int a = 0x7000000;
	
	int b = 0x0000004;
	
	int res = a|b;
	
	res = 0x7000004;

int a = 0xf0ff00f;
 	
int b = 0x00a00;
 	
int res = a^b;
 	
res = 0xf0ffa0f;
	int a = 0xe00e;
	
	int b = 0x7000;
	
	int res = a&b;
	
	res = 0x6000;

int a = 128;
 	
int b = 8;
 	
int res = (a>> 16)&(b >> 14);
 	
res = 0x0;
	int a = 2048;
	
	int b = 128;
	
	int res = (a>> 12)&(b << 16);
	
	res = 0x0;

int a = 0x0a000aa;
 	
int res = 0;
 	
if (a ^ (1 >> 4)){
 	
res = 1;
 	
}else{
 	
res = 2;
 	
}
 	
res = 0x1;
	int a = 0x2020020;
	
	int res = 0;
	
	if (a ^ (1 >> 6)){
	
	res = 1;
	
	}else{
	
	res = 2;
	
	}
	
	res = 0x1;