**CS/IV/18-12**

#include<iostream>

using namespace std;

class monk

{

long int m, p;

int count;

public:

monk() {

count=0;

}

void getData();

void game();

void outData();

};

void monk::getData()

{

cin>>m>>p;

}

void monk::game()

{

long int x=m^p;

while(x>0)

{

if(x%2==1)

count++;

x/=2;

}

}

void monk::outData()

{

cout<<count<<endl;

}

int main()

{

int T;

cin>>T;

while(T--)

{

monk ob;

ob.getData();

ob.game();

ob.outData();

}

return 0;

}