00030005 <getbit>:

30005: 55 push %ebp

30006: 89 e5 mov %esp,%ebp

30008: 83 ec 10 sub $0x10,%esp

3000b: e8 0a 02 00 00 call 3021a <\_\_x86.get\_pc\_thunk.ax>

30010: 05 f0 2f 00 00 add $0x2ff0,%eax

30015: 8b 45 0c mov 0xc(%ebp),%eax

30018: c1 f8 03 sar $0x3,%eax //byte = offset >> 3

3001b: 89 45 fc mov %eax,-0x4(%ebp)

3001e: 83 65 0c 07 andl $0x7,0xc(%ebp) //offset &= 7

30022: 8b 45 0c mov 0xc(%ebp),%eax

30025: ba 01 00 00 00 mov $0x1,%edx

3002a: 88 c1 mov %al,%cl

3002c: d3 e2 shl %cl,%edx //mask = 1 << offset;

3002e: 89 d0 mov %edx,%eax

30030: 88 45 fb mov %al,-0x5(%ebp)

30033: 8b 55 fc mov -0x4(%ebp),%edx

30036: 8b 45 08 mov 0x8(%ebp),%eax

30039: 01 d0 add %edx,%eax

3003b: 8a 00 mov (%eax),%al

3003d: 22 45 fb and -0x5(%ebp),%al

30040: 84 c0 test %al,%al

30042: 0f 95 c0 setne %al

30045: c9 leave

30046: c3 ret