

Step 1:     instance := BitObject new.

<u>instance: Bit Object</u>
bitSlot = 0 (000) <sub>2</sub>

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Step 2:     instance boolean1: **true**.

<u>instance: Bit Object</u>
bitSlot = 1 (100) <sub>2</sub>

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Step 3:     instance boolean3: **true**.

<u>instance: Bit Object</u>
bitSlot = 5 (101) <sub>2</sub>