

Step 1: instance := BitObject new.

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

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

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

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

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