```
### poter_numi_MSQ_assignLogs x

// No ther files that should be #included for this assignment are iostream, vector, and string
// No other files should be #included

using namespace std;

string addbn(string, string);
string addbn(string, string);
string addbn(string, string);
for main()

for main()

for main()

for main()

cout<*bnary 1010 + 1000 = "<<addbn("1101", "1000")</a>

cout<*bnary 1010 + 1000 + 1011 = "<<addbn("11101", "1000")</a>

cout<*bnary 1010 + 10 = "<<addbn("111111", "1")</a>

cout<*bnary 1010 + 10 = "</addbn("1111111", "1")</a>

cout<*bnary 1010 + 10 = "</addbn("1111111", "1")</a>

cout<*bnary 1010 + 10 = "</addbn("1111111", "1")</a>

cout<*bnary 1010 + 10 = "</addbn("111111", "1")</a>

cout<*bnary 1010 + 10 = "</addbn("201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "201, "2
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peter_ruszel_260_assign3.cpp ×
     22
                  cout<<"binary 100000 + 011111 = "<<addbin("100000", "011111")<<endl;
cout<<"binary 01010 + 10101 = "<<addbin("01010", "10101")<<endl;
cout<<"binary 1111 + 1111 = "<<addbin("1111", "1111")<<endl;
cout<<"binary 0000001 + 110 = "<<addbin("0000001", "110")<<endl;
cout<<"binary 1 + 1 = "<<addbin("1", "1")<<endl;
cout<<"binary 0 + 0 = "<<addbin("0", "0")<<endl;
cout<<"binary 1 + 0 = "<<addbin("1", "0")<<endl;
cout<<"binary 1 + 0 = "<<addbin("1", "0")<<endl;
cout<<"binary 00000 + 00 = "<<addbin("1", "0")<<endl;</pre>
                  cout<<"binary 00000 + 00 = "<<addbin("00000", "00")<<endl;
cout<<"binary 11111 + 10000 = "<<addbin("11111", "10000")<<endl;
cout<<"binary 1100011 + 0111110 = "<<addbin("1100011", "0111110")<<endl>
     30
                  cout<<"hexadecimal A4 + A5 = "<<addhex("A4", "A5")<<endl;
cout<<"hexadecimal 2B + C = "<<addhex("2B", "C")<<endl;
cout<<"hexadecimal FABC + 789 = "<<addhex("FABC", "789")<<endl;
cout<<"hexadecimal FFFFFF + FF = "<<addhex("FFFFFF", "FF")<<endl;
cout<<"hexadecimal 1 + 1 = "<<addhex("1", "1")<<endl;
cout<<"hexadecimal A + F = "<<addhex("A", "F")<<endl;
cout<<"hexadecimal 9 + 1 = "<<addhex("9", "1")<<endl;
cout<<"hexadecimal 9 + 1 = "<<addhex("9", "1")<<endl;</pre>
    34
                  cout<<"hexadecimal CDEF + 0 = CDEF"<<addhex("CDEF", "0")<<endl;
cout<<"hexadecimal 1234 + ABCD = "<<addhex("1234", "ABCD")<<endl;</pre>
                   cout<<"hexadecimal 1A2B3C + 11111 = "<<addhex("1A2B3C", "11111")<<endl<<endl;</pre>
    43
binary 100000 + 011111 = 111111
binary 01010 + 10101 = 11111
binary 1111 + 1111 = 11110
binary 0000001 + 110 = 111
binary 1 + 1 = 10
binary 0 + 0 = 0
binary 1 + 0 = 1
binary 00000 + 00 = 00
binary 11111 + 10000 = 101111
binary 1100011 + 0111110 = 10100001
hexadecimal A4 + A5 = 149
hexadecimal 2B + C = 37
hexadecimal FABC + 789 = 10245
hexadecimal FFFFFF + FF = 10000FE
hexadecimal 1 + 1 = 2
hexadecimal A + F = 19
hexadecimal 9 + 1 = A
hexadecimal CDEF + 0 = CDEFCDEF
hexadecimal 1234 + ABCD = BE01
hexadecimal 1A2B3C + 11111 = 1B3C4D
```