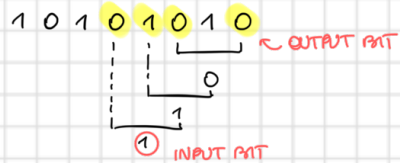


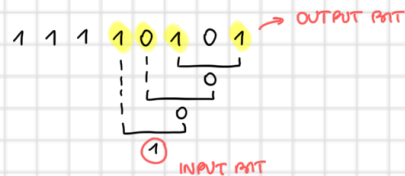
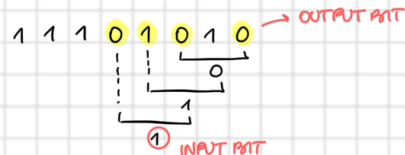
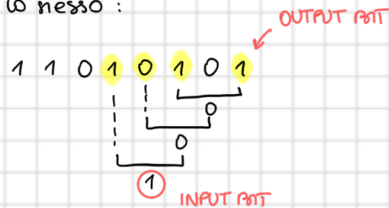
1 0 1 0 1 0 1 0

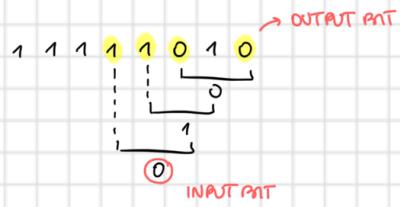
- 1) Calcola l'input int facendo lo XOR tra i bit corrispondenti del TAPS



- 2) Salvo l'output int (LSB)
Sfulto a dx di una posizione
metto nel MSB e l'input int calcolato

Rifaccio lo stesso :





0 1 1 1 1 1 0 1