

A								b								c						..		
0	1	0	0	0	0	0	1	0	1	1	0	0	0	1	0	0	1	1	0	0	0	1	1	..

bit0	0	0	0	...
bit1	1	1	1	...
bit2	0	1	1	...
bit3	0	0	0	...
bit4	0	0	0	...
bit5	0	0	0	...
bit6	0	1	1	...
bit7	1	0	1	...