


<b>Apply Bit plane slicing, try to get the results shown in Fig3.14 and Fig 3.15</b>	
<pre>I = imread('skull.jpg');  B=bitget(I,1); subplot(2,2,1);imshow(logical(B));title('Bit plane 1');  B=bitget(I,2); subplot(2,2,2);imshow(logical(B));title('Bit plane 2');  B=bitget(I,3); subplot(2,2,3);imshow(logical(B));title('Bit plane 3');  B=bitget(I,4); subplot(2,2,4);imshow(logical(B));title('Bit plane 4');  A=imread('skull.jpg'); B=zeros(size(A)); B=bitset(B,7,bitget(A,7)); B=bitset(B,8,bitget(A,8)); B=uint8(B); figure; subplot(1,2,1); imshow(B); title("combining 8 and 7 bit plane");  B=zeros(size(A)); B=bitset(B,8,bitget(A,8)); B=bitset(B,7,bitget(A,7)); B=bitset(B,6,bitget(A,6)); B=bitset(B,5,bitget(A,5)); B=uint8(B); subplot(1,2,2); imshow(B); title("combining 8,7,6 and 5 bit planes");</pre>	
Screen shot showing results	

