

byte:

0	0	0	1	1	1	1	0
---	---	---	---	---	---	---	---

\wedge

\wedge

\wedge

bitmask:

1	0	1	1	1	0	0	1
---	---	---	---	---	---	---	---



result:

0	0	0	1	1	0	0	0
---	---	---	---	---	---	---	---