

①

```
data = (int) PORT1.PORT.BYTE & 0x07;
```

111	← No switch pressed data = 7
110	← SW1 pressed, data = 6
101	← SW2 pressed, data = 5
011	← SW3 pressed, data = 3
010	← SW1 & SW3 pressed data = 2

(data & 1)

(data & 2)

(data & 4)

False if SW1 pressed

false if SW2 pressed

false if SW3 pressed

if (!(data & 1))

if (!(data & 2))

⋮

//executed if SW1 pressed

⋮