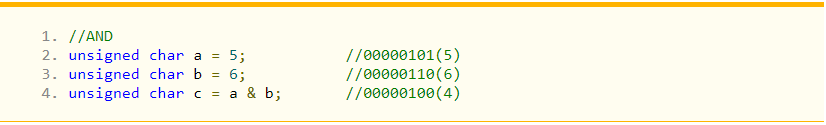
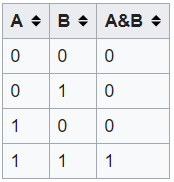
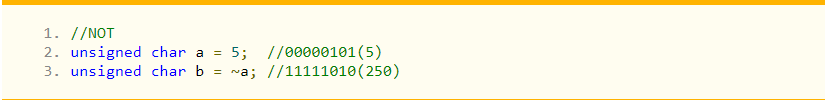
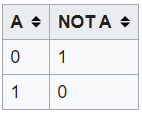
1. Biến
2. Mảng
3. Hàm
4. Điều kiện if else, switch case
5. Vòng lặp for, while, do while
6. Toán tử

THAO TÁC BIT

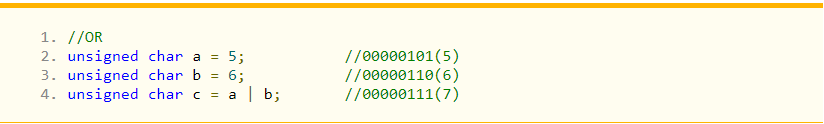
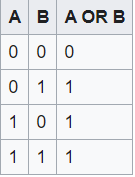
AND: x=y & z;



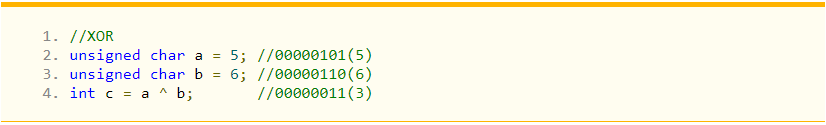
**NOT**: x=~y;



**OR**: x=y | z;



**XOR**: x = y ^ z;



**Dịch Bit**: >> (Dịch phải) và << ( Dịch trái )

