|  |  |
| --- | --- |
| **1. Prefix/Infix/Postfix Notation**  ̶  = (A + B) / C ̶ C2 / (A ̶ B)  = (+ A B) / C ̶ (↑ C 2) / ( ̶ A B)  = ( / + A B C) ̶ ( / ↑ C 2 ̶ A B)  = ̶ / + A B C / ↑ C 2 ̶ A B | 1. As shown |
| **2. Prefix/Infix/Postfix Notation**  x y ↑ x y \* y 3 + / + x 2 y \* + y x ̶ / ̶  = (5 2 ↑) (5 2 \*) (2 3 +) / + 5 (2 2 \*) + (2 5 ̶ ) / ̶  = 25 (10 5 /) + (5 4 +) (-3) / ̶ = (25 2 +) (9 (-3) /) ̶  **=** 27 (-3) ̶ = 30 | 2. 30 |
| **3. Bit-String Flicking**  (NOT 11000) OR 10110 AND (01100 OR 11100)  = 00111 OR (10110 AND 11100)  = 00111 OR 10100  = 10111 | 3.10111 |
| **4. Bit-String Flicking**  (RSHIFT–1 (LCIRC–2 01100)) AND (RCIRC–3 (NOT 00110))  **=** (RSHIFT–1 10001) AND (RCIRC–3 11001)  = 01000 AND 00111  = 00000 | 4. 00000 |
| **5. LISP**    = (ADD (SUB 7 2) (ADD (EXP 2 4) (DIV 12 4)) (MULT -1 3 5))  = (ADD 5 (ADD 16 3) -15  = (ADD 5 19 -15)  = 9 | 5. 9 |